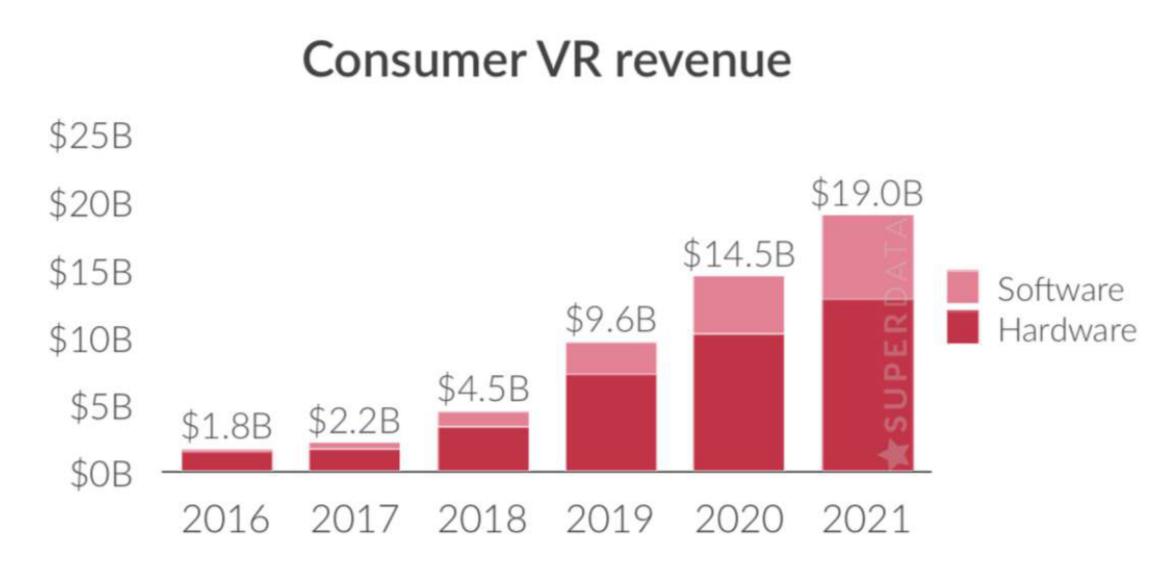
## AR projected to pass VR revenue by 2021



Source: SuperData Research, Virtual Reality Market and Consumers Industry Report

## Consumer AR/MR revenue \$25B \$20.3B \$20B \$15B \$12.5B Software Hardware \$10B \$7.2B \$3.2B \$5B 2018 2019 2020 2021

