North America 3D Avatar Solution Market Forecast to 2028 - COVID-19 Impact and Regional Analysis - by Component (Solution and Services), Model (Stylized, Realistic, and Futuristic), and End User (Media and Entertainment, Healthcare, Fashion, and Others)

Market Report | 2023-02-19 | 86 pages | The Insight Partners

AVAILABLE LICENSES:

- Single User Price $3000.00
- Site Price $4000.00
- Enterprise Price $5000.00

Report description:

The North America 3D avatar solution market is expected to grow from US$ 34.28 million in 2022 to US$ 164.05 million by 2028. It is estimated to grow at a CAGR of 29.8% from 2022 to 2028.

Rise in Development of New 3D Avatar Solutions is Fueling the North America 3D Avatar Solution Market

The 3D body scanners are being adopted across industries such as healthcare, fashion, and modern art to provide a 3D replica of the human body for measurements, treatment plans, and modern art development. As a result, the demand for advanced 3D scanners and software is increasing across the region. A few of the notable players operating in the 3D avatar solution market that offer 3D avatar solutions include Texel, LLC and TG3D Studio. A few of the recent development of new 3D scanning models have taken place in recent years. For instance. in July 2022, TechMed 3D launched a SNAP application for human body 3D models and measurement. The application offered clinicians easy access to 3D body scans and measurements. The scanners enable the doctors to capture accurate body images; hence, the need for manual input of any other body specification is minimal. Similarly, in April 2021, NetVirta announced the launch of Verifyt, its new 3D body scanning application for apparel and footwear brands. The application is designed for both apparel manufacturers and consumers. It is developed to increase fitting efficiency, thereby reducing return rates. The rise in investment by the 3D avatar solution players to innovate and develop new and advanced products is driving the growth of the North America 3D avatar solution market .

North America 3D Avatar Solution Market Overview

The North America 3D avatar solution market is segmented into the US, Canada, and Mexico. The US and Canada are pioneers in adopting advanced technologies that help enhance the product and service offerings of the fashion, healthcare, gaming, and media & entertainment industries. The gaming industry across the region is experiencing rapid growth owing to many individuals adopting augmented reality (AR) and virtual reality (VR) games. For instance, according to the report published by Entertainment Software Association in August 2022, the US has more than 227 million gamers in the country, showcasing a growth of 6% compared to 2020. As per the same report, the gaming population prefers multi-player realistic games. These factors are influencing the development of several video games with special and customized characters to attract more individuals, thereby contributing to the rising demand for 3D avatar solutions in the gaming industry in North America.

North America 3D Avatar Solution Market Revenue and Forecast to 2028 (US$ Million)

North America 3D Avatar Solution Market Segmentation

The North America 3D avatar solution market is segmented based on component, model, end user, and country.

Based on component, the North America 3D avatar solution market is bifurcated into solution and services. The solution segment held a larger market share in 2022.

Based on model, the North America 3D avatar solution market is segmented into stylized, realistic, and futuristic. The stylized segment held the largest market share in 2022.

Based on end user, the North America 3D avatar solution market is segmented into media and entertainment, healthcare, fashion, and others. The fashion segment held the largest market share in 2022.

Based on country, the North America 3D avatar solution market has been categorized into the US, Canada, and Mexico. Our regional analysis states that the US dominated the market share in 2022.

Bodygee AG, IN3D Inc, Itseez3D Inc, MotionWerx LLC, Polyga Inc, Texel Inc LLC, and TG3D Studio Inc are the leading companies operating in the North America 3D avatar solution market.

Table of Contents:

TABLE OF CONTENTS

1. Introduction
1.1 Study Scope
1.2 The Insight Partners Research Report Guidance
1.3 Market Segmentation
2. Key Takeaways
3. Research Methodology
3.1 Coverage
3.2 Secondary Research
3.3 Primary Research
4. North America 3D Avatar Solution Market Landscape
4.1 Market Overview
4.2 North America PEST Analysis
4.3 Ecosystem Analysis

4.4 Expert Opinions
5. North America 3D Avatar Solution Market - Key Market Dynamics
5.1 Market Drivers
5.1.1 Adoption of Advanced Technology like Metaverse and 3D Avatar in Fashion Industry
5.1.2 Rise in Development of New 3D Avatar Solutions
5.2 Market Restraints
5.2.1 High Preference of Shopping from of Brick and Mortar Stores
5.3 Market Opportunities
5.3.1 Adoption of 3D Avatar Technology by Healthcare Industry
5.4 Future Trends
5.4.1 Integration of 3D Avatars in Gaming Industry
5.5 Impact Analysis of Drivers and Restraints
6. 3D Avatar Solution Market - North America Analysis
6.1 North America 3D Avatar Solution Market Revenue Forecast and Analysis
7. North America 3D Avatar Solution Market Analysis - By Component
7.1 Overview
7.2 North America 3D Avatar Solution Market, By Component (2021 & 2028)
7.3 Solution
7.3.1 Overview
7.3.2 Solution: 3D Avatar Solution Market Revenue and Forecast to 2028 (US$ Million)
7.4 Services
7.4.1 Overview
7.4.2 Services: 3D Avatar Solution Market Revenue and Forecast to 2028 (US$ Million)
8. North America 3D Avatar Solution Market Analysis - By Model
8.1 Overview
8.2 North America 3D Avatar Solution Market, By Model (2021 & 2028)
8.3 Stylized
8.3.1 Overview
8.3.2 Stylized: 3D Avatar Solution Market Revenue and Forecast to 2028 (US$ Million)
8.4 Realistic
8.4.1 Overview
8.4.2 Realistic: 3D Avatar Solution Market Revenue and Forecast to 2028 (US$ Million)
8.5 Futuristic
8.5.1 Overview
8.5.2 Futuristic: 3D Avatar Solution Market Revenue and Forecast to 2028 (US$ Million)
9. North America 3D Avatar Solution Market Analysis - By End User
9.1 Overview
9.2 North America 3D Avatar Solution Market, By End User (2021 & 2028)
9.3 Media and Entertainment
9.3.1 Overview
9.3.2 Media and Entertainment: 3D Avatar Solution Market Revenue and Forecast to 2028 (US$ Million)
9.4 Healthcare
9.4.1 Overview
9.4.2 Healthcare: 3D Avatar Solution Market Revenue and Forecast to 2028 (US$ Million)
9.5 Fashion
9.5.1 Overview
9.5.2 Fashion: 3D Avatar Solution Market Revenue and Forecast to 2028 (US$ Million)

9.6 Others
9.6.1 Overview
9.6.2 Others: 3D Avatar Solution Market Revenue and Forecast to 2028 (US$ Million)
10. North America 3D Avatar Solution Market - Country Analysis
10.1 Overview
10.1.1 North America: 3D Avatar Solution Market, by Key Country
10.1.1.1 US: 3D Avatar Solution Market - Revenue and Forecast to 2028 (US$ Million)
10.1.1.1.1 US: 3D Avatar Solution Market, By Component
10.1.1.1.2 US: 3D Avatar Solution Market, by Model
10.1.1.1.3 US: 3D Avatar Solution Market, by End User
10.1.1.2 Canada: 3D Avatar Solution Market - Revenue and Forecast to 2028 (US$ Million)
10.1.1.2.1 Canada: 3D Avatar Solution Market, By Component
10.1.1.2.2 Canada: 3D Avatar Solution Market, by Model
10.1.1.2.3 Canada: 3D Avatar Solution Market, by End User
10.1.1.3 Mexico: 3D Avatar Solution Market - Revenue and Forecast to 2028 (US$ Million)
10.1.1.3.1 Mexico: 3D Avatar Solution Market, By Component
10.1.1.3.2 Mexico: 3D Avatar Solution Market, by Model
10.1.1.3.3 Mexico: 3D Avatar Solution Market, by End User
11. Industry Landscape
11.1 Overview
11.2 Market Initiative
11.3 New Product Development
12. Company Profiles
12.1 MotionWerx LLC
12.1.1 Key Facts
12.1.2 Business Description
12.1.3 Products and Services
12.1.4 Financial Overview
12.1.5 SWOT Analysis
12.1.6 Key Developments
12.2 Texel Inc LLC
12.2.1 Key Facts
12.2.2 Business Description
12.2.3 Products and Services
12.2.4 Financial Overview
12.2.5 SWOT Analysis
12.2.6 Key Developments
12.3 Bodygee AG
12.3.1 Key Facts
12.3.2 Business Description
12.3.3 Products and Services
12.3.4 Financial Overview
12.3.5 SWOT Analysis
12.3.6 Key Developments
12.4 Polyga Inc
12.4.1 Key Facts
12.4.2 Business Description

12.4.3 Products and Services
12.4.4 Financial Overview
12.4.5 SWOT Analysis
12.4.6 Key Developments
12.5 IN3D Inc
12.5.1 Key Facts
12.5.2 Business Description
12.5.3 Products and Services
12.5.4 Financial Overview
12.5.5 SWOT Analysis
12.5.6 Key Developments
12.6 TG3D Studio Inc
12.6.1 Key Facts
12.6.2 Business Description
12.6.3 Products and Services
12.6.4 Financial Overview
12.6.5 SWOT Analysis
12.6.6 Key Developments
12.7 Itseez3D Inc
12.7.1 Key Facts
12.7.2 Business Description
12.7.3 Products and Services
12.7.4 Financial Overview
12.7.5 SWOT Analysis
12.7.6 Key Developments
13. Appendix
13.1 About The Insight Partners
13.2 Word Index

North America 3D Avatar Solution Market Forecast to 2028 - COVID-19 Impact and Regional Analysis - by Component (Solution and Services), Model (Stylized, Realistic, and Futuristic), and End User (Media and Entertainment, Healthcare, Fashion, and Others)

Market Report | 2023-02-19 | 86 pages | The Insight Partners

To place an Order with Scotts International:

- - Print this form
- - Complete the relevant blank fields and sign
- - Send as a scanned email to support@scotts-international.com

ORDER FORM:

Select license	License	Price
	Single User Price	$3000.00
	Site Price	$4000.00
	Enterprise Price	$5000.00
	VAT	
	Total	

*Please circle the relevant license option. For any questions please contact support@scotts-international.com or 0048 603 394 346.

** VAT will be added at 23% for Polish based companies, individuals and EU based companies who are unable to provide a valid EU Vat Numbers.

Email*		Phone*	
First Name*		Last Name*	
Job title*			
Company Name*		EU Vat / Tax ID / NIP number*	
Address*		City*	
Zip Code*		Country*	

Date	2025-05-06
Signature	