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3D Visualization, Simulation and Training Markets Projected to \$31.5 Billion by 2011

VANCOUVER , Wash. --Feb. 14, 2006--Worldwide spending on hardware, software, and services for 3D visualization, simulation, and training is expected to reach \$22.1 billion in 2006 and grow to \$31.5 billion by 2011, according to Acacia Research Group.

"We expect to see impressive expansion in all segments," said Acacia senior analyst Christine Arrington in the market study, *Opportunities in Visualization, Simulation, & Training 2006-2011*. "Defense and governmental spending is a major driver but commercial interests -- from oil and gas to pharmaceuticals -- are going to be investing in visualization and simulation technologies as well."

VS&T Spending by Segment			
SEGMENT	2006	2011	CAGR
Defense & Government	\$13.5	\$17.9	5.7%
Design & Engineering	\$3.6	\$5.3	8.3%
Industry & Business	\$2.7	\$4.5	10.9%
Medical & Scientific	\$2.3	\$3.8	10.2%

All figures in billions, except percentages

North America will account for the bulk of spending in 2006, about 55% of the total. Other regions, especially Asia, are rapidly increasing share. Spending on hardware will make up about 54% of the total but will dip to just over 49% by 2011, with services and software growing as a percentage of total spending.

"We see expanding opportunities for off-the-shelf product providers within this market, especially tool and middleware vendors," said Arrington. "Organizations and service providers can't build everything themselves. They are in the market for technologies ranging from specialty solutions all the way down to immersive game engines and their concomitant toolsets."

www.acaciarg.com

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