

VIRTUAL PROTOTYPE GLOBAL MARKET – FORECASTS FROM 2017 TO 2021

Virtual Prototyping (VP) is a software based engineering tool used in the process of product development by creating a model of the system and simulating

PUNE, INDIA, February 7, 2017 /EINPresswire.com/ -- Also known as Virtual modelling, Virtual Prototyping (VP) is a software based engineering tool used in the process of product development by creating a model of the system and simulating its behaviour under controlled conditions with the help of computer software, in order to approve its virtual design before making its physical prototype as well as present, analyze and test the various aspects of product life cycle. The virtual prototyping can be achieved by fabricating geometrical shapes (3D) which are computer generated and combining them with other different mechanical motions and functions. Major applications of virtual prototyping are in industrial sectors such as aerospace, shipbuilding, transport and defense, oil & gas and automotive among others.

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The major benefit of virtual prototyping is that it enables engineering teams analyze their model visually and mathematically before making a hardware prototype which saves cost, time and efforts considerably. The need to minimize time and cost while maximizing quality in manufacturing industry where competition is intensive fuels the global [virtual prototype](#) market. Moreover, rising demand from end-user industries is also propelling the market growth. However, high investments required for building prototype solutions and inadequacy of trained professional may restrain the market growth over the forecast period. Geographically, North America and Europe are the major markets for virtual prototyping solutions due to the adoption of sophisticated technologies in manufacturing. China and India will witness significant growth in automobile and aerospace sectors in APAC Region, thus impacting the demand of virtual prototypes.

Research Methodology

Firstly, the report provides a brief introduction of the market and deals with detailed research methodology for calculating market size and forecasts, secondary data sources used and the primary inputs which were taken for data validation. This section also outlines various segmentation which has been covered as part of the report.

Market Dynamics

Next, the section provides comprehensive market dynamics through an overview section along with growth drivers, challenges, and opportunities which exist in the current market. This section of the report also provides supplier and industry outlook as a whole; key industry, global and regional regulations which are determining the market growth and a brief technological aspect of Virtual prototype solutions. Complete industry analysis has also been covered by Porter's five forces model as a part of this report section

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Segmentation

Thirdly, Virtual prototype Market has been segmented on the basis of tool, deployment model, industry vertical and geography as follows:

By Tool

- Computer Aided Engineering
- Finite Element Analysis (FEA)
- Computational Fluid Dynamic (CFD)
- Computer Automated Design
- Computer Aided Machining (CAM)
- Computer Aided Design

By Deployment Model

- On-Premise

- Cloud

By Industry Vertical

- Healthcare

- Communication and Technology

- Consumer Electronics

- Automotive

- Media and Entertainment

- Aerospace and Defence

- Others

By Geography

- Americas

- North America

- South America

- Europe Middle East and Africa

- Europe

- Middle East and Africa

- Asia Pacific

Market Players

Finally, competitive intelligence section deals with major players in the market, their market shares, growth strategies, products, financials, and recent investments among others. Key industry players profiled as part of this section are Cadence Design Systems, Synopsys, ASTC, Magillem, and ARM among others.

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