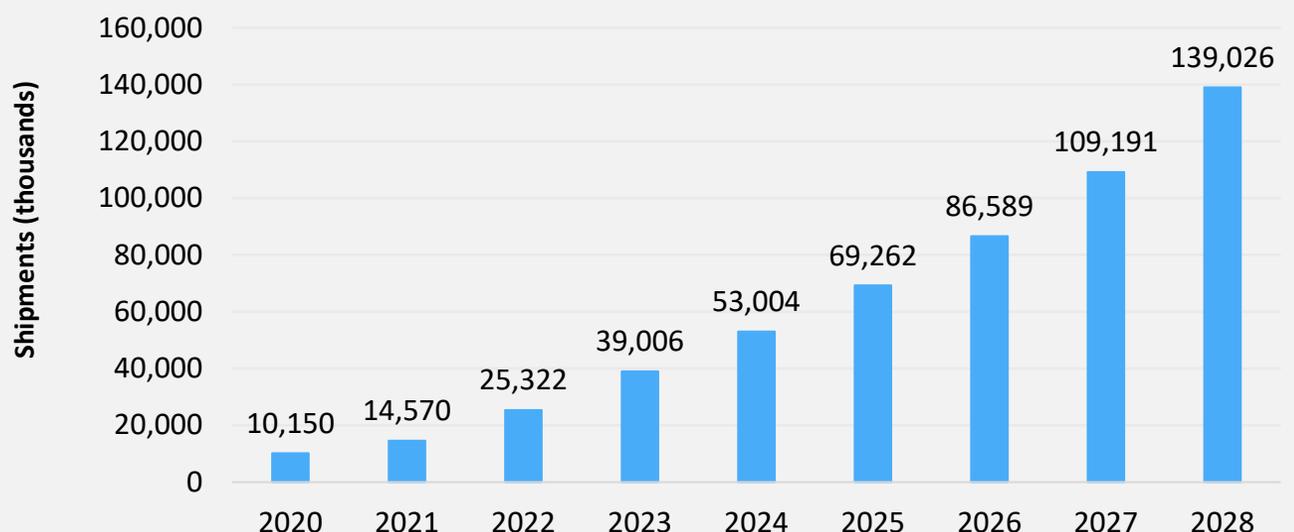


# Near Eye Display for XR Application Report – 2022

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- Published in July 2022

Part of the Display Manufacturing Technology and Components service area package



Source: Omdia

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- The extended reality (XR) near-eye display market, which comprises augmented reality (AR), virtual reality (VR), and mixed reality (MR) applications, will grow to 139 million units in 2028.
- Displays for VR applications are the mainstream in current near-eye display shipments, showing a 73.9% increase in 2022. Considering the complexity of AR displays and optical engines, Omdia believes it will take another three to five years for AR display technology to mature.
- XR display revenue will grow by over 300%, from \$1.8bn in 2023 to \$7.2bn in 2028.
- Traditional glass-based display technology, such as OLED and LCD displays, will, for now, dominate VR near-eye display applications through size reduction as well as increased resolution, and refresh frequency rates. Higher-resolution silicon-based displays are starting to take off in the AR applications category and will gradually gain considerable market share in the VR market.

# Report coverage

KEY ISSUES ADDRESSED	COVERAGE	APPLICABLE TO	TABLE OF CONTENTS	
<ul style="list-style-type: none"> <li>How much can near-eye displays for the XR application market grow in 2028?</li> <li>What is the current supply chain for manufacturing XR near-eye displays?</li> <li>What are the strategies of XR near-eye display makers in near future?</li> <li>What types of near-eye displays for XR applications are being developed?</li> <li>What is the most appropriate technology for manufacturing XR near-eye displays?</li> <li>What are the current lens technology trends combined with XR near-eye displays?</li> </ul>	<p><b>Frequency, time period</b></p> <ul style="list-style-type: none"> <li>Annual forecasts</li> <li>Seven-year forecasts</li> </ul> <p><b>Measures</b></p> <ul style="list-style-type: none"> <li>Unit/revenue/area</li> <li>Market share</li> <li>Average selling price</li> </ul> <p><b>Regions, markets</b></p> <ul style="list-style-type: none"> <li>Worldwide</li> <li>Includes US/China/ Japan/Korea/ Taiwan</li> </ul> <p><b>Near-eye device list</b></p> <ul style="list-style-type: none"> <li>Brand</li> <li>Platform</li> <li>Display technology</li> <li>Backplane technology</li> <li>Size and resolution</li> <li>Refresh rate</li> </ul>	<p><b>Product coverage</b></p> <ul style="list-style-type: none"> <li>AR</li> <li>VR</li> </ul> <p><b>Display technology coverage</b></p> <ul style="list-style-type: none"> <li>OLED display</li> <li>LCD display</li> <li>Laser-beam scanning</li> <li>Digital light processing</li> <li>OLED on silicon (OLEDoS)</li> <li>Liquid crystal on silicon (LCoS)</li> <li>LED on silicon (LEDoS)</li> </ul> <p><b>Lens technology coverage</b></p> <ul style="list-style-type: none"> <li>Fresnel and pancake lenses</li> <li>Surface relief grating (SRG) waveguide</li> <li>Light-guide optical element</li> </ul>	<p><b>Brand manufacturers/OEMs /ODMs for smartphone, notebooks, tablet PCs</b></p> <ul style="list-style-type: none"> <li>Product planning managers</li> <li>Procurement managers</li> </ul> <p><b>Display panel suppliers</b></p> <ul style="list-style-type: none"> <li>Product marketing</li> <li>Strategic planning managers</li> </ul> <p><b>Display component suppliers</b></p> <p><b>Competitive technology suppliers</b></p> <p><b>Investment community</b></p> <ul style="list-style-type: none"> <li>Fund managers/ investors/analysts with interest in display companies</li> </ul>	<ol style="list-style-type: none"> <li><b>Executive summary</b></li> <li><b>Near-eye display market analysis</b> <ul style="list-style-type: none"> <li>Makers and shipments</li> <li>Long-term forecasts</li> </ul> </li> <li><b>Near-eye display supply chain</b> <ul style="list-style-type: none"> <li>End-product tracking</li> <li>Evolution of supply chain and technology</li> </ul> </li> <li><b>Near-eye display and lens technology</b> <ul style="list-style-type: none"> <li>Display technologies</li> <li>Lens technologies</li> </ul> </li> <li><b>XR devices available in the market</b></li> <li><b>Glossary</b></li> </ol>

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