

# Global 3D Visual Effects Market Research Report 2024(Status and Outlook)

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## Abstracts

### Report Overview

3D special effects is a technology that allows products to have three-dimensional visual effects through post-production.

This report provides a deep insight into the global 3D Visual Effects market covering all its essential aspects. This ranges from a macro overview of the market to micro details of the market size, competitive landscape, development trend, niche market, key market drivers and challenges, SWOT analysis, value chain analysis, etc.

The analysis helps the reader to shape the competition within the industries and strategies for the competitive environment to enhance the potential profit. Furthermore, it provides a simple framework for evaluating and accessing the position of the business organization. The report structure also focuses on the competitive landscape of the Global 3D Visual Effects Market, this report introduces in detail the market share, market performance, product situation, operation situation, etc. of the main players, which helps the readers in the industry to identify the main competitors and deeply understand the competition pattern of the market.

In a word, this report is a must-read for industry players, investors, researchers, consultants, business strategists, and all those who have any kind of stake or are planning to foray into the 3D Visual Effects market in any manner.

### Global 3D Visual Effects Market: Market Segmentation Analysis

The research report includes specific segments by region (country), manufacturers,

Type, and Application. Market segmentation creates subsets of a market based on product type, end-user or application, Geographic, and other factors. By understanding the market segments, the decision-maker can leverage this targeting in the product, sales, and marketing strategies. Market segments can power your product development cycles by informing how you create product offerings for different segments.

Key Company

Edpit

SPACE

TECHFRAMES

ARTFX

Gerriets

Upwork

Enka3D

GLUE

Mackevision

Polymime

3D-Ace

Vfxnova

South West Film

CGS

Postoffice Amsterdam

Atomic Pictures

Market Segmentation (by Type)

Product Visualization

Visual Effects

Dynamic Graphics

Animation

Market Segmentation (by Application)

Advertise

Film and Television

Application Interaction

Others

Geographic Segmentation

North America (USA, Canada, Mexico)

Europe (Germany, UK, France, Russia, Italy, Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia, Rest of Asia-Pacific)

South America (Brazil, Argentina, Columbia, Rest of South America)

The Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria, South Africa, Rest of MEA)

Key Benefits of This Market Research:

Industry drivers, restraints, and opportunities covered in the study

Neutral perspective on the market performance

Recent industry trends and developments

Competitive landscape & strategies of key players

Potential & niche segments and regions exhibiting promising growth covered

Historical, current, and projected market size, in terms of value

In-depth analysis of the 3D Visual Effects Market

Overview of the regional outlook of the 3D Visual Effects Market:

#### Key Reasons to Buy this Report:

Access to date statistics compiled by our researchers. These provide you with historical and forecast data, which is analyzed to tell you why your market is set to change

This enables you to anticipate market changes to remain ahead of your competitors

You will be able to copy data from the Excel spreadsheet straight into your marketing plans, business presentations, or other strategic documents

The concise analysis, clear graph, and table format will enable you to pinpoint the information you require quickly

Provision of market value (USD Billion) data for each segment and sub-segment

Indicates the region and segment that is expected to witness the fastest growth as well as to dominate the market

Analysis by geography highlighting the consumption of the product/service in the region as well as indicating the factors that are affecting the market within each

region

Competitive landscape which incorporates the market ranking of the major players, along with new service/product launches, partnerships, business expansions, and acquisitions in the past five years of companies profiled

Extensive company profiles comprising of company overview, company insights, product benchmarking, and SWOT analysis for the major market players

The current as well as the future market outlook of the industry concerning recent developments which involve growth opportunities and drivers as well as challenges and restraints of both emerging as well as developed regions

Includes in-depth analysis of the market from various perspectives through Porter's five forces analysis

Provides insight into the market through Value Chain

Market dynamics scenario, along with growth opportunities of the market in the years to come

6-month post-sales analyst support

## Customization of the Report

In case of any queries or customization requirements, please connect with our sales team, who will ensure that your requirements are met.

## Chapter Outline

Chapter 1 mainly introduces the statistical scope of the report, market division standards, and market research methods.

Chapter 2 is an executive summary of different market segments (by region, product type, application, etc), including the market size of each market segment, future development potential, and so on. It offers a high-level view of the current state of the 3D Visual Effects Market and its likely evolution in the short to mid-term, and long term.

Chapter 3 makes a detailed analysis of the market's competitive landscape of the market and provides the market share, capacity, output, price, latest development plan, merger, and acquisition information of the main manufacturers in the market.

Chapter 4 is the analysis of the whole market industrial chain, including the upstream and downstream of the industry, as well as Porter's five forces analysis.

Chapter 5 introduces the latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by manufacturers in the industry, and the analysis of relevant policies in the industry.

Chapter 6 provides the analysis of various market segments according to product types, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 7 provides the analysis of various market segments according to application, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

Chapter 8 provides a quantitative analysis of the market size and development potential of each region and its main countries and introduces the market development, future development prospects, market space, and capacity of each country in the world.

Chapter 9 introduces the basic situation of the main companies in the market in detail, including product sales revenue, sales volume, price, gross profit margin, market share, product introduction, recent development, etc.

Chapter 10 provides a quantitative analysis of the market size and development potential of each region in the next five years.

Chapter 11 provides a quantitative analysis of the market size and development potential of each market segment (product type and application) in the next five years.

Chapter 12 is the main points and conclusions of the report.

## Contents

### **1 RESEARCH METHODOLOGY AND STATISTICAL SCOPE**

1.1 Market Definition and Statistical Scope of 3D Visual Effects

1.2 Key Market Segments

1.2.1 3D Visual Effects Segment by Type

1.2.2 3D Visual Effects Segment by Application

1.3 Methodology & Sources of Information

1.3.1 Research Methodology

1.3.2 Research Process

1.3.3 Market Breakdown and Data Triangulation

1.3.4 Base Year

1.3.5 Report Assumptions & Caveats

### **2 3D VISUAL EFFECTS MARKET OVERVIEW**

2.1 Global Market Overview

2.2 Market Segment Executive Summary

2.3 Global Market Size by Region

### **3 3D VISUAL EFFECTS MARKET COMPETITIVE LANDSCAPE**

3.1 Global 3D Visual Effects Revenue Market Share by Company (2019-2024)

3.2 3D Visual Effects Market Share by Company Type (Tier 1, Tier 2, and Tier 3)

3.3 Company 3D Visual Effects Market Size Sites, Area Served, Product Type

3.4 3D Visual Effects Market Competitive Situation and Trends

3.4.1 3D Visual Effects Market Concentration Rate

3.4.2 Global 5 and 10 Largest 3D Visual Effects Players Market Share by Revenue

3.4.3 Mergers & Acquisitions, Expansion

### **4 3D VISUAL EFFECTS VALUE CHAIN ANALYSIS**

4.1 3D Visual Effects Value Chain Analysis

4.2 Midstream Market Analysis

4.3 Downstream Customer Analysis

### **5 THE DEVELOPMENT AND DYNAMICS OF 3D VISUAL EFFECTS MARKET**

- 5.1 Key Development Trends
- 5.2 Driving Factors
- 5.3 Market Challenges
- 5.4 Market Restraints
- 5.5 Industry News
  - 5.5.1 Mergers & Acquisitions
  - 5.5.2 Expansions
  - 5.5.3 Collaboration/Supply Contracts
- 5.6 Industry Policies

## **6 3D VISUAL EFFECTS MARKET SEGMENTATION BY TYPE**

- 6.1 Evaluation Matrix of Segment Market Development Potential (Type)
- 6.2 Global 3D Visual Effects Market Size Market Share by Type (2019-2024)
- 6.3 Global 3D Visual Effects Market Size Growth Rate by Type (2019-2024)

## **7 3D VISUAL EFFECTS MARKET SEGMENTATION BY APPLICATION**

- 7.1 Evaluation Matrix of Segment Market Development Potential (Application)
- 7.2 Global 3D Visual Effects Market Size (M USD) by Application (2019-2024)
- 7.3 Global 3D Visual Effects Market Size Growth Rate by Application (2019-2024)

## **8 3D VISUAL EFFECTS MARKET SEGMENTATION BY REGION**

- 8.1 Global 3D Visual Effects Market Size by Region
  - 8.1.1 Global 3D Visual Effects Market Size by Region
  - 8.1.2 Global 3D Visual Effects Market Size Market Share by Region
- 8.2 North America
  - 8.2.1 North America 3D Visual Effects Market Size by Country
  - 8.2.2 U.S.
  - 8.2.3 Canada
  - 8.2.4 Mexico
- 8.3 Europe
  - 8.3.1 Europe 3D Visual Effects Market Size by Country
  - 8.3.2 Germany
  - 8.3.3 France
  - 8.3.4 U.K.
  - 8.3.5 Italy
  - 8.3.6 Russia

## 8.4 Asia Pacific

### 8.4.1 Asia Pacific 3D Visual Effects Market Size by Region

#### 8.4.2 China

#### 8.4.3 Japan

#### 8.4.4 South Korea

#### 8.4.5 India

#### 8.4.6 Southeast Asia

## 8.5 South America

### 8.5.1 South America 3D Visual Effects Market Size by Country

#### 8.5.2 Brazil

#### 8.5.3 Argentina

#### 8.5.4 Columbia

## 8.6 Middle East and Africa

### 8.6.1 Middle East and Africa 3D Visual Effects Market Size by Region

#### 8.6.2 Saudi Arabia

#### 8.6.3 UAE

#### 8.6.4 Egypt

#### 8.6.5 Nigeria

#### 8.6.6 South Africa

## 9 KEY COMPANIES PROFILE

### 9.1 Edpit

#### 9.1.1 Edpit 3D Visual Effects Basic Information

#### 9.1.2 Edpit 3D Visual Effects Product Overview

#### 9.1.3 Edpit 3D Visual Effects Product Market Performance

#### 9.1.4 Edpit 3D Visual Effects SWOT Analysis

#### 9.1.5 Edpit Business Overview

#### 9.1.6 Edpit Recent Developments

### 9.2 SPACE

#### 9.2.1 SPACE 3D Visual Effects Basic Information

#### 9.2.2 SPACE 3D Visual Effects Product Overview

#### 9.2.3 SPACE 3D Visual Effects Product Market Performance

#### 9.2.4 Edpit 3D Visual Effects SWOT Analysis

#### 9.2.5 SPACE Business Overview

#### 9.2.6 SPACE Recent Developments

### 9.3 TECHFRAMES

#### 9.3.1 TECHFRAMES 3D Visual Effects Basic Information

#### 9.3.2 TECHFRAMES 3D Visual Effects Product Overview

- 9.3.3 TECHFRAMES 3D Visual Effects Product Market Performance
- 9.3.4 Edpit 3D Visual Effects SWOT Analysis
- 9.3.5 TECHFRAMES Business Overview
- 9.3.6 TECHFRAMES Recent Developments
- 9.4 ARTFX
  - 9.4.1 ARTFX 3D Visual Effects Basic Information
  - 9.4.2 ARTFX 3D Visual Effects Product Overview
  - 9.4.3 ARTFX 3D Visual Effects Product Market Performance
  - 9.4.4 ARTFX Business Overview
  - 9.4.5 ARTFX Recent Developments
- 9.5 Gerriets
  - 9.5.1 Gerriets 3D Visual Effects Basic Information
  - 9.5.2 Gerriets 3D Visual Effects Product Overview
  - 9.5.3 Gerriets 3D Visual Effects Product Market Performance
  - 9.5.4 Gerriets Business Overview
  - 9.5.5 Gerriets Recent Developments
- 9.6 Upwork
  - 9.6.1 Upwork 3D Visual Effects Basic Information
  - 9.6.2 Upwork 3D Visual Effects Product Overview
  - 9.6.3 Upwork 3D Visual Effects Product Market Performance
  - 9.6.4 Upwork Business Overview
  - 9.6.5 Upwork Recent Developments
- 9.7 Enka3D
  - 9.7.1 Enka3D 3D Visual Effects Basic Information
  - 9.7.2 Enka3D 3D Visual Effects Product Overview
  - 9.7.3 Enka3D 3D Visual Effects Product Market Performance
  - 9.7.4 Enka3D Business Overview
  - 9.7.5 Enka3D Recent Developments
- 9.8 GLUE
  - 9.8.1 GLUE 3D Visual Effects Basic Information
  - 9.8.2 GLUE 3D Visual Effects Product Overview
  - 9.8.3 GLUE 3D Visual Effects Product Market Performance
  - 9.8.4 GLUE Business Overview
  - 9.8.5 GLUE Recent Developments
- 9.9 Mackevision
  - 9.9.1 Mackevision 3D Visual Effects Basic Information
  - 9.9.2 Mackevision 3D Visual Effects Product Overview
  - 9.9.3 Mackevision 3D Visual Effects Product Market Performance
  - 9.9.4 Mackevision Business Overview

- 9.9.5 Mackevision Recent Developments
- 9.10 Polymime
  - 9.10.1 Polymime 3D Visual Effects Basic Information
  - 9.10.2 Polymime 3D Visual Effects Product Overview
  - 9.10.3 Polymime 3D Visual Effects Product Market Performance
  - 9.10.4 Polymime Business Overview
  - 9.10.5 Polymime Recent Developments
- 9.11 3D-Ace
  - 9.11.1 3D-Ace 3D Visual Effects Basic Information
  - 9.11.2 3D-Ace 3D Visual Effects Product Overview
  - 9.11.3 3D-Ace 3D Visual Effects Product Market Performance
  - 9.11.4 3D-Ace Business Overview
  - 9.11.5 3D-Ace Recent Developments
- 9.12 Vfxnova
  - 9.12.1 Vfxnova 3D Visual Effects Basic Information
  - 9.12.2 Vfxnova 3D Visual Effects Product Overview
  - 9.12.3 Vfxnova 3D Visual Effects Product Market Performance
  - 9.12.4 Vfxnova Business Overview
  - 9.12.5 Vfxnova Recent Developments
- 9.13 South West Film
  - 9.13.1 South West Film 3D Visual Effects Basic Information
  - 9.13.2 South West Film 3D Visual Effects Product Overview
  - 9.13.3 South West Film 3D Visual Effects Product Market Performance
  - 9.13.4 South West Film Business Overview
  - 9.13.5 South West Film Recent Developments
- 9.14 CGS
  - 9.14.1 CGS 3D Visual Effects Basic Information
  - 9.14.2 CGS 3D Visual Effects Product Overview
  - 9.14.3 CGS 3D Visual Effects Product Market Performance
  - 9.14.4 CGS Business Overview
  - 9.14.5 CGS Recent Developments
- 9.15 Postoffice Amsterdam
  - 9.15.1 Postoffice Amsterdam 3D Visual Effects Basic Information
  - 9.15.2 Postoffice Amsterdam 3D Visual Effects Product Overview
  - 9.15.3 Postoffice Amsterdam 3D Visual Effects Product Market Performance
  - 9.15.4 Postoffice Amsterdam Business Overview
  - 9.15.5 Postoffice Amsterdam Recent Developments
- 9.16 Atomic Pictures
  - 9.16.1 Atomic Pictures 3D Visual Effects Basic Information

- 9.16.2 Atomic Pictures 3D Visual Effects Product Overview
- 9.16.3 Atomic Pictures 3D Visual Effects Product Market Performance
- 9.16.4 Atomic Pictures Business Overview
- 9.16.5 Atomic Pictures Recent Developments

## **10 3D VISUAL EFFECTS REGIONAL MARKET FORECAST**

- 10.1 Global 3D Visual Effects Market Size Forecast
- 10.2 Global 3D Visual Effects Market Forecast by Region
  - 10.2.1 North America Market Size Forecast by Country
  - 10.2.2 Europe 3D Visual Effects Market Size Forecast by Country
  - 10.2.3 Asia Pacific 3D Visual Effects Market Size Forecast by Region
  - 10.2.4 South America 3D Visual Effects Market Size Forecast by Country
  - 10.2.5 Middle East and Africa Forecasted Consumption of 3D Visual Effects by Country

## **11 FORECAST MARKET BY TYPE AND BY APPLICATION (2025-2030)**

- 11.1 Global 3D Visual Effects Market Forecast by Type (2025-2030)
- 11.2 Global 3D Visual Effects Market Forecast by Application (2025-2030)

## **12 CONCLUSION AND KEY FINDINGS**

## List Of Tables

### LIST OF TABLES

- Table 1. Introduction of the Type
- Table 2. Introduction of the Application
- Table 3. Market Size (M USD) Segment Executive Summary
- Table 4. 3D Visual Effects Market Size Comparison by Region (M USD)
- Table 5. Global 3D Visual Effects Revenue (M USD) by Company (2019-2024)
- Table 6. Global 3D Visual Effects Revenue Share by Company (2019-2024)
- Table 7. Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in 3D Visual Effects as of 2022)
- Table 8. Company 3D Visual Effects Market Size Sites and Area Served
- Table 9. Company 3D Visual Effects Product Type
- Table 10. Global 3D Visual Effects Company Market Concentration Ratio (CR5 and HHI)
- Table 11. Mergers & Acquisitions, Expansion Plans
- Table 12. Value Chain Map of 3D Visual Effects
- Table 13. Midstream Market Analysis
- Table 14. Downstream Customer Analysis
- Table 15. Key Development Trends
- Table 16. Driving Factors
- Table 17. 3D Visual Effects Market Challenges
- Table 18. Global 3D Visual Effects Market Size by Type (M USD)
- Table 19. Global 3D Visual Effects Market Size (M USD) by Type (2019-2024)
- Table 20. Global 3D Visual Effects Market Size Share by Type (2019-2024)
- Table 21. Global 3D Visual Effects Market Size Growth Rate by Type (2019-2024)
- Table 22. Global 3D Visual Effects Market Size by Application
- Table 23. Global 3D Visual Effects Market Size by Application (2019-2024) & (M USD)
- Table 24. Global 3D Visual Effects Market Share by Application (2019-2024)
- Table 25. Global 3D Visual Effects Market Size Growth Rate by Application (2019-2024)
- Table 26. Global 3D Visual Effects Market Size by Region (2019-2024) & (M USD)
- Table 27. Global 3D Visual Effects Market Size Market Share by Region (2019-2024)
- Table 28. North America 3D Visual Effects Market Size by Country (2019-2024) & (M USD)
- Table 29. Europe 3D Visual Effects Market Size by Country (2019-2024) & (M USD)
- Table 30. Asia Pacific 3D Visual Effects Market Size by Region (2019-2024) & (M USD)
- Table 31. South America 3D Visual Effects Market Size by Country (2019-2024) & (M USD)

Table 32. Middle East and Africa 3D Visual Effects Market Size by Region (2019-2024) & (M USD)

Table 33. Edpit 3D Visual Effects Basic Information

Table 34. Edpit 3D Visual Effects Product Overview

Table 35. Edpit 3D Visual Effects Revenue (M USD) and Gross Margin (2019-2024)

Table 36. Edpit 3D Visual Effects SWOT Analysis

Table 37. Edpit Business Overview

Table 38. Edpit Recent Developments

Table 39. SPACE 3D Visual Effects Basic Information

Table 40. SPACE 3D Visual Effects Product Overview

Table 41. SPACE 3D Visual Effects Revenue (M USD) and Gross Margin (2019-2024)

Table 42. Edpit 3D Visual Effects SWOT Analysis

Table 43. SPACE Business Overview

Table 44. SPACE Recent Developments

Table 45. TECHFRAMES 3D Visual Effects Basic Information

Table 46. TECHFRAMES 3D Visual Effects Product Overview

Table 47. TECHFRAMES 3D Visual Effects Revenue (M USD) and Gross Margin (2019-2024)

Table 48. Edpit 3D Visual Effects SWOT Analysis

Table 49. TECHFRAMES Business Overview

Table 50. TECHFRAMES Recent Developments

Table 51. ARTFX 3D Visual Effects Basic Information

Table 52. ARTFX 3D Visual Effects Product Overview

Table 53. ARTFX 3D Visual Effects Revenue (M USD) and Gross Margin (2019-2024)

Table 54. ARTFX Business Overview

Table 55. ARTFX Recent Developments

Table 56. Gerriets 3D Visual Effects Basic Information

Table 57. Gerriets 3D Visual Effects Product Overview

Table 58. Gerriets 3D Visual Effects Revenue (M USD) and Gross Margin (2019-2024)

Table 59. Gerriets Business Overview

Table 60. Gerriets Recent Developments

Table 61. Upwork 3D Visual Effects Basic Information

Table 62. Upwork 3D Visual Effects Product Overview

Table 63. Upwork 3D Visual Effects Revenue (M USD) and Gross Margin (2019-2024)

Table 64. Upwork Business Overview

Table 65. Upwork Recent Developments

Table 66. Enka3D 3D Visual Effects Basic Information

Table 67. Enka3D 3D Visual Effects Product Overview

Table 68. Enka3D 3D Visual Effects Revenue (M USD) and Gross Margin (2019-2024)

- Table 69. Enka3D Business Overview
- Table 70. Enka3D Recent Developments
- Table 71. GLUE 3D Visual Effects Basic Information
- Table 72. GLUE 3D Visual Effects Product Overview
- Table 73. GLUE 3D Visual Effects Revenue (M USD) and Gross Margin (2019-2024)
- Table 74. GLUE Business Overview
- Table 75. GLUE Recent Developments
- Table 76. Mackevision 3D Visual Effects Basic Information
- Table 77. Mackevision 3D Visual Effects Product Overview
- Table 78. Mackevision 3D Visual Effects Revenue (M USD) and Gross Margin (2019-2024)
- Table 79. Mackevision Business Overview
- Table 80. Mackevision Recent Developments
- Table 81. Polymime 3D Visual Effects Basic Information
- Table 82. Polymime 3D Visual Effects Product Overview
- Table 83. Polymime 3D Visual Effects Revenue (M USD) and Gross Margin (2019-2024)
- Table 84. Polymime Business Overview
- Table 85. Polymime Recent Developments
- Table 86. 3D-Ace 3D Visual Effects Basic Information
- Table 87. 3D-Ace 3D Visual Effects Product Overview
- Table 88. 3D-Ace 3D Visual Effects Revenue (M USD) and Gross Margin (2019-2024)
- Table 89. 3D-Ace Business Overview
- Table 90. 3D-Ace Recent Developments
- Table 91. Vfxnova 3D Visual Effects Basic Information
- Table 92. Vfxnova 3D Visual Effects Product Overview
- Table 93. Vfxnova 3D Visual Effects Revenue (M USD) and Gross Margin (2019-2024)
- Table 94. Vfxnova Business Overview
- Table 95. Vfxnova Recent Developments
- Table 96. South West Film 3D Visual Effects Basic Information
- Table 97. South West Film 3D Visual Effects Product Overview
- Table 98. South West Film 3D Visual Effects Revenue (M USD) and Gross Margin (2019-2024)
- Table 99. South West Film Business Overview
- Table 100. South West Film Recent Developments
- Table 101. CGS 3D Visual Effects Basic Information
- Table 102. CGS 3D Visual Effects Product Overview
- Table 103. CGS 3D Visual Effects Revenue (M USD) and Gross Margin (2019-2024)
- Table 104. CGS Business Overview

Table 105. CGS Recent Developments

Table 106. Postoffice Amsterdam 3D Visual Effects Basic Information

Table 107. Postoffice Amsterdam 3D Visual Effects Product Overview

Table 108. Postoffice Amsterdam 3D Visual Effects Revenue (M USD) and Gross Margin (2019-2024)

Table 109. Postoffice Amsterdam Business Overview

Table 110. Postoffice Amsterdam Recent Developments

Table 111. Atomic Pictures 3D Visual Effects Basic Information

Table 112. Atomic Pictures 3D Visual Effects Product Overview

Table 113. Atomic Pictures 3D Visual Effects Revenue (M USD) and Gross Margin (2019-2024)

Table 114. Atomic Pictures Business Overview

Table 115. Atomic Pictures Recent Developments

Table 116. Global 3D Visual Effects Market Size Forecast by Region (2025-2030) & (M USD)

Table 117. North America 3D Visual Effects Market Size Forecast by Country (2025-2030) & (M USD)

Table 118. Europe 3D Visual Effects Market Size Forecast by Country (2025-2030) & (M USD)

Table 119. Asia Pacific 3D Visual Effects Market Size Forecast by Region (2025-2030) & (M USD)

Table 120. South America 3D Visual Effects Market Size Forecast by Country (2025-2030) & (M USD)

Table 121. Middle East and Africa 3D Visual Effects Market Size Forecast by Country (2025-2030) & (M USD)

Table 122. Global 3D Visual Effects Market Size Forecast by Type (2025-2030) & (M USD)

Table 123. Global 3D Visual Effects Market Size Forecast by Application (2025-2030) & (M USD)

## List Of Figures

### LIST OF FIGURES

- Figure 1. Industrial Chain of 3D Visual Effects
- Figure 2. Data Triangulation
- Figure 3. Key Caveats
- Figure 4. Global 3D Visual Effects Market Size (M USD), 2019-2030
- Figure 5. Global 3D Visual Effects Market Size (M USD) (2019-2030)
- Figure 6. Evaluation Matrix of Segment Market Development Potential (Type)
- Figure 7. Evaluation Matrix of Segment Market Development Potential (Application)
- Figure 8. Evaluation Matrix of Regional Market Development Potential
- Figure 9. 3D Visual Effects Market Size by Country (M USD)
- Figure 10. Global 3D Visual Effects Revenue Share by Company in 2023
- Figure 11. 3D Visual Effects Market Share by Company Type (Tier 1, Tier 2 and Tier 3): 2023
- Figure 12. The Global 5 and 10 Largest Players: Market Share by 3D Visual Effects Revenue in 2023
- Figure 13. Evaluation Matrix of Segment Market Development Potential (Type)
- Figure 14. Global 3D Visual Effects Market Share by Type
- Figure 15. Market Size Share of 3D Visual Effects by Type (2019-2024)
- Figure 16. Market Size Market Share of 3D Visual Effects by Type in 2022
- Figure 17. Global 3D Visual Effects Market Size Growth Rate by Type (2019-2024)
- Figure 18. Evaluation Matrix of Segment Market Development Potential (Application)
- Figure 19. Global 3D Visual Effects Market Share by Application
- Figure 20. Global 3D Visual Effects Market Share by Application (2019-2024)
- Figure 21. Global 3D Visual Effects Market Share by Application in 2022
- Figure 22. Global 3D Visual Effects Market Size Growth Rate by Application (2019-2024)
- Figure 23. Global 3D Visual Effects Market Size Market Share by Region (2019-2024)
- Figure 24. North America 3D Visual Effects Market Size and Growth Rate (2019-2024) & (M USD)
- Figure 25. North America 3D Visual Effects Market Size Market Share by Country in 2023
- Figure 26. U.S. 3D Visual Effects Market Size and Growth Rate (2019-2024) & (M USD)
- Figure 27. Canada 3D Visual Effects Market Size (M USD) and Growth Rate (2019-2024)
- Figure 28. Mexico 3D Visual Effects Market Size (Units) and Growth Rate (2019-2024)
- Figure 29. Europe 3D Visual Effects Market Size and Growth Rate (2019-2024) & (M

USD)

Figure 30. Europe 3D Visual Effects Market Size Market Share by Country in 2023

Figure 31. Germany 3D Visual Effects Market Size and Growth Rate (2019-2024) & (M USD)

Figure 32. France 3D Visual Effects Market Size and Growth Rate (2019-2024) & (M USD)

Figure 33. U.K. 3D Visual Effects Market Size and Growth Rate (2019-2024) & (M USD)

Figure 34. Italy 3D Visual Effects Market Size and Growth Rate (2019-2024) & (M USD)

Figure 35. Russia 3D Visual Effects Market Size and Growth Rate (2019-2024) & (M USD)

Figure 36. Asia Pacific 3D Visual Effects Market Size and Growth Rate (M USD)

Figure 37. Asia Pacific 3D Visual Effects Market Size Market Share by Region in 2023

Figure 38. China 3D Visual Effects Market Size and Growth Rate (2019-2024) & (M USD)

Figure 39. Japan 3D Visual Effects Market Size and Growth Rate (2019-2024) & (M USD)

Figure 40. South Korea 3D Visual Effects Market Size and Growth Rate (2019-2024) & (M USD)

Figure 41. India 3D Visual Effects Market Size and Growth Rate (2019-2024) & (M USD)

Figure 42. Southeast Asia 3D Visual Effects Market Size and Growth Rate (2019-2024) & (M USD)

Figure 43. South America 3D Visual Effects Market Size and Growth Rate (M USD)

Figure 44. South America 3D Visual Effects Market Size Market Share by Country in 2023

Figure 45. Brazil 3D Visual Effects Market Size and Growth Rate (2019-2024) & (M USD)

Figure 46. Argentina 3D Visual Effects Market Size and Growth Rate (2019-2024) & (M USD)

Figure 47. Columbia 3D Visual Effects Market Size and Growth Rate (2019-2024) & (M USD)

Figure 48. Middle East and Africa 3D Visual Effects Market Size and Growth Rate (M USD)

Figure 49. Middle East and Africa 3D Visual Effects Market Size Market Share by Region in 2023

Figure 50. Saudi Arabia 3D Visual Effects Market Size and Growth Rate (2019-2024) & (M USD)

Figure 51. UAE 3D Visual Effects Market Size and Growth Rate (2019-2024) & (M USD)

Figure 52. Egypt 3D Visual Effects Market Size and Growth Rate (2019-2024) & (M

USD)

Figure 53. Nigeria 3D Visual Effects Market Size and Growth Rate (2019-2024) & (M USD)

Figure 54. South Africa 3D Visual Effects Market Size and Growth Rate (2019-2024) & (M USD)

Figure 55. Global 3D Visual Effects Market Size Forecast by Value (2019-2030) & (M USD)

Figure 56. Global 3D Visual Effects Market Share Forecast by Type (2025-2030)

Figure 57. Global 3D Visual Effects Market Share Forecast by Application (2025-2030)

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