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Near Eye Display for XR Application Report – 2022

Part of the Display Manufacturing Technology and Components
service area package

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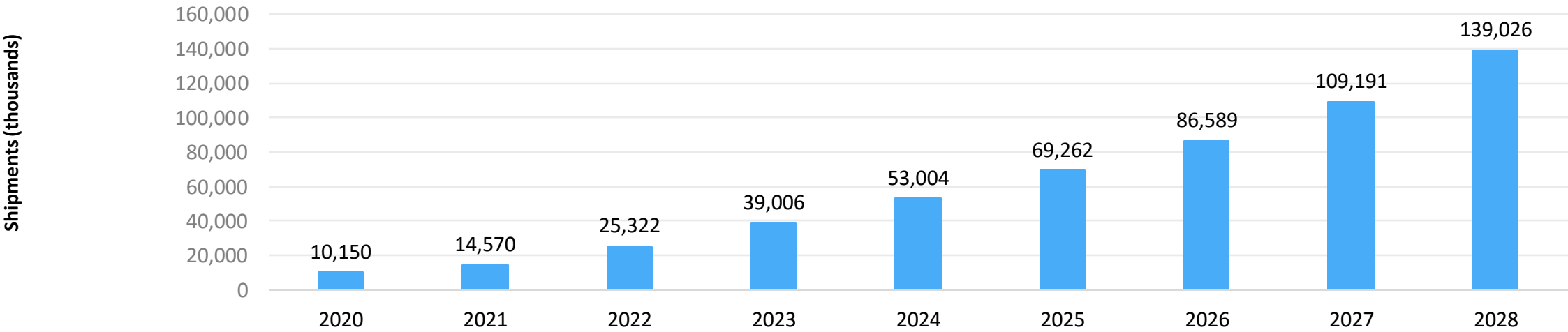
Report Overview | Published in July 2022



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.



Source: Omdia


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Report coverage

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

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Thank you

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