

# **Global 3D Animation Market Size study, by Component (Hardware, Software and Services), by Deployment Mode (On-Premise and On-Demand), by Technique (3D Modelling, Motion Graphics, 3D Rendering, Visual Effects, and Others), End-Use (Education & Academics, Media & Entertainment, Healthcare & Life Sciences, Architecture & Construction, Manufacturing, Government & Defence, and Others) and Regional Forecasts 2022-2028**

<https://marketpublishers.com/r/G10E284E9558EN.html>

Date: June 2022

Pages: 200

Price: US\$ 4,950.00 (Single User License)

ID: G10E284E9558EN

## **Abstracts**

Global 3D Animation Market is valued at approximately XX in 2021 and is anticipated to grow with a healthy growth rate of more than xx% over the forecast period 2022-2028. Visual effects technology is increasingly being used in movies and films. Viewers seek realistic-looking visuals and videos, as well as new technology that offers realistic images. Aside from movies, there is a surge in demand for 3D mobile applications and games. The increased demand for 3D technologies has resulted from viewers' gaming experiences. The evolution of 3D stereoscopic gaming using 3D animation technology is also a driving force in this business. The global market is being driven by the increasing use of visual effect technologies in films and the rise in customer demand for high-quality animation. Furthermore, the increased adoption of 3D mobile applications and games promotes market growth. Emerging 4D and 5D technologies have become a driving force, resulting in increased value and recognition for 3D animation technology in all industries. Another significant driver is the increased use of 3D mapping technology for navigation and geospatial analysis. Medical procedures represent a massive commercial opportunity. Printing technology offers a fantastic possibility to assist pharmaceutical businesses in developing accurate medicines, allowing for faster

manufacture of medical plants and transforming the way doctors and surgeons construct operations. The only threat that could possibly follow would be piracy. However, the advent of free and open source animation software stifles market growth. Furthermore, the incorporation of virtual reality technology for visual effects is likely to give significant potential for market growth during the forecast period.

The key regions considered for the global 3D Animation market study include Asia Pacific, North America, Europe, Latin America, and Rest of the World. North America had the highest revenue share (37.5 percent) during the forecast period. Despite the tremendous success of 3D animation in the form of anime in Japan, the emergence of animation technology in the region is significantly more potent than in North America. This may be due to the presence of a few significant customers in the United States, such as Fox Studio, Disney, and Nickelodeon, as well as the widespread use of 3D animation technology and increased R&D expenditure by regional industry leaders. For the projected period, Asia Pacific is expected to have the greatest CAGR of 13.3 percent. The region experiencing the quickest development due to rising investments from Japan, China, and South Korea in what remains a promising technology for the future.

Major market players included in this report are:

- Autodesk Inc
- Adobe Systems Incorporated
- Corel Corporation
- Maxon Computer
- Newtek Inc.
- Pixologic Inc
- SideFX Software
- NVIDIA Corporation
- The Foundry Visionmongers Ltd
- Zco Corporation

The objective of the study is to define market sizes of different segments & countries in recent years and to forecast the values to the coming eight years. The report is designed to incorporate both qualitative and quantitative aspects of the industry within each of the regions and countries involved in the study. Furthermore, the report also caters the detailed information about the crucial aspects such as driving factors & challenges which will define the future growth of the market. Additionally, the report shall also incorporate available opportunities in micro markets for stakeholders to invest along with the detailed analysis of competitive landscape and product offerings of key players. The detailed segments and sub-segment of the market are explained below:

By Technique:

3D Modeling

Motion Graphics

3D Rendering

Visual Effects

By Component:

Hardware

Software

Services

By Deployment Size:

On-Premise

On-Demand

By End-use:

Media & Entertainment

Architecture & Construction

Education & Academics

Manufacturing

Healthcare & Life Sciences

Government & Defence

Others

**By Region:**

North America

U.S.

Canada

Europe

UK

Germany

France

Spain

Italy

ROE

Asia Pacific

China

India

Japan

Australia

South Korea

RoAPAC

Latin America

Brazil

Mexico

Rest of the World

Furthermore, years considered for the study are as follows:

Historical year – 2018, 2019, 2020

Base year – 2021

Forecast period – 2022 to 2028

Target Audience of the Global 3D Animation Market in Market Study:

Key Consulting Companies &amp; Advisors

Large, medium-sized, and small enterprises

Venture capitalists

Value-Added Resellers (VARs)

Third-party knowledge providers

Investment bankers

Investors

## Contents

### CHAPTER 1. EXECUTIVE SUMMARY

- 1.1. Market Snapshot
- 1.2. Global & Segmental Market Estimates & Forecasts, 2020-2028 (USD Million)
  - 1.2.1. 3D Animation Market, by Region, 2020-2028 (USD Million)
  - 1.2.2. 3D Animation Market, by Technique, 2020-2028 (USD Million)
  - 1.2.3. 3D Animation Market, by Component, 2020-2028 (USD Million)
  - 1.2.4. 3D Animation Market, by Deployment Size, 2020-2028 (USD Million)
  - 1.2.5. 3D Animation Market, by End-use, 2020-2028 (USD Million)
- 1.3. Key Trends
- 1.4. Estimation Methodology
- 1.5. Research Assumption

### CHAPTER 2. GLOBAL 3D ANIMATION MARKET DEFINITION AND SCOPE

- 2.1. Objective of the Study
- 2.2. Market Definition & Scope
  - 2.2.1. Scope of the Study
  - 2.2.2. Industry Evolution
- 2.3. Years Considered for the Study
- 2.4. Currency Conversion Rates

### CHAPTER 3. GLOBAL 3D ANIMATION MARKET DYNAMICS

- 3.1. 3D Animation Market Impact Analysis (2020-2028)
  - 3.1.1. Market Drivers
    - 3.1.1.1. Adoption of Cloud for Animation
    - 3.1.1.2. The advancement of 3D stereoscopic
  - 3.1.2. Market Challenges
    - 3.1.2.1. The required delivery process faces challenges such as data transfer delays
  - 3.1.3. Market Opportunities
    - 3.1.3.1. Integration of Virtual Reality (VR) Technology for Visual Effects

### CHAPTER 4. GLOBAL 3D ANIMATION MARKET INDUSTRY ANALYSIS

- 4.1. Porter's 5 Force Model
  - 4.1.1. Bargaining Power of Suppliers

- 4.1.2. Bargaining Power of Buyers
- 4.1.3. Threat of New Entrants
- 4.1.4. Threat of Substitutes
- 4.1.5. Competitive Rivalry
- 4.1.6. Futuristic Approach to Porter's 5 Force Model (2018-2028)
- 4.2. PEST Analysis
  - 4.2.1. Political
  - 4.2.2. Economical
  - 4.2.3. Social
  - 4.2.4. Technological
- 4.3. Investment Adoption Model
- 4.4. Analyst Recommendation & Conclusion
- 4.5. Top investment opportunity
- 4.6. Top winning strategies

## **CHAPTER 5. RISK ASSESSMENT: COVID-19 IMPACT**

- 5.1.1. Assessment of the overall impact of COVID-19 on the industry
- 5.1.2. Pre COVID-19 and post COVID-19 market scenario

## **CHAPTER 6. GLOBAL 3D ANIMATION MARKET, BY TECHNIQUE**

- 6.1. Market Snapshot
- 6.2. Global 3D Animation Market by Technique, Performance - Potential Analysis
- 6.3. Global 3D Animation Market Estimates & Forecasts by Technique, 2018-2028 (USD Million)
- 6.4. 3D Animation Market, Sub Segment Analysis
  - 6.4.1. 3D Modeling
  - 6.4.2. Motion Graphics
  - 6.4.3. 3D Rendering
  - 6.4.4. Visual Effects

## **CHAPTER 7. GLOBAL 3D ANIMATION MARKET, BY COMPONENT**

- 7.1. Market Snapshot
- 7.2. Global 3D Animation Market by Component, Performance - Potential Analysis
- 7.3. Global 3D Animation Market Estimates & Forecasts by Component, 2018-2028 (USD Million)
- 7.4. 3D Animation Market, Sub Segment Analysis

- 7.4.1. Hardware
- 7.4.2. Software
- 7.4.3. Services

## **CHAPTER 8. GLOBAL 3D ANIMATION MARKET, BY DEPLOYMENT SIZE**

- 8.1. Market Snapshot
- 8.2. Global 3D Animation Market by Deployment Size, Performance - Potential Analysis
- 8.3. Global 3D Animation Market Estimates & Forecasts by Deployment Size, 2018-2028 (USD Million)
- 8.4. 3D Animation Market, Sub Segment Analysis
  - 8.4.1. On-Premise
  - 8.4.2. On-Demand

## **CHAPTER 9. GLOBAL 3D ANIMATION MARKET, BY END-USE**

- 9.1. Market Snapshot
- 9.2. Global 3D Animation Market by End-use, Performance - Potential Analysis
- 9.3. Global 3D Animation Market Estimates & Forecasts by End-use, 2018-2028 (USD Million)
- 9.4. 3D Animation Market, Sub Segment Analysis
  - 9.4.1. Media & Entertainment
  - 9.4.2. Architecture & Construction
  - 9.4.3. Education & Academics
  - 9.4.4. Manufacturing
  - 9.4.5. Healthcare & Life Sciences
  - 9.4.6. Government & Defence
  - 9.4.7. Others

## **CHAPTER 10. GLOBAL 3D ANIMATION MARKET, REGIONAL ANALYSIS**

- 10.1. 3D Animation Market, Regional Market Snapshot
- 10.2. North America 3D Animation Market
  - 10.2.1. U.S. 3D Animation Market
    - 10.2.1.1. Technique breakdown estimates & forecasts, 2018-2028
    - 10.2.1.2. Component breakdown estimates & forecasts, 2018-2028
    - 10.2.1.3. Deployment Size breakdown estimates & forecasts, 2018-2028
    - 10.2.1.4. End-use breakdown estimates & forecasts, 2018-2028
  - 10.2.2. Canada 3D Animation Market

- 10.3. Europe 3D Animation Market Snapshot
  - 10.3.1. U.K. 3D Animation Market
  - 10.3.2. Germany 3D Animation Market
  - 10.3.3. France 3D Animation Market
  - 10.3.4. Spain 3D Animation Market
  - 10.3.5. Italy 3D Animation Market
  - 10.3.6. Rest of Europe 3D Animation Market
- 10.4. Asia-Pacific 3D Animation Market Snapshot
  - 10.4.1. China 3D Animation Market
  - 10.4.2. India 3D Animation Market
  - 10.4.3. Japan 3D Animation Market
  - 10.4.4. Australia 3D Animation Market
  - 10.4.5. South Korea 3D Animation Market
  - 10.4.6. Rest of Asia Pacific 3D Animation Market
- 10.5. Latin America 3D Animation Market Snapshot
  - 10.5.1. Brazil 3D Animation Market
  - 10.5.2. Mexico 3D Animation Market
- 10.6. Rest of The World 3D Animation Market

## **CHAPTER 11. COMPETITIVE INTELLIGENCE**

- 11.1. Top Market Strategies
- 11.2. Company Profiles
  - 11.2.1. Autodesk, Inc.
    - 11.2.1.1. Key Information
    - 11.2.1.2. Overview
    - 11.2.1.3. Financial (Subject to Data Availability)
    - 11.2.1.4. Component Summary
    - 11.2.1.5. Recent Developments
  - 11.2.2. Adobe Systems Incorporated
  - 11.2.3. Corel Corporation
  - 11.2.4. Maxon Computer
  - 11.2.5. Newtek Inc.
  - 11.2.6. Pixologic Inc
  - 11.2.7. SideFX Software
  - 11.2.8. NVIDIA Corporation
  - 11.2.9. The Foundry Visionmongers Ltd
  - 11.2.10. Zco Corporation



## CHAPTER 12. RESEARCH PROCESS

### 12.1. Research Process

#### 12.1.1. Data Mining

#### 12.1.2. Analysis

#### 12.1.3. Market Estimation

#### 12.1.4. Validation

#### 12.1.5. Publishing

### 12.2. Research Attributes

### 12.3. Research Assumption

## List Of Tables

### LIST OF TABLES

TABLE 1. Global 3D Animation Market, report scope

TABLE 2. Global 3D Animation Market estimates & forecasts by Region 2018-2028  
(USD Million)

TABLE 3. Global 3D Animation Market estimates & forecasts by Technique 2018-2028  
(USD Million)

TABLE 4. Global 3D Animation Market estimates & forecasts by Component 2018-2028  
(USD Million)

TABLE 5. Global 3D Animation Market estimates & forecasts by Deployment Size  
2018-2028 (USD Million)

TABLE 6. Global 3D Animation Market estimates & forecasts by End-use 2018-2028  
(USD Million)

TABLE 7. Global 3D Animation Market by segment, estimates & forecasts, 2018-2028  
(USD Million)

TABLE 8. Global 3D Animation Market by region, estimates & forecasts, 2018-2028  
(USD Million)

TABLE 9. Global 3D Animation Market by segment, estimates & forecasts, 2018-2028  
(USD Million)

TABLE 10. Global 3D Animation Market by region, estimates & forecasts, 2018-2028  
(USD Million)

TABLE 11. Global 3D Animation Market by segment, estimates & forecasts, 2018-2028  
(USD Million)

TABLE 12. Global 3D Animation Market by region, estimates & forecasts, 2018-2028  
(USD Million)

TABLE 13. Global 3D Animation Market by segment, estimates & forecasts, 2018-2028  
(USD Million)

TABLE 14. Global 3D Animation Market by region, estimates & forecasts, 2018-2028  
(USD Million)

TABLE 15. Global 3D Animation Market by segment, estimates & forecasts, 2018-2028  
(USD Million)

TABLE 16. Global 3D Animation Market by region, estimates & forecasts, 2018-2028  
(USD Million)

TABLE 17. U.S. 3D Animation Market estimates & forecasts, 2018-2028 (USD Million)

TABLE 18. U.S. 3D Animation Market estimates & forecasts by segment 2018-2028  
(USD Million)

TABLE 19. U.S. 3D Animation Market estimates & forecasts by segment 2018-2028

(USD Million)

TABLE 20. Canada 3D Animation Market estimates & forecasts, 2018-2028 (USD Million)

TABLE 21. Canada 3D Animation Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 22. Canada 3D Animation Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 23. UK 3D Animation Market estimates & forecasts, 2018-2028 (USD Million)

TABLE 24. UK 3D Animation Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 25. UK 3D Animation Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 26. Germany 3D Animation Market estimates & forecasts, 2018-2028 (USD Million)

TABLE 27. Germany 3D Animation Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 28. Germany 3D Animation Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 29. RoE 3D Animation Market estimates & forecasts, 2018-2028 (USD Million)

TABLE 30. RoE 3D Animation Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 31. RoE 3D Animation Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 32. China 3D Animation Market estimates & forecasts, 2018-2028 (USD Million)

TABLE 33. China 3D Animation Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 34. China 3D Animation Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 35. India 3D Animation Market estimates & forecasts, 2018-2028 (USD Million)

TABLE 36. India 3D Animation Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 37. India 3D Animation Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 38. Japan 3D Animation Market estimates & forecasts, 2018-2028 (USD Million)

TABLE 39. Japan 3D Animation Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 40. Japan 3D Animation Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 41. RoAPAC 3D Animation Market estimates & forecasts, 2018-2028 (USD

Million)

TABLE 42. RoAPAC 3D Animation Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 43. RoAPAC 3D Animation Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 44. Brazil 3D Animation Market estimates & forecasts, 2018-2028 (USD Million)

TABLE 45. Brazil 3D Animation Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 46. Brazil 3D Animation Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 47. Mexico 3D Animation Market estimates & forecasts, 2018-2028 (USD Million)

TABLE 48. Mexico 3D Animation Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 49. Mexico 3D Animation Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 50. RoLA 3D Animation Market estimates & forecasts, 2018-2028 (USD Million)

TABLE 51. RoLA 3D Animation Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 52. RoLA 3D Animation Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 53. Row 3D Animation Market estimates & forecasts, 2018-2028 (USD Million)

TABLE 54. Row 3D Animation Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 55. Row 3D Animation Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 56. List of secondary sources, used in the study of global 3D Animation Market

TABLE 57. List of primary sources, used in the study of global 3D Animation Market

TABLE 58. Years considered for the study

TABLE 59. Exchange rates considered

## List Of Figures

### LIST OF FIGURES

- FIG 1. Global 3D Animation Market, research methodology
- FIG 2. Global 3D Animation Market, market estimation techniques
- FIG 3. Global market size estimates & forecast methods
- FIG 4. Global 3D Animation Market, key trends 2021
- FIG 5. Global 3D Animation Market, growth prospects 2022-2028
- FIG 6. Global 3D Animation Market, porters 5 force model
- FIG 7. Global 3D Animation Market, pest analysis
- FIG 8. Global 3D Animation Market, value chain analysis
- FIG 9. Global 3D Animation Market by segment, 2018 & 2028 (USD Million)
- FIG 10. Global 3D Animation Market by segment, 2018 & 2028 (USD Million)
- FIG 11. Global 3D Animation Market by segment, 2018 & 2028 (USD Million)
- FIG 12. Global 3D Animation Market by segment, 2018 & 2028 (USD Million)
- FIG 13. Global 3D Animation Market by segment, 2018 & 2028 (USD Million)
- FIG 14. Global 3D Animation Market, regional snapshot 2018 & 2028
- FIG 15. North America 3D Animation Market 2018 & 2028 (USD Million)
- FIG 16. Europe 3D Animation Market 2018 & 2028 (USD Million)
- FIG 17. Asia Pacific 3D Animation Market 2018 & 2028 (USD Million)
- FIG 18. Latin America 3D Animation Market 2018 & 2028 (USD Million)
- FIG 19. Global 3D Animation Market, company market share analysis (2021)

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