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3D Visualization Market Expanding

By [Kris Graft](#)[Print](#) | [Send to a friend](#) | [Email the editor](#)

A report from Acacia Research Group states that 3D visualization, simulation and training market spending will hit \$31.5 billion worldwide by 2011; companies looking to games.

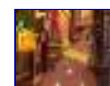


Defense, design, business and medical firms will reportedly be expanding their 3D training capabilities over the next few years, and some organizations may further look to the game industry for help.

"We see expanding opportunities for off-the-shelf product providers within this market, especially tool and middleware vendors," said Acacia senior analyst Christine 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."

The defense and government segment currently claims 60 percent of 3D visualization investment spend at \$13.5 billion out of a total of \$22.1 billion. By 2011, Acacia estimates defense investment will increase to \$17.9 billion.

Design and engineering will fall behind defense and government spend, with industry and business and medical and scientific markets investing considerably less in the 3D visualization.

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**3D Visualization Market**

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