

3D Reconstruction Technology Market 2017 Global Industry Key Players, Share, Trend, Segmentation and Forecast to 2022

3D Reconstruction Technology Market –Market Demand, Growth, Opportunities, Analysis of Top Key Players and Forecast to 2022

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Wiseguyreports.Com adds “3D Reconstruction Technology Market –Market Demand, Growth, Opportunities, Analysis of Top Key Players and Forecast to 2022” To Its Research Database.

Report Details:

This report provides in depth study of “3D Reconstruction Technology Market” using SWOT analysis i.e. Strength, Weakness, Opportunities and Threat to the organization. The 3D Reconstruction Technology Market report also provides an in-depth survey of key players in the market which is based on the various objectives of an organization such as profiling, the product outline and the financial health of the organization.

This report studies the 3D Reconstruction Technology market status and outlook of global and major regions, from angles of players, regions, product and end Application/industries; this report analyzes the top players in global and major regions, and splits the 3D Reconstruction Technology market by product and Application/end industries.

The global 3D Reconstruction Technology market is dominated by few players from Europe and North America, like Pix4D, Agisoft PhotoScan, Autodesk, RealityCapture, Acute3D/Context Capture, PhotoModeler/Eos Systems Inc, Photometrix, Elcovision/PMS AG, Vi3Dim Technologies, Paracosm, Matterport, Intel RealSense, Mensi, Skyline and Airbus(Street Factory) etc.; There are also several small players from China, like 4Dage Technology, ackboxcv and Shenzhen Zhineng Shixian Technology etc.

In 2016, the global 3D Reconstruction Technology market was valued at 171 million USD and it will reach 568 million USD in 2022, with a CAGR of 22.2 % between 2016 and 2022.

Currently 3D Reconstruction Technology is being used in Culture Heritage and Museum, Films &

Games, 3D Printing, Drones and Robots. In future, the 3D Printing, Drones and Robots will be an important end use.

Currently there are three methods of 3D Reconstruction Software, Based on Images and Video and Based on 3D Scanning. In future, the technology on Images will dominate the market.

The major players in global market include

Pix4D

Agisoft PhotoScan

Autodesk

RealityCapture

Acute3D

PhotoModeler

Photometrix

Elcovision

Vi3Dim Technologies

Paracosm

Matterport

Realsense (Intel)

Mensi

Skyline Software Systems

Airbus

4Dage Technology

Blackboxcv

Shenzhen Zhineng Shixian Technology

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Geographically, this report split global into several key Regions, with, revenue (million USD), market share and growth rate of 3D Reconstruction Technology for these regions, from 2012 to 2022 (forecast)

United States

EU

Japan

China

India

Southeast Asia

On the basis of product, the 3D Reconstruction Technology market is primarily split into

3D Reconstruction Software

Based on Images and Video

Based on 3D Scanning

On the basis on the end users/Application, this report covers
Culture Heritage and Museum
Films & Games
3D Printing, Drones and Robots

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