

Latin America Visual Effects (VFX) Market Report 2020

<https://marketpublishers.com/r/LEA23D1E8607EN.html>

Date: February 2021

Pages: 120

Price: US\$ 2,350.00 (Single User License)

ID: LEA23D1E8607EN

Abstracts

At the beginning of 2020, COVID-19 disease began to spread around the world, millions of people worldwide were infected with COVID-19 disease, and major countries around the world have implemented foot prohibitions and work stoppage orders. Except for the medical supplies and life support products industries, most industries have been greatly impacted, and Visual Effects (VFX) industries have also been greatly affected.

In the past few years, the Visual Effects (VFX) market experienced a growth of xx, the global market size of Visual Effects (VFX) reached xx million \$ in 2020, of what is about xx million \$ in 2015.

From 2015 to 2019, the growth rate of global Visual Effects (VFX) market size was in the range of xxx%. At the end of 2019, COVID-19 began to erupt in China, Due to the huge decrease of global economy; we forecast the growth rate of global economy will show a decrease of about 4%, due to this reason, Visual Effects (VFX) market size in 2020 will be xx with a growth rate of xxx%. This is xxx percentage points lower than in previous years.

As of the date of the report, there have been more than 20 million confirmed cases of CVOID-19 worldwide, and the epidemic has not been effectively controlled. Therefore, we predict that the global epidemic will be basically controlled by the end of 2020 and the global Visual Effects (VFX) market size will reach xx million \$ in 2025, with a CAGR of xxx% between 2020-2025.

This Report covers the Major Players' data, including: shipment, revenue, gross profit, interview record, business distribution etc., these data help the consumer know about the competitors better.

Besides, the report also covers segment data, including: type segment, industry

segment, channel segment etc. cover different segment market size. Also cover different industries clients' information, which is very important for the Major Players. If you need more information, please contact BisReport

Section 1: Free——Definition

Section (2 3): 1200 USD——Major Player Detail

Cinesite VFX Ltd.

Digital Domain Holdings Ltd.

Framestore Ltd.

Rodeo FX, Inc.

The Walt Disney Co.

...

Section (4 5 6): 500 USD——

Type Segmentation (Simulation FX, Animation, Modelling, Matte Painting, Compositing)

Industry Segmentation (Movies, Television, Gaming, Advertisements,)

Channel (Direct Sales, Distributor) Segmentation

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