

Application	2005 \$ billions	2010 \$ billions	CAG	3D CAG
CAD/CAM	\$23.4 (\$13.6)	\$29.9 (\$21.9)	5%	10%
Art/Animation	\$12.4 (\$9.1)	\$20.9 (\$15.3)	11%	11%
Multimedia/ Desk-to-Video	\$45.0 (\$14.6)	\$72.4 (\$30.7)	10%	16%
Realtime Simulation	\$1.7 (\$1.7)	\$2.4 (\$2.4)	7%	7%
Scientific Visualisation	\$10.7 (\$3.2)	\$17.2 (\$6.4)	10%	15%
Graphic Arts	\$19.7 (\$9.9)	\$36.2 (\$22.7)	13%	18%
Virtual Reality	\$2.8 (\$2.8)	\$5.2 (\$5.2)	13%	13%
Other	\$14.7 (\$5.2)	\$23.7 (\$10.9)	10%	16%
TOTAL	\$130.4 (\$60.1)	\$207.9 (\$115.5)	9.8%	14%

Source: Machover Associates Corp. ©2005 CMachover (at) aol.com

The dollar figures on the top row of each column represent 2D and 3D forecasts for worldwide suppliers combined. The dollar figures below these in parentheses, represent 3D only.

CAG = compound annual growth. Amounts are in US Dollars.