

3D Projector - Global Market Outlook (2018-2027)

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Abstracts

According to Statistics MRC, the Global 3D Projector Market is accounted for \$2.84 billion in 2018 and is expected to reach \$6.22 billion by 2027 growing at a CAGR of 9.1% during the forecast period. Some of the key factors influencing the market growth include Increasing demand for 3D projectors in cinema and home theater applications, increasing adoption of digitalization in education sector, and technological advancements in projectors. However, technological constraints with DLP projectors and metal halide light source are restraining the market growth.

3D projectors are primary used to map three-dimensional data to a two-dimensional surface such as a screen or a wall of any devices such as smart phone and laptop. As opposed to images from a traditional projector, those from a 3D projection allow the viewer to sense depth. 3D projectors are built using display technologies such as DLP and 3LCD. However, 3D projectors receive and project a different data stream type in a variety of formats.

Based on the technology, DLP projectors offer higher contrast and minimal pixelation of DLP technology to deliver superior image quality. With sealed image mirror to keep DLP chip dustfree, DLP projectors offer easy maintenance and are one of the important features. DLP projectors can withstand harsh environment and are compatible with high-definition TV programs and high-definition DVD content, offering clear, sharp, and vivid images.

By Geography, Asia Pacific has significant growth during the forecast period due to increasing adoption of advanced technologies in the entertainment segment in APAC, increasing number of movie screens and interest of viewers in 3D movies and increasing demand for home theater and gaming projectors.

Some of the key players in global 3D Projector market are Canon Inc., Sony

Corporation, Infocus, Seiko Epson Corporation, Acer Inc., Dell, NEC Display Solutions, Optoma Corporation, Hitachi Digital Media Group, Panasonic Corporation, Delta Electronics, Inc., Vivitek Corporation, Wolf Cinema, BenQ Corporation, Sharp Corporation, Digital Projection, Christie Digital and Jvckenwood (JVC).

Light Sources Covered:

Light Emitting Diode (LED)

Metal Halide

Hybrid

Laser

Bulbs

Other Light Sources

Technologies Covered:

Liquid Crystal Display (LCD)

Digital Light Processing (DLP)

Liquid Crystal on Silicon (LCOS)

Other Technologies

Resolutions Covered:

Extended Graphics Array (XGA)

4K and Above

Video Graphics Array (VGA)

High Definition (HD) & Full HD

Wide Extended Graphics Array (WXGA)

Brightness's Covered:

2,000 to 3,999 Lumens

10,000 & Above Lumens

Less Than 2,000 Lumens

4,000 to 9,999 Lumens

Applications Covered:

Education

Home Theater and Gaming

Cinema

Events and Large Venues

Engineering Use

Commercial

Residential

Scientific Projector

Other Applications

Regions Covered:

North America

US

Canada

Mexico

Europe

Germany

UK

Italy

France

Spain

Rest of Europe

Asia Pacific

Japan

China

India

Australia

New Zealand

South Korea

Rest of Asia Pacific

South America

Argentina

Brazil

Chile

Rest of South America

Middle East & Africa

Saudi Arabia

UAE

Qatar

South Africa

Rest of Middle East & Africa

What our report offers:

Market share assessments for the regional and country level segments

Strategic recommendations for the new entrants

Market forecasts for a minimum of 9 years of all the mentioned segments, sub segments and the regional markets

Market Trends (Drivers, Constraints, Opportunities, Threats, Challenges, Investment Opportunities, and recommendations)

Strategic analysis: Drivers and Constraints, Product/Technology Analysis, Porter's five forces analysis, SWOT analysis etc.

Strategic recommendations in key business segments based on the market estimations

Competitive landscaping mapping the key common trends

Company profiling with detailed strategies, financials, and recent developments

Supply chain trends mapping the latest technological advancements

Free Customization Offerings:

All the customers of this report will be entitled to receive one of the following free customization options:

Company Profiling

Comprehensive profiling of additional market players (up to 3)

SWOT Analysis of key players (up to 3)

Regional Segmentation

Market estimations, Forecasts and CAGR of any prominent country as per the clients interest (Note: Depends of feasibility check)

Competitive Benchmarking

Benchmarking of key players based on product portfolio, geographical presence, and strategic alliances

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Note: Tables for North America, Europe, APAC, South America, and Middle East & Africa Regions are also represented in the same manner as above.

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