

Global VR and 360 Video Market Research Report 2023

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Abstracts

According to QYResearch's new survey, global VR and 360 Video market is projected to reach US\$ million in 2029, increasing from US\$ million in 2022, with the CAGR of % during the period of 2023 to 2029.

The global VR and 360 video market is experiencing growth as immersive experiences gain popularity across various industries. With advancements in technology, increased content creation, and expanding applications, the market is expected to continue expanding in the coming years.

Report Scope

This report, based on historical analysis (2018-2022) and forecast calculation (2023-2029), aims to help readers to get a comprehensive understanding of global VR and 360 Video market with multiple angles, which provides sufficient supports to readers' strategy and decision making.

By Company

Koncept VR

Light Sail VR

Felix & Paul Studios

Emblematic Group

BigLook 360

VR Playhouse

Penrose Studios

Baobab Studios

RYOT

Fable Studio

WITHIN

VR Gorilla

360 Labs

Spherica

Visualize Creative Limited

Prosper XR

Axis Images

Vgers

Supersphere VR

Wheelhouse Media

Segment by Type

Documentary

The Film

TV Series

Other

Segment by Application

Cinema

TV Station

Online Media

Other

By Region

North America

United States

Canada

Europe

Germany

France

UK

Italy

Russia

Nordic Countries

Rest of Europe

Asia-Pacific

China

Japan

South Korea

Southeast Asia

India

Australia

Rest of Asia

Latin America

Mexico

Brazil

Rest of Latin America

Middle East & Africa

Turkey

Saudi Arabia

UAE

Rest of MEA

The VR and 360 Video report covers below items:

Chapter 1: Product Basic Information (Definition, Type and Application)

Chapter 2: Global market size, regional market size. Market Opportunities and Challenges

Chapter 3: Companies' Competition Patterns

Chapter 4: Product Type Analysis

Chapter 5: Product Application Analysis

Chapter 6 to 10: Country Level Value Analysis

Chapter 11: Companies' Outline

Chapter 12: Market Conclusions

Chapter 13: Research Methodology and Data Source

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