

Report Information

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3D Reconstruction Technology Market Research Report—Global Forecast till 2030

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Description:

3D Reconstruction Technology Market Overview:

The global 3D reconstruction technology market is estimated to register a CAGR of over 12.2% to reach USD 2.4 Billion by the end of 2030.

3D reconstruction is the technique of capturing the shape and look of real objects in computer vision and computer graphics. Active or passive methods can be used to complete this process. Non-rigid or Spatio-temporal reconstruction occurs when the model is permitted to modify its shape over time.

COVID-19 Impact vs Opportunities for Global 3D Reconstruction Technology Market:

Many industries across the globe have been negatively impacted over the last few years. This is attributed to significant disruptions experienced by their respective manufacturing and supply-chain operations because of various precautionary lockdowns, as well as other restrictions that were enforced by governing authorities across the globe. The same applies to the global 3D reconstruction technology market. Furthermore, consumer demand has subsequently reduced as individuals are now keener on eliminating non-essential expenses from their respective budgets as the general economic status of most individuals has been severely affected by this outbreak. However, as respective governing authorities begin to lift these enforced lockdowns, the global 3D reconstruction technology market is expected to recover accordingly.

Market Dynamics:

• Drivers:

Surging demand for 3d reconstruction technology in the construction sector: Increasing demand for 3D reconstruction technology due to the complexity in design and enormity of construction projects is a factor expected to drive the growth of the global 3D reconstruction technology market over the forecast period.

High adoption of 3d technology in the maintenance of cultural heritage and museums: High adoption of 3D reconstruction technology in the maintenance of cultural heritage and museums and the creation of films & games is a key factor driving the market growth of the global 3D reconstruction technology market over the forecast period. The application of 3D reconstruction technology, including the use in various museums and galleries to enhance the visitor experience by offering virtual reality experiences, is expected to fuel the market growth.

• Opportunities:

Technological advancements and modernization: Demand for virtual reality and the emergence of 3D technology in developing countries are likely to create growth opportunities for the global 3D reconstruction technology market. The rising use of 3D reconstruction technology in the healthcare industry for medical imaging provides a diagnosis of cardiovascular disorders, neurological disorders, cancer, gynecological issues, and other conditions is expected to create substantial opportunity in the market.

• Restraint:

Lack of skilled professionals and high cost of technology: The high cost of 3D reconstruction technology coupled with the lack of skilled professionals is a key factor expected to hamper the growth of the global 3D reconstruction technology market to a certain extent over the forecast period.

• Value Chain Analysis

The global 3D reconstruction technology industry is projected to witness a rapid growth rate and is expected to be presented with favorable growth prospects during the forecast period. The global 3D reconstruction technology supply chain has evolved from a traditional approach to a set of highly efficient processes, including stages of software/platform developers, system integrators, and end users.

Segment Overview

The global market has been segmented on the basis of component, deployment, application, end-user, construction method, type, and region.

The global 3D reconstruction technology market, based on component, has been software, services, drones, and robots. The software of 3D reconstruction technology accounted for the largest market share in 2021 and is estimated to register a CAGR of 12.2% during the review period.

The global market, based on deployment is bifurcated into cloud and on-premise. The cloud segment is expected to garner high revenue growth in the coming 10 years.

The global 3D reconstruction technology market, based on application is bifurcated culture heritage and museum, films & games, 3d printing and others. The films & games segment is expected to garner high revenue growth in the coming 10 years.

The global 3D reconstruction technology, based on end-user is bifurcated construction, mining, geology, manufacturing, education & research, public safety & inspection agriculture, and others. The construction segment is expected to garner high revenue growth in the coming 10 years.

The global 3D reconstruction technology, based on construction method is bifurcated into active method and passive method. The passive method segment is expected to garner high revenue growth in the coming 10 years.

The global 3D reconstruction technology market, based on type is bifurcated into 3D reconstruction software and based image and video. The based image and video segment is expected to garner high revenue growth in the coming 10 years.

The global market, based on region is bifurcated into North America, Europe, Asia-Pacific, South America, and the Middle East & Africa. The Asia-Pacific region is expected to garner high revenue growth in the coming 10 years.

Regional Analysis

The global 3D reconstruction technology market has been studied across Asia-Pacific, North America, Europe, Middle East & Africa, and South America. North America led the global 3D reconstruction technology market in 2021, whereas the market in Asia-Pacific is expected to register the highest CAGR during the forecast period. North America is projected to be the largest market for 3D reconstruction technology during the forecast period. The market in this region is further categorized into the US, Canada, and Mexico. In 2021, the US dominated the 3D reconstruction technology, followed by Canada and Mexico

Japan and India are expected to be the fastest-growing country-level market, registering a significant CAGR over the next few years. Governments of countries such as China, Japan, and India are focused on developing their manufacturing and construction industries and advancements in digital technology, which can boost the market's growth during the forecast period.

Competitive Landscape

The market for 3D reconstruction technology has been witnessing significant growth over the forecast period owing to surging demand for 3D reconstruction technology in the entertainment sector. Several local, regional, and global players in the 3D reconstruction technology market continuously strive to gain a significant share of the overall market. During the study,

MRFR has analyzed some of the major players in the global 3D reconstruction technology market who have contributed to the market growth. These include pix4D SA, Agisoft, Capturing Reality s.r.o, Bentley System Incorporated, PMS AG, Matterport, Inc., Intel Corporation, PhotoModeler technologies, and Thermo Fisher Scientific.

Recent Developments

PMS AG majorly focuses on product development to expand its product offerings. It has been continuously investing heavily to offer an enhanced and unique product portfolio to provide an enriched experience to its consumers. It also focuses on enhancing software solutions simultaneously to offer cloud applications and offer new levels of innovation.

Matterport, Inc. focuses on its entire development and supply chain, from hardware development to content creation, processing, distribution, and monetization. This strategy has helped the company gain a stronger market position and achieve market dominance in the long run.

Report Overview

As per MRFR, the global 3D reconstruction technology industry has been growing significantly over the past few years. The global 3D reconstruction technology market has been segmented on the basis of component, deployment, application, end-user, construction method, type, and region. Based on region, the market has been segmented into North America, Europe, Asia-Pacific, the Middle East & Africa, and South America.

Objective of the Study

- To provide a comprehensive analysis of the 3D reconstruction technology market and its sub-segments in the global market, thereby providing a detailed structure of the industry
- To provide detailed insights into factors driving and restraining the growth of the global 3D reconstruction technology market
- To estimate the market size of the global 3D reconstruction technology, where 2018-2020 would be the historical period, 2021 shall be the base year, and 2022 to 2028 will be the forecast period for the study
- To analyze the global 3D reconstruction technology market in four main geographies, namely, North America, Europe, Asia-Pacific, South America, and the Middle East & Africa
- To provide country-wise market value analysis for various segments of the 3D reconstruction technology market
- To provide strategic profiling of key companies present across the globe and comprehensively analyze their competitiveness/competitive landscape in this market

- To provide a value chain for the 3D reconstruction technology market

Scope of the Report

The scope of the global 3D reconstruction technology industry study includes the market size analysis and a detailed analysis of the vendor's products and strategies. The global 3D reconstruction technology market has been segmented on the basis of component, deployment, application, end-user, construction method, type, and region.

Intended Audience

- Semi-Conductor Industry
- Robotics Industry
- Construction Industry
- Industry Automation
- Technology Investors
- Regulatory Industries
- Government Bodies

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