World Professional 3D Camera - Market Opportunities and Forecasts, 2014 - 2020

Description: 3D camera captures three-dimensional images and renders an enhanced quality of visuals. The significantly growing popularity of photography worldwide, supplements the adoption of the professional 3D camera. The growing demand of 3D content in the entertainment industry and developments in 3D imaging technology largely fuel the market growth. However, the high price of 3D cameras as compared to their 2D counterparts, and the advent of numerous software that convert multiple 2D images into one 3D effect, pose a major challenge for the market. It is expected that, the rise in 3D entertainment content and virtual reality applications would create tremendous opportunities in this market. Rising number of 3D movies, especially across the Asian region would boost the adoption of the professional 3D camera. Adoption of compact 3D cameras is prominently observed in the North American and European region. However, with the rising per capita incomes across developing Asian countries, the market of compact 3D cameras in this region would witness rapid growth in forecast period.

The market is segmented on the basis of types, technology, application and geography. The type segment includes target camera and free camera. Target cameras are gaining increasing traction due to their ability to render an object in an image or video which enhances the visual effect, especially, in professional photography. The technology segment includes time of flight, stereo vision and structured light. A large preference for stereo vision technology is observed among camera manufacturers due to its simplicity in implementation as compared to other technologies. The application segment consists of professional cameras used for still photography and video recording. 3D professional cameras used for recording would witness a rapid increase, in terms of adoption. Geographically, the professional 3D camera market is segmented as across the regions of North America, Europe, Asia-Pacific and LAMEA. North America would continue to drive the market with about 40% of market revenue share each year, through the analysis period. Also, LAMEA would exhibit rapid growth throughout the forecast period.

Numerous companies integrate 3D imaging technology to launch innovative product offerings in the professional camera market. For example, in May 2014, Sony introduced the Double Full HD 3D handycam HDR-TD10 based on BIONZ image processors, which captures HD 3D images. Key players operating in the market include Nikon, Go Pro, Sony Corp., Canon, Panasonic Corp., Lytro Inc., Matterport, Fujifilm Corp., Kodak and Faro Technologies.

KEY BENEFITS

- Current and future trends are outlined to determine the overall attractiveness and to single out profitable trends in order to gain a stronger foothold in the market
- The report provides information regarding key drivers, restraints and opportunities with impact analysis
- Quantitative analysis of the current market and forecast through 2015-2020 are provided to highlight the financial appetency of the market
- Porters Five Forces model of the industry illustrates the potency of the buyers & suppliers participating in the market along with the threat of 2D camera substitutes
- Professional 3D camera technologies are explained with corresponding benefits and growth potential throughout the forecast period
- Value chain analysis in the report provides a clear understanding on the roles of stakeholders involved in the value chain

MARKET SEGMENTATION

The market is segmented on the basis of type, technology, application and geography.

MARKET BY TYPE
- Target Camera
- Free Camera

MARKET BY TECHNOLOGY
- Time of flight
- Stereo vision
- Structured light

MARKET BY APPLICATION
- Photography
- Recording

MARKET BY GEOGRAPHY
- North America
- Europe
- Asia Pacific
- LAMEA

KEY PLAYERS
- Nikon Corp.
- Go Pro Inc.
- Sony Corp.
- Canon Inc.
- Panasonic Corp.
- Matterport Inc.
- Lytro Inc.
- Fujifilm Corp.
- Eastman Kodak Co.
- Faro Technologies Inc.

Contents:
Chapter: 1  INTRODUCTION
1.1  Report Description
1.2  Key Benefits
1.3  Key Market Segments
1.4  Research Methodology
1.4.1  Secondary Research
1.4.2  Primary Research
1.4.3  Analyst Tools and Models

Chapter: 2  EXECUTIVE SUMMARY
2.1  CXO Perspective
2.2 Market Beyond: What to Expect by 2025
2.2.1 Base Case Scenario
2.2.2 Optimistic Case Scenario
2.2.3 Critical Case Scenario

Chapter: 3 MARKET OVERVIEW
3.1 Market Definition and Scope
3.2 Key Findings
3.2.1 Top Factors Impacting Professional 3D Camera Market
3.2.2 Top Winning Strategies
3.2.3 Top Investment Pockets
3.3 Porter's Five Forces Model
3.3.1 Moderate Bargaining Power of Suppliers due to Backward Integration by 3D Camera Manufacturers
3.3.2 Sophisticated and Organized Buyers Increases the Bargaining Power of Customers
3.3.3 Moderate Industry Rivalry due to Competing Players with Sophisticated Product Offerings
3.3.4 Higher Prices Increases Threat of Substitutes
3.3.5 Higher Initial Investment Limits Threat of New Entrants
3.4 Value Chain Analysis
3.4.1 Suppliers to 3D Camera Manufacturers
3.4.2 3D Camera Manufacturing
3.4.3 Utility OEMs & Service Providers
3.5 Market Player Positioning
3.6 Case Studies
3.7 Market Dynamics
3.7.1 Drivers
3.7.1.1 Growing Demand of 3D Content from Entertainment Industry
3.7.1.2 Enhancement in 3D Scanning Technology
3.7.1.3 Improved User Preferences
3.7.2 Restraints
3.7.2.1 Price Based Constraints
3.7.2.2 Lack of Awareness
3.7.3 Opportunities
3.7.3.1 Virtual Reality Applications
3.7.3.2 Automated Operations in Industries

Chapter: 4 GLOBAL PROFESSIONAL 3D CAMERA MARKET BY TYPE
4.1 Target Camera
4.1.1 Key Market Trends
4.1.2 Competitive Scenario
4.1.3 Key Driving Factors and Opportunities
4.1.4 Market Size and Forecast
4.2 Free Camera
4.2.1 Key Market Trends
4.2.2 Competitive Scenario
4.2.3 Key Market Trends and Opportunities
4.2.4 Market Size and Forecast

Chapter: 5 GLOBAL PROFESSIONAL 3D CAMERA MARKET BY TECHNOLOGY
5.1 Time-of-Flight (TOF)
5.1.1 Key Market Trends
5.1.2 Competitive Scenario
5.1.3 Key Growth Factors and Opportunities
5.1.4 Market Size and Forecast
5.2 Stereo Vision/ Stereoscopy
5.2.1 Key Market Trends
5.2.2 Competitive Scenario
5.2.3 Key Growth Factors and Opportunities
5.2.4 Market Size and Forecast
5.3 Structured Light Imaging
5.3.1 Key Market Trends
5.3.2 Competitive Scenario
5.3.3 Key Growth Drivers and Opportunities
5.3.4 Market Size and Forecast
Chapter: 6 GLOBAL PROFESSIONAL 3D CAMERA MARKET BY APPLICATION
6.1 Photography
6.1.1 Introduction
6.1.2 Market Size and Forecast
6.2 Recording
6.2.1 Introduction
6.2.1.1 Camcorder
6.2.2 Market Size and Forecast

Chapter: 7 GLOBAL PROFESSIONAL 3D CAMERA MARKET BY GEOGRAPHY
7.1 North America
7.1.1 Key Market Trends
7.1.2 Competitive Scenario
7.1.3 Key Market Drivers and Opportunities
7.1.4 Market Size and Forecast
7.2 Europe
7.2.1 Key Market Trends
7.2.2 Competitive Scenario
7.2.3 Key Market Drivers and Opportunities
7.2.4 Market Size and Forecast
7.3 Asia-Pacific
7.3.1 Key Market Trends
7.3.2 Competitive Scenario
7.3.3 Key Market Drivers and Opportunities
7.3.4 Market Size and Forecast
7.4 Latin America, Middle East and Africa (LAMEA)
7.4.1 Key Market Trends
7.4.2 Competitive Scenario
7.4.3 Key Market Drivers and Opportunities
7.4.4 Market Size and Forecast

Chapter: 8 COMPANY PROFILES
8.1 Canon Inc.
8.1.1 Company Overview
8.1.2 Company Snapshot
8.1.3 Business Performance
8.1.4 Strategic Moves and Developments
8.1.5 SWOT Analysis of Canon Inc.
8.2 Matterport Inc.
8.2.1 Company Overview
8.2.2 Company Snapshot
8.2.3 Strategic Moves and Developments
8.2.4 SWOT Analysis of Matterport Inc.
8.3 Lytro Inc.
8.3.1 Company Overview
8.3.2 Company Snapshot
8.3.3 Strategic Moves and Developments
8.3.4 SWOT Analysis of Lytro Inc.
8.4 Fujifilm Corp.
8.4.1 Company Overview
8.4.2 Company Snapshot
8.4.3 Business Performance
8.4.4 Strategic Moves and Developments
8.4.5 SWOT Analysis of Fujifilm Corp.
8.5 GoPro Inc.
8.5.1 Company Overview
8.5.2 Company Snapshot
8.5.3 Business Performance
8.5.4 Strategic Moves and Developments
8.5.5 SWOT Analysis of GoPro Inc.
8.6 Eastman Kodak Co.
8.6.1 Company Overview
8.6.2 Company Snapshot
8.6.3 Business Performance
8.6.4 Strategic Moves and Development
8.6.5 SWOT Analysis of Kodak
8.7 Nikon Corp.
8.7.1 Company Overview
8.7.2 Company Snapshot
8.7.3 Business Performance
8.7.4 Strategic Moves and Developments
8.7.5 SWOT Analysis of Nikon Corp.
8.8 Panasonic Corporation
8.8.1 Company Overview
8.8.2 Company Snapshot
8.8.3 Business Performance
8.8.4 Strategic Moves and Developments
8.8.5 SWOT Analysis of Panasonic Corp.
8.9 Sony Corporation
8.9.1 Company Overview
8.9.2 Company Snapshot
8.9.3 Business Performance
8.9.4 Strategic Moves and Developments
8.9.5 SWOT Analysis of Sony Corp.
8.10 Faro Technologies Inc.
8.10.1 Company Overview
8.10.2 Company Snapshot
8.10.3 Business Performance
8.10.4 Strategic Moves and Developments
8.10.5 SWOT Analysis of Faro Technologies

List of Tables
Table 1 Global Professional 3D Camera Market By Geography, 2014 - 2020 ($Million)
Table 2 Global Professional 3D Camera Base Case Scenario Market Revenue By Geography, 2020-2025 ($Million)
Table 3 Global Professional 3D Camera Optimistic Case Scenario Market Revenue By Geography, 2020-2025 ($Million)
Table 4 Global Professional 3D Camera Critical Case Scenario Market Revenue By Geography, 2020-2025 ($Million)
Table 5 Global Professional 3D Camera Market By Type, 2014–2020 ($Million)
Table 6 Global Professional 3D Target Camera Market By Geography, 2014–2020 ($Million)
Table 7 Global Professional 3D Free Camera Market By Geography, 2014 - 2020 ($Million)
Table 8 Comparison Of 3D Imaging Technologies
Table 9 Global Professional 3D Camera Market By Technology, 2014 - 2020 ($Million)
Table 10 Global Professional 3D Time Of Flight Camera Market Revenue By Geography, 2014 - 2020 ($Million)
Table 11 Global Professional 3D Stereo Vision Camera Market Revenue By Geography, 2014 - 2020 ($Million)
Table 12 Global Professional 3D Structured Light Camera Market Revenue By Geography, 2014 - 2020 ($Million)
Table 13 Global Professional 3D Camera Market By Application, 2014 - 2020 ($Million)
Table 14 3D Cameras For Photography
Table 15 Global Professional 3D Photography Camera Market By Geography, 2014–2020 ($Million)
Table 16 3D Cameras For Recording
Table 17 Global Professional 3D Recording Camera Market By Geography, 2014–2020 ($Million)
Table 18 North America Professional 3D Camera Market By Technology, 2014 - 2020 ($Million)
Table 19 Europe Professional 3D Camera Market By Technology, 2014 - 2020 ($Million)
Table 20 Asia-Pacific Professional 3D Camera Market By Technology, 2014 - 2020 ($Million)
Table 21 Lamea Professional 3D Camera Market By Technology, 2014 - 2020 ($Million)
Table 22 Snapshot Of Canon Inc.
Table 23 Snapshot Of Matterport Inc.
Table 24 Snapshot Of Lytro Inc.
Table 25 Snapshot Of Fujifilm Corp.
Table 26 Snapshot Of Gopro Inc.
Table 27 Snapshot Of Kodak
Table 28    Snapshot Of Nikon Corp.
Table 29    Snapshot Of Panasonic Corp.
Table 30    Snapshot Of Sony Corp.
Table 31    Snapshot Of Faro Technologies Inc.

List of Figures
Fig. 1    Top Impacting Factors, Base Case (2020-2025)
Fig. 2    Top Impacting Factors, Optimistic Case (2020-2025)
Fig. 3    Top Impacting Factors, Critical Case (2020-2025)
Fig. 4    Top Impacting Factors
Fig. 5    Top Winning Strategies Across Professional 3D Camera Market
Fig. 6    Top Investment Pockets Of 3D Camera Market
Fig. 7    Porter's Five Forces Analysis
Fig. 8    Value Chain Analysis Of Professional 3D Camera Market
Fig. 9    Market Player Positioning
Fig. 10    Virtual Reality Market
Fig. 11    3D Stereo Vision Camera Operation
Fig. 12    Global Gaming Market In Year 2014 (%)
Fig. 13    Leading Countries In Asian Gaming Markets
Fig. 14    Revenue Generated By Canon Inc. (2012-2013)
Fig. 15    Revenue Of Canon Inc., By Business Segment (%), 2014
Fig. 16    Revenue Of Canon Inc., By Geography (%), 2014
Fig. 17    Swot Analysis Of Canon Inc.
Fig. 18    Swot Analysis Of Matterport Inc.
Fig. 19    Swot Analysis Of Lytro Inc.
Fig. 20    Revenue Generated By Fujifilm Corp.(2012-2014)
Fig. 21    Revenue Of Fujifilm Corp., By Business Segment (%), 2014
Fig. 22    Revenue Of Fujifilm Corp., By Geography (%), 2014
Fig. 23    Swot Analysis Of Fujifilm Corp.
Fig. 24    Revenue Generated By Gopro Inc., (2012-2014)
Fig. 25    Revenue Of Gopro Inc. By Geography(%), 2014
Fig. 26    Swot Analysis Of Gopro Inc.
Fig. 27    Revenue Generated By Kodak (2012-2014)
Fig. 28    Revenue Of Kodak By Business Segments (%), 2014
Fig. 29    Swot Analysis Of Kodak Co.
Fig. 30    Net Sales Generated By Nikon Corp. (2012-2014)
Fig. 31    Net Sales Of Nikon Corp. By Segments(%), 2014
Fig. 32    Swot Analysis Of Nikon Corp.
Fig. 33    Revenue Generated By Panasonic Corp.(2012-2015)
Fig. 34    Revenue Of Panasonic Corp. By Business Segment(%), 2014
Fig. 35    Revenue Of Panasonic Corp. By Geography(%), 2014
Fig. 36    Swot Analysis Of Panasonic Corp.
Fig. 37    Revenue Generated By Sony Corp.(2012-2015)
Fig. 38    Revenue Of Sony Corp. By Business Segment(%), 2014
Fig. 39    Revenue Of Sony Corp. By Geography(%), 2014
Fig. 40    Swot Analysis Of Sony Corp.
Fig. 41    Revenue Generated By Faro Technologies, (2012-2014)
Fig. 42    Revenue Of Faro Technologies By Business Segments(%), 2014
Fig. 43    Revenue Of Faro Technologies By Geography(%), 2014
Fig. 44    Swot Analysis Of Faro Technologies

Order by Fax - using the form below
Order by Post - print the order form below and send to
Research and Markets,
Guinness Centre,
Taylors Lane,
Dublin 8,
Ireland.
Fax Order Form
To place an order via fax simply print this form, fill in the information below and fax the completed form to 646-607-1907 (from USA) or +353-1-481-1716 (from Rest of World). If you have any questions please visit http://www.researchandmarkets.com/contact/

Order Information
Please verify that the product information is correct and select the format(s) you require.

<table>
<thead>
<tr>
<th>Product Name:</th>
<th>World Professional 3D Camera - Market Opportunities and Forecasts, 2014 - 2020</th>
</tr>
</thead>
<tbody>
<tr>
<td>Web Address:</td>
<td><a href="http://www.researchandmarkets.com/reports/3338987/">http://www.researchandmarkets.com/reports/3338987/</a></td>
</tr>
<tr>
<td>Office Code:</td>
<td>SCDKLW4R</td>
</tr>
</tbody>
</table>

Product Formats
Please select the product formats and quantity you require:

<table>
<thead>
<tr>
<th>Product Format</th>
<th>Quantity</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>Electronic (PDF) - Single User</td>
<td>[ ]</td>
<td>USD 4515</td>
</tr>
<tr>
<td>Hard Copy</td>
<td>[ ]</td>
<td>USD 5323 + USD 58 Shipping/Handling</td>
</tr>
<tr>
<td>CD-ROM</td>
<td>[ ]</td>
<td>USD 5323 + USD 58 Shipping/Handling</td>
</tr>
<tr>
<td>Electronic (PDF) - 1 - 5 Users</td>
<td>[ ]</td>
<td>USD 5323</td>
</tr>
<tr>
<td>Electronic (PDF) - Site License</td>
<td>[ ]</td>
<td>USD 7350</td>
</tr>
<tr>
<td>Electronic (PDF) - Enterprisewide</td>
<td>[ ]</td>
<td>USD 10680</td>
</tr>
</tbody>
</table>

* Shipping/Handling is only charged once per order.

Contact Information
Please enter all the information below in **BLOCK CAPITALS**

<table>
<thead>
<tr>
<th>Field</th>
<th>Information</th>
</tr>
</thead>
<tbody>
<tr>
<td>Title:</td>
<td>[ ] Mr [ ] Mrs [ ] Dr [ ] Miss [ ] Ms [ ] Prof [ ]</td>
</tr>
<tr>
<td>First Name:</td>
<td></td>
</tr>
<tr>
<td>Last Name:</td>
<td></td>
</tr>
<tr>
<td>Email Address:</td>
<td></td>
</tr>
<tr>
<td>Job Title:</td>
<td></td>
</tr>
<tr>
<td>Organisation:</td>
<td></td>
</tr>
<tr>
<td>Address:</td>
<td></td>
</tr>
<tr>
<td>City:</td>
<td></td>
</tr>
<tr>
<td>Postal / Zip Code:</td>
<td></td>
</tr>
<tr>
<td>Country:</td>
<td></td>
</tr>
<tr>
<td>Phone Number:</td>
<td></td>
</tr>
</tbody>
</table>
Title: Mr □ Mrs □ Dr □ Miss □ Ms □ Prof □
Fax Number:

* Please refrain from using free email accounts when ordering (e.g. Yahoo, Hotmail, AOL)
Payment Information

Please indicate the payment method you would like to use by selecting the appropriate box.

☐ Pay by credit card: You will receive an email with a link to a secure webpage to enter your credit card details.

☐ Pay by check: Please post the check, accompanied by this form, to:
Research and Markets,
Guinness Center,
Taylors Lane,
Dublin 8,
Ireland.

☐ Pay by wire transfer: Please transfer funds to:
Account number 833 130 83
Sort code 98-53-30
Swift code ULSBIE2D
IBAN number IE78ULSB98533083313083
Bank Address Ulster Bank,
27-35 Main Street,
Blackrock,
Co. Dublin,
Ireland.

If you have a Marketing Code please enter it below:

Marketing Code: __________________________

Please note that by ordering from Research and Markets you are agreeing to our Terms and Conditions at http://www.researchandmarkets.com/info/terms.asp

Please fax this form to:
(646) 607-1907 or (646) 964-6609 - From USA
+353-1-481-1716 or +353-1-653-1571 - From Rest of World