

Global Animation Software Market Size study, by Product Type (Stop motion, Flipbook Animation, 2D Animation, and 3D Animation), by Industry Verticals (Media & Entertainment, Automotive, Online Education, Others) and Regional Forecasts 2020-2027

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Abstracts

Global Animation Software Market is valued approximately at USD 4.19 billion in 2020 and is anticipated to grow with a healthy growth rate of more than 7.60% over the forecast period 2020-2027. With the support of computer graphics, animation software is used to create animated images. Customized characters for falling and dragging, automatic lip-synching, animation libraries, and pre-defined sets are all included in this software. Stop Motion, Flipbook Animation, 2D Animation, and 3D Animation are all possible with these programs. The reason of increasing demand of visual effects in movies is the use of 3D animation in mobile games is increased. The growing application of 3D animation technology in medical forensics, as well as the advent of virtual reality and artificial intelligence technologies are creating opportunities for the Animation Software market to expand over the forecast period. For instance, as per Statista, the artificial intelligence market was USD 14.69 billion in 2019 and is projected to grow with USD 126 billion by 2025. The market is expected to highlight untapped market opportunities as well as increasing user knowledge. However, the easy availability of open-source animation software, on the other hand, is a major factor limiting the global animation software market's growth. Another major factor expected to stymie the global animation software market's growth over the forecast period is a scarcity of qualified professionals.

The regional analysis of global Animation Software market is considered for the key regions such as Asia Pacific, North America, Europe, Latin America and Rest of the World. Because of the growing popularity of artificial intelligence and virtual reality in the

region, North America is the leading region in the world in terms of market share. Over the projected period of 2021-2027, Asia-Pacific is also expected to have the highest CAGR. Factors such as growing internet penetration and increasing adoption of animation and related technologies will propel the Animation Software market in the Asia-Pacific region to tremendously.

Major market player included in this report are:

Autodesk Inc.

Adobe Systems Incorporated

Toon Boom Animation Inc

Side Effects Software Inc

Electric Image Animation System

Pixar

Maxom Computer GMBH

Blender Foundations

Corel Corporation

Corus Entertainment

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 Product Type:

Stop Motion

Flipbook Animation

2D Animation

3D Animation

By Industry Verticals:

Media & Entertainment

Automotive

Online Education

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

Base year – 2020

Forecast period – 2021 to 2027

Target Audience of the Global Animation Software Market in Market Study:

Key Consulting Companies & Advisors

Large, medium-sized, and small enterprises

Venture capitalists

Value-Added Resellers (VARs)

Third-party knowledge providers

Investment bankers

Investors

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