

Global Visualization and 3D Rendering Software Market Size study, by Type (Plugin and Standalone) Deployment Model (On-Premise and Cloud), Application (Architectural & Visualization, Research & Training, Gaming, Marketing & Advertisement and Others), and End User (Construction & Real Estate, Energy & Utilities, Media & Entertainment, Education, Healthcare & Life Science, and Others) and Regional Forecasts 2020-2027

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Abstracts

Global Visualization and 3D Rendering Software Market is valued approximately USD 1.48 billion in 2019 and is anticipated to grow with a healthy growth rate of more than 23.1% over the forecast period 2020-2027. Visualization and 3D rendering is a method of creating an image that is processed within a computer program based on three-dimensional data. 3D modeling is most commonly used at various conventions, exhibits, and presentations for demonstrations. The platform also provides various advantages, such as enhanced processing, real-time insights, and a user-friendly renderer interface, which generates end-user demand. Further, it has become a critical part of the construction industry as it reduces longer rendering time with the advent of 3D configurators, animation rendering, and computer graphics. Real-time rendering replicates images for viewers to connect with the visual world at the same time on a screen. For instance, game engines, such as unreal engines, use real-time rendering to speed up the creative process and render final pixels. In addition, 3D rendering services improve the decision-making capacity of different organizations. Also, for example, a new version of Evolve TM was released by Solidthinking Inc., which has unique features such as streamlined user interface & workflow, enhanced detailed modeling interaction,

immersive photorealistic rendering, and additional support for format & language. In addition, in the building & real estate industry, demand for real-time rendering has increased, which gives the sector considerable growth opportunities. Furthermore, Visualization & 3D rendering provides advanced graphical models, rendering solutions and virtual designs for accurate planning and execution. In addition, planning and integration into infrastructure projects in several smart cities has been a key growth factor for the global market for 3D visualization and rendering solutions. However, lack of IT infrastructure impedes the growth of the market over the forecast period of 2020-2027. Also, increased adoption of cloud-based 3D rendering services and higher demand for high-level gaming and videography are expected to provide rewarding opportunities for business expansion.

The regional analysis of global Visualization and 3D Rendering Software market is considered for the key regions such as Asia Pacific, North America, Europe, Latin America and Rest of the World. North America is the leading/significant region across the world in terms of market share owing to the growth of the regional brand has been positively affected by the early adoption of the latest technologies in different industries, such as architecture, engineering and construction, gaming, media & entertainment, and others. Whereas, Asia-Pacific is also anticipated to exhibit highest growth rate / CAGR over the forecast period 2020-2027. Factors such as rising disposable income, rising demand for 3D rendering services would create lucrative growth prospects for the Visualization and 3D Rendering Software market across Asia-Pacific region.

Major market player included in this report are:

Act-3D

Autodesk, Inc.

Altair Engineering, Inc.

Cebas Visual Technology Inc.

Corel Corporation

Dassault Systemes

Embodee

Luxion Inc.

Next Limit Technologies

NVIDIA 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 Type:

Plugin

Stand-alone

By Deployment Model:

On-premise

Cloud

By Application:

Architectural & Visualization

Research & Training

Gaming

Marketing & Advertisement

Others

By End User:

Construction & real estate

Energy & utilities

Media & entertainment

Education

Healthcare & life science

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 – 2017, 2018
Base year – 2019
Forecast period – 2020 to 2027

Target Audience of the Global Visualization and 3D Rendering 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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