

3D Animation Market by Component (Solution and Services), Deployment Mode (On-Premise and Cloud), Technology (3D Modelling, Motion Graphics, 3D Rendering, Visual Effects, and Others), Industry Vertical (Education, Media & Entertainment, Healthcare, Construction & Manufacturing, Retail, and Others): Global Opportunity Analysis and Industry Forecast, 2019–2026

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Abstracts

3D animation is the process of drawing, designing, and making layouts of photogenic sequences, which are integrated in gaming products and multimedia. In addition, it involves exploitation and management of still images to generate the illusion of movements. Furthermore, many entertainment companies use animation for increasing their customer retention rates and to provide a good visual experience to their customers. In addition, animation helps healthcare organizations by providing flexibility and safety for doing various experiments in chemistry and physics. Rise in technological advancement has made animation available for each and every industry, which, in turn, provides lucrative opportunity for the market.

Growing adoption of visual effect technology in movies and rise in demand for high quality animation by customer drive the growth of the market. In addition, surge in the use of 3D mobile applications and games fuels the growth of the market. However, presence of free & open source animation software hampers the growth of the market. Furthermore, integration of virtual reality technology for visual effects is expected to provide major opportunities for the growth of the 3D animation market during the forecast period.

The global 3D animation market is segmented on the basis of component, deployment mode, technology, industry vertical, and region. In terms of component, it is bifurcated into software and services. In terms of deployment mode, it is divided into on-premise and cloud. As per technology, it is categorized into 3D modelling, motion graphics, 3D rendering, visual effects, and others. In terms of type, the market is bifurcated into strategic in-building solutions, wide-area solutions, and distributed recipient solutions. On the basis of industry vertical, it is classified into education, media & entertainment, healthcare, construction & manufacturing, retail, and others. Region-wise, it is analyzed across North America, Europe, Asia-Pacific, and LAMEA.

The key players profiled in the 3D animation market analysis are Corel Corporation, Autodesk Inc, Adobe Systems Incorporated, NVIDIA Corporation, Zco Corporation, The Foundry VisionMongers Ltd., Maxon Computer, Newtek Inc., Pixologic Inc., and Sidefx Software. These players have adopted various strategies to increase their market penetration and strengthen their position in the industry. .

Key benefits for stakeholders

The study provides an in-depth analysis of the global 3D animation market along with the current & future trends to elucidate the imminent investment pockets.

Information about key drivers, restrains, and opportunities and their impact analysis on the market size is provided in the report.

Porter's five forces analysis illustrates the potency of buyers and suppliers operating in the industry.

The quantitative analysis of the global 3D animation market from 2019 to 2026 is provided to determine the market potential.

Key market segments

By Component

Solution

Service

By Deployment Mode

On-Premise

Cloud

By Technology

3D Modelling

Motion Graphics

3D Rendering

Visual Effects

Others

By Industry vertical

Education

Media & Entertainment

Healthcare

Retail

Construction & Manufacturing

Others

By Region

North America

U.S.

Canada

Europe

UK

Germany

France

Rest of Europe

Asia-Pacific

China

India

Japan

Rest of Asia-Pacific

LAMEA

Latin America

Middle East

Africa

KEY MARKET PLAYERS

Autodesk Inc

Adobe Systems Incorporated

Corel Corporation

Maxon Computer

Newtek Inc.

Pixologic Inc

Sidex Software

NVIDIA Corporation

The Foundry VisionMongers Ltd

Zco Corporation

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