

Global Game Engines Market Survey and Trend Research 2018

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Abstracts

Summary

A game engine is a software framework designed for the creation and development of video games. Developers use them to create games for consoles, mobile devices and personal computers. Game engines are tools available for game designers to code and plan out a game quickly and easily without building one from the ground up. Whether they are 2D or 3D based, they offer tools to aid in asset creation and placement.

This report describes the development of the industry by upstream & downstream, industry overall and development, key companies, as well as type segment & market application and so on, and makes a scientific prediction for the development industry prospects on the basis of analysis, finally, analyzes opportunities for investment in the industry at the end of the report.

Industry Chain

Raw Materials

Cost

Technology

Consumer Preference

Industry Overall:

History

Development & Trend

Market Competition

Trade Overview

Policy

Region (North America, Europe, Asia-Pacific, South America, Middle East, Africa):

Regional Market

Production Development

Sales

Regional Trade

Regional Forecast

Company (Epic Games, Unity Technologies, Chukong Tech, Crytek, YoYo Games, YoYo Games, The Game Creators, Marmalade Tech, Idea Fabrik, Leadwerks Software, Sony, Amazon, GameSalad, Scirra, Corona Labs (Organization), Silicon Studio Corp, Garage Games, Briar Wallace/Blender Foundation (Organization), The OGRE Team (Organization), Godot Engine (Community developed), Mario Zechner (Personal) etc.):

Company Profile

Product & Service

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