

Global Workstation Software Market Size study, by Workstation Software (3D Modeling & Rendering Software, CAD, CAM and CAE Software, Virtual Reality (VR) Software, Image and Video Processing Software) by End User (Engineers, Designers and Architects, Enterprise Software Developers, Gaming and Entertainment, Media and Publishing) and Regional Forecasts 2021-2027

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Abstracts

Global Workstation Software Market is valued approximately USD 8.72 billion in 2020 and is anticipated to grow with a healthy growth rate of more than 11.53 % over the forecast period 2021-2027. Workstations designed specifically for content development and computer-aided design (CAD) help to speed up 3D modelling workflow and boost productivity. Users can run mission-critical applications on a stand-alone workstation that is designed for height, weight, and power with the adoption of workstations. Workstations and related applications are being used by both small and large businesses to improve computing efficiency. As a result, the market's growth is expected to be fueled by the growing adoption of workstations among businesses across a variety of industries. The rise in demand for 3D modelling tools in the design and building industries would propel workstation sales higher. The use of 3D modelling tools is growing in the architectural and design industries. This is due to design activities are becoming more resource intensive, requiring a lot of computing power, memory, and high graphical processing units. Autodesk, Inc. has signed a binding deal to buy Innovyze, Inc., a world pioneer in water infrastructure applications, headquartered in Portland, Oregon, in February 2021. The acquisition will assist Autodesk in delivering end-to-end water management solutions from architecture to operations, as well as

accelerate Autodesk's digital twin strategy and pave the way for a more sustainable and digitalized water industry. Autodesk Inc. announced the worldwide release of Autodesk Takeoff in June 2020, a new product that allows estimators to execute 2D and 3D quantification workflows from a shared data setting, improving coordination, speed, and precision in the estimation process. In addition, the market is growing due to rising demand for high-quality graphics games. However, the market's growth will be hampered by the high initial upfront expense of high-end workstations over the projected period of 2021-2027. Growing Demand for Digital Content Development, on the other hand, provides the industry with a lucrative opportunity.

The main regions of Asia Pacific, North America, Europe, Latin America, and the Rest of the World are included in the geographical overview of the global Workstation Software industry. Because of its early embrace of technologies and well-established infrastructure, North America is the world's leading area in terms of market share. Whereas, over the projected period 2021-2027, Asia-Pacific is expected to have the highest growth rate due to increasingly growing investment in cloud and related ICT technology to accelerate digital transformation, creating attractive growth opportunities for the Workstation Software industry in the Asia-Pacific region.

Major market player included in this report are:

Autodesk, Inc.

Fujitsu

Unity Technologies

Adobe Inc.

Virtuix

Corel Corporation

Microsoft Corporation

Dassault Systèmes SolidWorks Corporation

GIMP

SubVRsive Inc.

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 Workstation Software:

3D Modeling & Rendering Software
CAD, CAM and CAE Software
Virtual Reality (VR) Software
Image and Video Processing Software

By End User:

Engineers, Designers and Architects
Enterprise Software Developers
Gaming and Entertainment
Media and Publishing

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 Workstation 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

Contents

CHAPTER 1. EXECUTIVE SUMMARY

- 1.1. Market Snapshot
- 1.2. Global & Segmental Market Estimates & Forecasts, 2019-2027 (USD Billion)
 - 1.2.1. Workstation Software Market, by Region, 2019-2027 (USD Billion)
 - 1.2.2. Workstation Software Market, by Workstation Software, 2019-2027 (USD Billion)
 - 1.2.3. Workstation Software Market, by End User, 2019-2027 (USD Billion)
- 1.3. Key Trends
- 1.4. Estimation Methodology
- 1.5. Research Assumption

CHAPTER 2. GLOBAL WORKSTATION SOFTWARE 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 WORKSTATION SOFTWARE MARKET DYNAMICS

- 3.1. Workstation Software Market Impact Analysis (2019-2027)
 - 3.1.1. Market Drivers
 - 3.1.1.1. Rise in the demand for 3D modeling software in architecture and construction industries.
 - 3.1.1.2. Increasing Demand for High Graphics Quality Games
 - 3.1.2. Market Challenges
 - 3.1.2.1. High initial upfront cost required for high-end workstation
 - 3.1.3. Market Opportunities
 - 3.1.3.1. Growing Demand for Digital Content Creation

CHAPTER 4. GLOBAL WORKSTATION SOFTWARE 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 (2018-2027)
- 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

CHAPTER 5. GLOBAL WORKSTATION SOFTWARE MARKET, BY WORKSTATION SOFTWARE

- 5.1. Market Snapshot
- 5.2. Global Workstation Software Market by Workstation Software, Performance - Potential Analysis
- 5.3. Global Workstation Software Market Estimates & Forecasts by Workstation Software 2018-2027 (USD Billion)
- 5.4. Workstation Software Market, Sub Segment Analysis
 - 5.4.1. 3D Modeling & Rendering Software
 - 5.4.2. CAD, CAM and CAE Software
 - 5.4.3. Virtual Reality (VR) Software
 - 5.4.4. Image and Video Processing Software

CHAPTER 6. GLOBAL WORKSTATION SOFTWARE MARKET, BY END USER

- 6.1. Market Snapshot
- 6.2. Global Workstation Software Market by End User, Performance - Potential Analysis
- 6.3. Global Workstation Software Market Estimates & Forecasts by End User 2018-2027 (USD Billion)
- 6.4. Workstation Software Market, Sub Segment Analysis
 - 6.4.1. Engineers, Designers and Architects
 - 6.4.2. Enterprise Software Developers
 - 6.4.3. Gaming and Entertainment
 - 6.4.4. Media and Publishing

CHAPTER 7. GLOBAL WORKSTATION SOFTWARE MARKET, REGIONAL ANALYSIS

- 7.1. Workstation Software Market, Regional Market Snapshot
- 7.2. North America Workstation Software Market
 - 7.2.1. U.S. Workstation Software Market
 - 7.2.1.1. Workstation Software breakdown estimates & forecasts, 2018-2027
 - 7.2.1.2. End User breakdown estimates & forecasts, 2018-2027
 - 7.2.2. Canada Workstation Software Market
- 7.3. Europe Workstation Software Market Snapshot
 - 7.3.1. U.K. Workstation Software Market
 - 7.3.2. Germany Workstation Software Market
 - 7.3.3. France Workstation Software Market
 - 7.3.4. Spain Workstation Software Market
 - 7.3.5. Italy Workstation Software Market
 - 7.3.6. Rest of Europe Workstation Software Market
- 7.4. Asia-Pacific Workstation Software Market Snapshot
 - 7.4.1. China Workstation Software Market
 - 7.4.2. India Workstation Software Market
 - 7.4.3. Japan Workstation Software Market
 - 7.4.4. Australia Workstation Software Market
 - 7.4.5. South Korea Workstation Software Market
 - 7.4.6. Rest of Asia Pacific Workstation Software Market
- 7.5. Latin America Workstation Software Market Snapshot
 - 7.5.1. Brazil Workstation Software Market
 - 7.5.2. Mexico Workstation Software Market
- 7.6. Rest of The World Workstation Software Market

CHAPTER 8. COMPETITIVE INTELLIGENCE

- 8.1. Top Market Strategies
- 8.2. Company Profiles
 - 8.2.1. Autodesk, Inc.
 - 8.2.1.1. Key Information
 - 8.2.1.2. Overview
 - 8.2.1.3. Financial (Subject to Data Availability)
 - 8.2.1.4. Product Summary
 - 8.2.1.5. Recent Developments

- 8.2.2. Fujitsu
- 8.2.3. Unity Technologies
- 8.2.4. Adobe Inc.
- 8.2.5. Virtuix
- 8.2.6. Corel Corporation
- 8.2.7. Microsoft Corporation
- 8.2.8. Dassault Syst?mes SolidWorks Corporation
- 8.2.9. GIMP
- 8.2.10. SubVRsive Inc.

CHAPTER 9. RESEARCH PROCESS

- 9.1. Research Process
 - 9.1.1. Data Mining
 - 9.1.2. Analysis
 - 9.1.3. Market Estimation
 - 9.1.4. Validation
 - 9.1.5. Publishing
- 9.2. Research Attributes
- 9.3. Research Assumption

List Of Tables

LIST OF TABLES

TABLE 1. Global Workstation Software market, report scope

TABLE 2. Global Workstation Software market estimates & forecasts by Region
2018-2027 (USD Billion)

TABLE 3. Global Workstation Software market estimates & forecasts by Workstation
Software 2018-2027 (USD Billion)

TABLE 4. Global Workstation Software market estimates & forecasts by End User
2018-2027 (USD Billion)

TABLE 5. Global Workstation Software market by segment, estimates & forecasts,
2018-2027 (USD Billion)

TABLE 6. Global Workstation Software market by region, estimates & forecasts,
2018-2027 (USD Billion)

TABLE 7. Global Workstation Software market by segment, estimates & forecasts,
2018-2027 (USD Billion)

TABLE 8. Global Workstation Software market by region, estimates & forecasts,
2018-2027 (USD Billion)

TABLE 9. Global Workstation Software market by segment, estimates & forecasts,
2018-2027 (USD Billion)

TABLE 10. Global Workstation Software market by region, estimates & forecasts,
2018-2027 (USD Billion)

TABLE 11. Global Workstation Software market by segment, estimates & forecasts,
2018-2027 (USD Billion)

TABLE 12. Global Workstation Software market by region, estimates & forecasts,
2018-2027 (USD Billion)

TABLE 13. Global Workstation Software market by segment, estimates & forecasts,
2018-2027 (USD Billion)

TABLE 14. Global Workstation Software market by region, estimates & forecasts,
2018-2027 (USD Billion)

TABLE 15. U.S. Workstation Software market estimates & forecasts, 2018-2027 (USD
Billion)

TABLE 16. U.S. Workstation Software market estimates & forecasts by segment
2018-2027 (USD Billion)

TABLE 17. U.S. Workstation Software market estimates & forecasts by segment
2018-2027 (USD Billion)

TABLE 18. Canada Workstation Software market estimates & forecasts, 2018-2027
(USD Billion)

TABLE 19. Canada Workstation Software market estimates & forecasts by segment 2018-2027 (USD Billion)

TABLE 20. Canada Workstation Software market estimates & forecasts by segment 2018-2027 (USD Billion)

TABLE 21. UK Workstation Software market estimates & forecasts, 2018-2027 (USD Billion)

TABLE 22. UK Workstation Software market estimates & forecasts by segment 2018-2027 (USD Billion)

TABLE 23. UK Workstation Software market estimates & forecasts by segment 2018-2027 (USD Billion)

TABLE 24. Germany Workstation Software market estimates & forecasts, 2018-2027 (USD Billion)

TABLE 25. Germany Workstation Software market estimates & forecasts by segment 2018-2027 (USD Billion)

TABLE 26. Germany Workstation Software market estimates & forecasts by segment 2018-2027 (USD Billion)

TABLE 27. RoE Workstation Software market estimates & forecasts, 2018-2027 (USD Billion)

TABLE 28. RoE Workstation Software market estimates & forecasts by segment 2018-2027 (USD Billion)

TABLE 29. RoE Workstation Software market estimates & forecasts by segment 2018-2027 (USD Billion)

TABLE 30. China Workstation Software market estimates & forecasts, 2018-2027 (USD Billion)

TABLE 31. China Workstation Software market estimates & forecasts by segment 2018-2027 (USD Billion)

TABLE 32. China Workstation Software market estimates & forecasts by segment 2018-2027 (USD Billion)

TABLE 33. India Workstation Software market estimates & forecasts, 2018-2027 (USD Billion)

TABLE 34. India Workstation Software market estimates & forecasts by segment 2018-2027 (USD Billion)

TABLE 35. India Workstation Software market estimates & forecasts by segment 2018-2027 (USD Billion)

TABLE 36. Japan Workstation Software market estimates & forecasts, 2018-2027 (USD Billion)

TABLE 37. Japan Workstation Software market estimates & forecasts by segment 2018-2027 (USD Billion)

TABLE 38. Japan Workstation Software market estimates & forecasts by segment

2018-2027 (USD Billion)

TABLE 39. RoAPAC Workstation Software market estimates & forecasts, 2018-2027 (USD Billion)

TABLE 40. RoAPAC Workstation Software market estimates & forecasts by segment 2018-2027 (USD Billion)

TABLE 41. RoAPAC Workstation Software market estimates & forecasts by segment 2018-2027 (USD Billion)

TABLE 42. Brazil Workstation Software market estimates & forecasts, 2018-2027 (USD Billion)

TABLE 43. Brazil Workstation Software market estimates & forecasts by segment 2018-2027 (USD Billion)

TABLE 44. Brazil Workstation Software market estimates & forecasts by segment 2018-2027 (USD Billion)

TABLE 45. Mexico Workstation Software market estimates & forecasts, 2018-2027 (USD Billion)

TABLE 46. Mexico Workstation Software market estimates & forecasts by segment 2018-2027 (USD Billion)

TABLE 47. Mexico Workstation Software market estimates & forecasts by segment 2018-2027 (USD Billion)

TABLE 48. RoLA Workstation Software market estimates & forecasts, 2018-2027 (USD Billion)

TABLE 49. RoLA Workstation Software market estimates & forecasts by segment 2018-2027 (USD Billion)

TABLE 50. RoLA Workstation Software market estimates & forecasts by segment 2018-2027 (USD Billion)

TABLE 51. Row Workstation Software market estimates & forecasts, 2018-2027 (USD Billion)

TABLE 52. Row Workstation Software market estimates & forecasts by segment 2018-2027 (USD Billion)

TABLE 53. Row Workstation Software market estimates & forecasts by segment 2018-2027 (USD Billion)

TABLE 54. List of secondary sources, used in the study of global Workstation Software market

TABLE 55. List of primary sources, used in the study of global Workstation Software market

TABLE 56. Years considered for the study

TABLE 57. Exchange rates considered

List Of Figures

LIST OF FIGURES

- FIG 1. Global Workstation Software market, research methodology
- FIG 2. Global Workstation Software market, market estimation techniques
- FIG 3. Global market size estimates & forecast methods
- FIG 4. Global Workstation Software market, key trends 2020
- FIG 5. Global Workstation Software market, growth prospects 2021-2027
- FIG 6. Global Workstation Software market, porters 5 force model
- FIG 7. Global Workstation Software market, pest analysis
- FIG 8. Global Workstation Software market, value chain analysis
- FIG 9. Global Workstation Software market by segment, 2018 & 2027 (USD Billion)
- FIG 10. Global Workstation Software market by segment, 2018 & 2027 (USD Billion)
- FIG 11. Global Workstation Software market by segment, 2018 & 2027 (USD Billion)
- FIG 12. Global Workstation Software market by segment, 2018 & 2027 (USD Billion)
- FIG 13. Global Workstation Software market by segment, 2018 & 2027 (USD Billion)
- FIG 14. Global Workstation Software market, regional snapshot 2018 & 2027
- FIG 15. North America Workstation Software market 2018 & 2027 (USD Billion)
- FIG 16. Europe Workstation Software market 2018 & 2027 (USD Billion)
- FIG 17. Asia pacific Workstation Software market 2018 & 2027 (USD Billion)
- FIG 18. Latin America Workstation Software market 2018 & 2027 (USD Billion)
- FIG 19. Global Workstation Software market, company market share analysis (2020)

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