

Augmented Reality & Virtual Reality Eyeglasses Market witnesses new entrants in the market

Augmented Reality (AR) and Virtual Reality (VR) eyeglasses or headsets, are recent entrants into the smart wearables market.

HYDERABAD, TELANGANA, INDIA, September 12, 2018 /EINPresswire.com/ -- Augmented Reality (AR) and Virtual Reality (VR) eyeglasses or headsets, are recent entrants into the smart wearables market. [AR headsets](#) display virtual images, animations or content onto the real world environment to the user, and allow for a composite view. VR headsets, on the other hand, allow users to have life-like experiences in a virtual environment. The market is expanding due to the entry of new companies. Some AR headsets are specialized for industries, such as construction, sports (cycling), medical and so on.

AR and VR eyeglasses are presently very expensive pieces of technology and their applications are limited, based on the brand. These two factors combined have prevented the market from truly taking off. Addressing the costs will take time, and once the market saturates, these glasses may become a staple in every household. Additionally, there are a few applications and various types of headsets. For example, an application that works on Samsung's Gear VR, may not work on a Vuzix M-100 or Meta Vision's Meta headset.

There are certain constraints that the AR and VR eyeglasses market faces. A constraint that the developers of AR & VR eyeglasses have to deal with, is the user's unwillingness to wear the headset for long periods. The headsets that are used currently are often heavy, and need to be removed after sometime to prevent digital fatigue and sickness symptoms. The eyeglass/headset manufacturers will have to develop fashionable designs by reducing the size of the glasses, because nobody would like to walk out into the open wearing heavy and large headsets while traveling, for example.

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Currently, the number of AR & VR eyeglasses is growing in the market, as more and more companies are entering the market. The application developers are also beginning to develop applications that can work across headsets, thus improving their usability. Moreover, the developers of applications for the headsets are from different industries, ranging from tourism, education, fashion, and gaming and so on.

AR/VR headsets/eyeglasses can be used for increasing number of applications that our television or computer monitors are currently being used for. Not only this, these headsets/eyeglasses have the opportunity to become replacements for the TV or computer monitors in the future. The headsets/eyeglasses require lesser space and energy consumption. This potential replacement process will take place far in the future, and is subject to constraints, such as the size of the headsets/glasses.

The increasing number of applications and entry of new players should foster the growth of the AR/VR headsets /eyeglasses market. It is a fact that applications and headsets, both support the other to thrive. If developers begin developing the same application for multiple types of headsets /eyeglasses, then provided the application's usefulness, it will be purchased more

often. In the same way, an AR/VR headsets/eyeglasses which supports more applications will likely have more buyers.

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Augmented Reality and Virtual Reality Eyeglass Market report is segmented as indicated below:

1. AR & VR Eyeglass – By Type

- 1.1. Introduction
- 1.2. Augmented Reality Glasses
- 1.3. Virtual Reality Glasses
- 1.4. AR & VR Compatible Glasses

2. AR & VR Eyeglass – By Component

- 2.1. Introduction
- 2.2. Display
 - 2.2.1. Optical See-Through Display
 - 2.2.2. Video See-Through Display
- 2.3. Micro-processor
- 2.4. Controller
- 2.5. Others

3. AR & VR Eyeglass – By Application

- 3.1. Introduction
 - 3.1.1. Thermal Vision
 - 3.1.2. Threat Detection
 - 3.1.3. Situation Simulation
 - 3.1.4. Disease Detection
 - 3.1.5. Virtual Training
 - 3.1.6. Remote Communication
 - 3.1.7. Sport
 - 3.1.8. Film
 - 3.1.9. Concert & Event
 - 3.1.10. Literature
 - 3.1.11. Visual Art
 - 3.1.12. Others

4. AR & VR Contact Lenses – By End Users

- 4.1. Aerospace and Defense
- 4.2. Automotive
- 4.3. Travel and Tourism
- 4.4. Gaming
- 4.5. Healthcare
- 4.6. E-Commerce
- 4.7. Retail
- 4.8. Education
- 4.9. Media and Entertainment
- 4.10. Others

5. AR & VR Eyeglass Market – By Market Entropy

6. AR & VR Eyeglass Market – By Geography

Companies Cited/Interviewed/Referenced

Microsoft
Magic Leap

Epson
Google
Vuzix
Meta Vision
Optinvent
Garmin
Solos Wearables
EverySight
ODG
Toshiba
Company 20+

Related Reports:

A. Augmented Reality Market and Virtual Reality Market for Gaming Industry

<https://industryarc.com/Report/16349/augmented-reality-virtual-reality-market-for-gaming-industry.html>

B. Augmented Reality and Virtual Reality Market for Entertainment Industry

<https://industryarc.com/Report/16348/augmented-reality-virtual-reality-market-for-entertainment-industry.html>

What can you expect from the report?

The Augmented & Virtual Reality Eyeglass Market Report is Prepared with the Main Agenda to Cover the following 20 points:

1. Market Size by Product Categories
2. Market trends
3. Manufacturer Landscape
4. Distributor Landscape
5. Pricing Analysis
6. Top 10 End user Analysis
7. Product Benchmarking
8. Product Developments
9. Mergers & Acquisition Analysis
10. Patent Analysis
11. Demand Analysis (By Revenue & Volume)
12. Country level Analysis (15+)
13. Competitor Analysis
14. Market Shares Analysis
15. Value Chain Analysis
16. Supply Chain Analysis
17. Strategic Analysis
18. Current & Future Market Landscape Analysis
19. Opportunity Analysis
20. Revenue and Volume Analysis

Frequently Asked Questions:

Q. Does IndustryARC publish country, or application based reports in Augmented & Virtual Reality Eyeglass Market?

Response: Yes, we do have separate reports and database as mentioned below:

1. North America Augmented & Virtual Reality Eyeglass Market (2018-2023)
2. South America Augmented & Virtual Reality Eyeglass Market (2018-2023)

3. Europe Augmented & Virtual Reality Eyeglass Market (2018-2023)
4. Asia Pacific Augmented & Virtual Reality Eyeglass Market (2018-2023)
5. Middle East and Africa Augmented & Virtual Reality Eyeglass Market (2018-2023)
6. Optical See-Through Display Market in Augmented & Virtual Reality Eyeglass Market (2018-2023)
7. Threat Detection Augmented & Virtual Reality Eyeglass Market (2018-2023)
8. Gaming Market in Augmented & Virtual Reality Eyeglass Market (2018-2023)

Q. Does IndustryARC provide customized reports and charge additionally for limited customization?

Response: Yes, we can customize the report by extracting data from our database of reports and annual subscription databases. We can provide the following free customization

1. Increase the level of data in application or end user industry.
2. Increase the number of countries in geography or product chapter.
3. Find out market shares for other smaller companies or companies which are of interest to you.
4. Company profiles can be requested based on your interest.
5. Patent analysis, pricing, product analysis, product benchmarking, value and supply chain analysis can be requested for a country or end use segment.

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