

Global 3D Animation and Modeling Software Supply, Demand and Key Producers, 2026-2032

<https://marketpublishers.com/r/GFDF6E9570BFEN.html>

Date: June 2026

Pages: 148

Price: US\$ 4,480.00 (Single User License)

ID: GFDF6E9570BFEN

Abstracts

The global 3D Animation and Modeling Software market size is expected to reach \$ 849 million by 2032, rising at a market growth of 7.1% CAGR during the forecast period (2026-2032).

3D animation and modeling software is a class of professional tools used to create, edit, and render 3D digital models and animations, encompassing functions such as character modeling, scene construction, texture mapping, lighting and rendering, and animation production. This type of software is widely used in film and animation production, game development, virtual reality (VR), augmented reality (AR), industrial design, architectural visualization, and education and training, enabling high-precision, multi-dimensional, and interactive 3D creation.

Upstream, it primarily relies on computer hardware, graphics processing units (GPUs), high-performance storage, and algorithm optimization technology; downstream, it mainly targets film studios, game development companies, design schools, industrial design enterprises, and virtual simulation service providers.

With the rapid development of digital entertainment, virtual reality, metaverse, and industrial design visualization, the market demand for 3D animation and modeling software continues to grow. Future business opportunities lie in the development of high-precision modeling tools, real-time rendering engines, cloud collaboration platforms, and AI-assisted creation functions. Meanwhile, algorithm optimization and cross-platform compatibility will become key directions for improving user experience and market competitiveness.

The 3D animation and modeling software market has seen continuous growth in recent

years, primarily driven by demands from film and television animation, game development, virtual reality (VR), augmented reality (AR), and industrial design visualization. With the rise of the metaverse concept and digital content creation, the demand for software offering high-precision modeling, real-time rendering, and cross-platform compatibility has increased significantly. The film and gaming industries' ever-increasing requirements for realistic character and scene production have made high-performance 3D software a core creative tool; simultaneously, industrial design, architectural visualization, and education and training are accelerating their digital transformation, driving demand for 3D design and animation tools.

In the future, market opportunities will mainly focus on AI-assisted creation, cloud-based collaboration platforms, efficient rendering engines, and multi-terminal compatibility development. Companies that innovate technologically, optimize algorithms, and improve user experience will gain a greater competitive advantage, while simultaneously driving the entire digital creative industry towards intelligence and collaboration.

This report studies the global 3D Animation and Modeling Software demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for 3D Animation and Modeling Software, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2025 as the base year. This report explores demand trends and competition, as well as details the characteristics of 3D Animation and Modeling Software that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global 3D Animation and Modeling Software total market, 2021-2032, (USD Million)

Global 3D Animation and Modeling Software total market by region & country, CAGR, 2021-2032, (USD Million)

U.S. VS China: 3D Animation and Modeling Software total market, key domestic companies, and share, (USD Million)

Global 3D Animation and Modeling Software revenue by player, revenue and market share 2021-2026, (USD Million)

Global 3D Animation and Modeling Software total market by Type, CAGR, 2021-2032, (USD Million)

Global 3D Animation and Modeling Software total market by Application, CAGR, 2021-2032, (USD Million)

This report profiles major players in the global 3D Animation and Modeling Software market based on the following parameters - company overview, revenue, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Maxon, SideFX, Autodesk, Shapr3D, Strata, Womp, Spline, Vectary, Cascadeur, DEVSTREE, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the world 3D Animation and Modeling Software market

Detailed Segmentation:

Each section contains quantitative market data including market by value (US\$ Millions), by player, by regions, by Type, and by Application. Data is given for the years 2021-2032 by year with 2025 as the base year, 2026 as the estimate year, and 2027-2032 as the forecast year.

Global 3D Animation and Modeling Software Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global 3D Animation and Modeling Software Market, Segmentation by Type:

Polygon Modeling

NURBS Modeling

Others

Global 3D Animation and Modeling Software Market, Segmentation by Business Model:

Commercial Closed-source Software

Open-source Software

Others

Global 3D Animation and Modeling Software Market, Segmentation by Core Functions:

Parametric Modeling Software

Digital Sculpting Software

Procedural Generation Software

Others

Global 3D Animation and Modeling Software Market, Segmentation by Application:

Architectural Design

Interior Design

Game Development

Others

Companies Profiled:

Global 3D Animation and Modeling Software Supply, Demand and Key Producers, 2026-2032

Maxon

SideFX

Autodesk

Shapr3D

Strata

Womp

Spline

Vectary

Cascadeur

DEVSTREE

Prisma3D

Siemens

COLETEK

SelfCAD

Blender

XUANGUANG

Celsys

Key Questions Answered

1. How big is the global 3D Animation and Modeling Software market?
2. What is the demand of the global 3D Animation and Modeling Software market?
3. What is the year over year growth of the global 3D Animation and Modeling Software

market?

4. What is the total value of the global 3D Animation and Modeling Software market?
5. Who are the Major Players in the global 3D Animation and Modeling Software market?
6. What are the growth factors driving the market demand?

Contents

1 SUPPLY SUMMARY

- 1.1 3D Animation and Modeling Software Introduction
- 1.2 World 3D Animation and Modeling Software Market Size & Forecast (2021 & 2025 & 2032)
- 1.3 World 3D Animation and Modeling Software Total Market by Region (by Headquarter Location)
 - 1.3.1 World 3D Animation and Modeling Software Market Size by Region (2021-2032), (by Headquarter Location)
 - 1.3.2 United States Based Company 3D Animation and Modeling Software Revenue (2021-2032)
 - 1.3.3 China Based Company 3D Animation and Modeling Software Revenue (2021-2032)
 - 1.3.4 Europe Based Company 3D Animation and Modeling Software Revenue (2021-2032)
 - 1.3.5 Japan Based Company 3D Animation and Modeling Software Revenue (2021-2032)
 - 1.3.6 South Korea Based Company 3D Animation and Modeling Software Revenue (2021-2032)
 - 1.3.7 ASEAN Based Company 3D Animation and Modeling Software Revenue (2021-2032)
 - 1.3.8 India Based Company 3D Animation and Modeling Software Revenue (2021-2032)
- 1.4 Market Drivers, Restraints and Trends
 - 1.4.1 3D Animation and Modeling Software Market Drivers
 - 1.4.2 Factors Affecting Demand
 - 1.4.3 Major Market Trends

2 DEMAND SUMMARY

- 2.1 World 3D Animation and Modeling Software Consumption Value (2021-2032)
- 2.2 World 3D Animation and Modeling Software Consumption Value by Region
 - 2.2.1 World 3D Animation and Modeling Software Consumption Value by Region (2021-2026)
 - 2.2.2 World 3D Animation and Modeling Software Consumption Value Forecast by Region (2027-2032)
- 2.3 United States 3D Animation and Modeling Software Consumption Value

(2021-2032)

2.4 China 3D Animation and Modeling Software Consumption Value (2021-2032)

2.5 Europe 3D Animation and Modeling Software Consumption Value (2021-2032)

2.6 Japan 3D Animation and Modeling Software Consumption Value (2021-2032)

2.7 South Korea 3D Animation and Modeling Software Consumption Value (2021-2032)

2.8 ASEAN 3D Animation and Modeling Software Consumption Value (2021-2032)

2.9 India 3D Animation and Modeling Software Consumption Value (2021-2032)

3 WORLD 3D ANIMATION AND MODELING SOFTWARE COMPANIES COMPETITIVE ANALYSIS

3.1 World 3D Animation and Modeling Software Revenue by Player (2021-2026)

3.2 Industry Rank and Concentration Rate (CR)

3.2.1 Global 3D Animation and Modeling Software Industry Rank of Major Players

3.2.2 Global Concentration Ratios (CR4) for 3D Animation and Modeling Software in 2025

3.2.3 Global Concentration Ratios (CR8) for 3D Animation and Modeling Software in 2025

3.3 3D Animation and Modeling Software Company Evaluation Quadrant

3.4 3D Animation and Modeling Software Market: Overall Company Footprint Analysis

3.4.1 3D Animation and Modeling Software Market: Region Footprint

3.4.2 3D Animation and Modeling Software Market: Company Product Type Footprint

3.4.3 3D Animation and Modeling Software Market: Company Product Application Footprint

3.5 Competitive Environment

3.5.1 Historical Structure of the Industry

3.5.2 Barriers of Market Entry

3.5.3 Factors of Competition

3.6 Mergers & Acquisitions Activity

4 UNITED STATES VS CHINA VS REST OF WORLD (BY HEADQUARTER LOCATION)

4.1 United States VS China: 3D Animation and Modeling Software Revenue Comparison (by Headquarter Location)

4.1.1 United States VS China: 3D Animation and Modeling Software Revenue Comparison (2021 & 2025 & 2032) (by Headquarter Location)

4.1.2 United States VS China: 3D Animation and Modeling Software Revenue Market Share Comparison (2021 & 2025 & 2032)

4.2 United States Based Companies VS China Based Companies: 3D Animation and Modeling Software Consumption Value Comparison

4.2.1 United States VS China: 3D Animation and Modeling Software Consumption Value Comparison (2021 & 2025 & 2032)

4.2.2 United States VS China: 3D Animation and Modeling Software Consumption Value Market Share Comparison (2021 & 2025 & 2032)

4.3 United States Based 3D Animation and Modeling Software Companies and Market Share, 2021-2026

4.3.1 United States Based 3D Animation and Modeling Software Companies, Headquarters (States, Country)

4.3.2 United States Based Companies 3D Animation and Modeling Software Revenue, (2021-2026)

4.4 China Based Companies 3D Animation and Modeling Software Revenue and Market Share, 2021-2026

4.4.1 China Based 3D Animation and Modeling Software Companies, Company Headquarters (Province, Country)

4.4.2 China Based Companies 3D Animation and Modeling Software Revenue, (2021-2026)

4.5 Rest of World Based 3D Animation and Modeling Software Companies and Market Share, 2021-2026

4.5.1 Rest of World Based 3D Animation and Modeling Software Companies, Headquarters (Province, Country)

4.5.2 Rest of World Based Companies 3D Animation and Modeling Software Revenue (2021-2026)

5 MARKET ANALYSIS BY TYPE

5.1 World 3D Animation and Modeling Software Market Size Overview by Type: 2021 VS 2025 VS 2032

5.2 Segment Introduction by Type

5.2.1 Polygon Modeling

5.2.2 NURBS Modeling

5.2.3 Others

5.3 Market Segment by Type

5.3.1 World 3D Animation and Modeling Software Market Size by Type (2021-2026)

5.3.2 World 3D Animation and Modeling Software Market Size by Type (2027-2032)

5.3.3 World 3D Animation and Modeling Software Market Size Market Share by Type (2027-2032)

6 MARKET ANALYSIS BY BUSINESS MODEL

6.1 World 3D Animation and Modeling Software Market Size Overview by Business Model: 2021 VS 2025 VS 2032

6.2 Segment Introduction by Business Model

6.2.1 Commercial Closed-source Software

6.2.2 Open-source Software

6.2.3 Others

6.3 Market Segment by Business Model

6.3.1 World 3D Animation and Modeling Software Market Size by Business Model (2021-2026)

6.3.2 World 3D Animation and Modeling Software Market Size by Business Model (2027-2032)

6.3.3 World 3D Animation and Modeling Software Market Size Market Share by Business Model (2027-2032)

7 MARKET ANALYSIS BY CORE FUNCTIONS

7.1 World 3D Animation and Modeling Software Market Size Overview by Core Functions: 2021 VS 2025 VS 2032

7.2 Segment Introduction by Core Functions

7.2.1 Parametric Modeling Software

7.2.2 Digital Sculpting Software

7.2.3 Procedural Generation Software

7.2.4 Others

7.3 Market Segment by Core Functions

7.3.1 World 3D Animation and Modeling Software Market Size by Core Functions (2021-2026)

7.3.2 World 3D Animation and Modeling Software Market Size by Core Functions (2027-2032)

7.3.3 World 3D Animation and Modeling Software Market Size Market Share by Core Functions (2027-2032)

8 MARKET ANALYSIS BY APPLICATION

8.1 World 3D Animation and Modeling Software Market Size Overview by Application: 2021 VS 2025 VS 2032

8.2 Segment Introduction by Application

8.2.1 Architectural Design

8.2.2 Interior Design

8.2.3 Game Development

8.2.4 Others

8.3 Market Segment by Application

8.3.1 World 3D Animation and Modeling Software Market Size by Application (2021-2026)

8.3.2 World 3D Animation and Modeling Software Market Size by Application (2027-2032)

8.3.3 World 3D Animation and Modeling Software Market Size Market Share by Application (2021-2032)

9 COMPANY PROFILES

9.1 Maxon

9.1.1 Maxon Details

9.1.2 Maxon Major Business

9.1.3 Maxon 3D Animation and Modeling Software Product and Services

9.1.4 Maxon 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026)

9.1.5 Maxon Recent Developments/Updates

9.1.6 Maxon Competitive Strengths & Weaknesses

9.2 SideFX

9.2.1 SideFX Details

9.2.2 SideFX Major Business

9.2.3 SideFX 3D Animation and Modeling Software Product and Services

9.2.4 SideFX 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026)

9.2.5 SideFX Recent Developments/Updates

9.2.6 SideFX Competitive Strengths & Weaknesses

9.3 Autodesk

9.3.1 Autodesk Details

9.3.2 Autodesk Major Business

9.3.3 Autodesk 3D Animation and Modeling Software Product and Services

9.3.4 Autodesk 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026)

9.3.5 Autodesk Recent Developments/Updates

9.3.6 Autodesk Competitive Strengths & Weaknesses

9.4 Shapr3D

9.4.1 Shapr3D Details

9.4.2 Shapr3D Major Business

9.4.3 Shapr3D 3D Animation and Modeling Software Product and Services

9.4.4 Shapr3D 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026)

9.4.5 Shapr3D Recent Developments/Updates

9.4.6 Shapr3D Competitive Strengths & Weaknesses

9.5 Strata

9.5.1 Strata Details

9.5.2 Strata Major Business

9.5.3 Strata 3D Animation and Modeling Software Product and Services

9.5.4 Strata 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026)

9.5.5 Strata Recent Developments/Updates

9.5.6 Strata Competitive Strengths & Weaknesses

9.6 Womp

9.6.1 Womp Details

9.6.2 Womp Major Business

9.6.3 Womp 3D Animation and Modeling Software Product and Services

9.6.4 Womp 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026)

9.6.5 Womp Recent Developments/Updates

9.6.6 Womp Competitive Strengths & Weaknesses

9.7 Spline

9.7.1 Spline Details

9.7.2 Spline Major Business

9.7.3 Spline 3D Animation and Modeling Software Product and Services

9.7.4 Spline 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026)

9.7.5 Spline Recent Developments/Updates

9.7.6 Spline Competitive Strengths & Weaknesses

9.8 Vectary

9.8.1 Vectary Details

9.8.2 Vectary Major Business

9.8.3 Vectary 3D Animation and Modeling Software Product and Services

9.8.4 Vectary 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026)

9.8.5 Vectary Recent Developments/Updates

9.8.6 Vectary Competitive Strengths & Weaknesses

9.9 Cascadeur

9.9.1 Cascadeur Details

9.9.2 Cascadeur Major Business

9.9.3 Cascadeur 3D Animation and Modeling Software Product and Services

9.9.4 Cascadeur 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026)

9.9.5 Cascadeur Recent Developments/Updates

9.9.6 Cascadeur Competitive Strengths & Weaknesses

9.10 DEVSTREE

9.10.1 DEVSTREE Details

9.10.2 DEVSTREE Major Business

9.10.3 DEVSTREE 3D Animation and Modeling Software Product and Services

9.10.4 DEVSTREE 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026)

9.10.5 DEVSTREE Recent Developments/Updates

9.10.6 DEVSTREE Competitive Strengths & Weaknesses

9.11 Prisma3D

9.11.1 Prisma3D Details

9.11.2 Prisma3D Major Business

9.11.3 Prisma3D 3D Animation and Modeling Software Product and Services

9.11.4 Prisma3D 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026)

9.11.5 Prisma3D Recent Developments/Updates

9.11.6 Prisma3D Competitive Strengths & Weaknesses

9.12 Siemens

9.12.1 Siemens Details

9.12.2 Siemens Major Business

9.12.3 Siemens 3D Animation and Modeling Software Product and Services

9.12.4 Siemens 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026)

9.12.5 Siemens Recent Developments/Updates

9.12.6 Siemens Competitive Strengths & Weaknesses

9.13 COLETEK

9.13.1 COLETEK Details

9.13.2 COLETEK Major Business

9.13.3 COLETEK 3D Animation and Modeling Software Product and Services

9.13.4 COLETEK 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026)

9.13.5 COLETEK Recent Developments/Updates

9.13.6 COLETEK Competitive Strengths & Weaknesses

9.14 SelfCAD

9.14.1 SelfCAD Details

9.14.2 SelfCAD Major Business

9.14.3 SelfCAD 3D Animation and Modeling Software Product and Services

9.14.4 SelfCAD 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026)

9.14.5 SelfCAD Recent Developments/Updates

9.14.6 SelfCAD Competitive Strengths & Weaknesses

9.15 Blender

9.15.1 Blender Details

9.15.2 Blender Major Business

9.15.3 Blender 3D Animation and Modeling Software Product and Services

9.15.4 Blender 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026)

9.15.5 Blender Recent Developments/Updates

9.15.6 Blender Competitive Strengths & Weaknesses

9.16 XUANGUANG

9.16.1 XUANGUANG Details

9.16.2 XUANGUANG Major Business

9.16.3 XUANGUANG 3D Animation and Modeling Software Product and Services

9.16.4 XUANGUANG 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026)

9.16.5 XUANGUANG Recent Developments/Updates

9.16.6 XUANGUANG Competitive Strengths & Weaknesses

9.17 Celsys

9.17.1 Celsys Details

9.17.2 Celsys Major Business

9.17.3 Celsys 3D Animation and Modeling Software Product and Services

9.17.4 Celsys 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026)

9.17.5 Celsys Recent Developments/Updates

9.17.6 Celsys Competitive Strengths & Weaknesses

10 INDUSTRY CHAIN ANALYSIS

10.1 3D Animation and Modeling Software Industry Chain

10.2 3D Animation and Modeling Software Upstream Analysis

10.3 3D Animation and Modeling Software Midstream Analysis

10.4 3D Animation and Modeling Software Downstream Analysis

11 RESEARCH FINDINGS AND CONCLUSION

12 APPENDIX

12.1 Methodology

12.2 Research Process and Data Source

12.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. World 3D Animation and Modeling Software Revenue by Region (2021, 2025 and 2032) & (USD Million), (by Headquarter Location)

Table 2. World 3D Animation and Modeling Software Revenue by Region (2021-2026) & (USD Million), (by Headquarter Location)

Table 3. World 3D Animation and Modeling Software Revenue by Region (2027-2032) & (USD Million), (by Headquarter Location)

Table 4. World 3D Animation and Modeling Software Revenue Market Share by Region (2021-2026), (by Headquarter Location)

Table 5. World 3D Animation and Modeling Software Revenue Market Share by Region (2027-2032), (by Headquarter Location)

Table 6. Major Market Trends

Table 7. World 3D Animation and Modeling Software Consumption Value Growth Rate Forecast by Region (2021 & 2025 & 2032) & (USD Million)

Table 8. World 3D Animation and Modeling Software Consumption Value by Region (2021-2026) & (USD Million)

Table 9. World 3D Animation and Modeling Software Consumption Value Forecast by Region (2027-2032) & (USD Million)

Table 10. World 3D Animation and Modeling Software Revenue by Player (2021-2026) & (USD Million)

Table 11. Revenue Market Share of Key 3D Animation and Modeling Software Players in 2025

Table 12. World 3D Animation and Modeling Software Industry Rank of Major Player, Based on Revenue in 2025

Table 13. Global 3D Animation and Modeling Software Company Evaluation Quadrant

Table 14. Head Office of Key 3D Animation and Modeling Software Players

Table 15. 3D Animation and Modeling Software Market: Company Product Type Footprint

Table 16. 3D Animation and Modeling Software Market: Company Product Application Footprint

Table 17. 3D Animation and Modeling Software Mergers & Acquisitions Activity

Table 18. United States VS China 3D Animation and Modeling Software Revenue Comparison, (2021 & 2025 & 2032) & (USD Million)

Table 19. United States VS China 3D Animation and Modeling Software Consumption Value Comparison, (2021 & 2025 & 2032) & (USD Million)

Table 20. United States Based 3D Animation and Modeling Software Companies,

Headquarters (States, Country)

Table 21. United States Based Companies 3D Animation and Modeling Software Revenue, (2021-2026) & (USD Million)

Table 22. United States Based Companies 3D Animation and Modeling Software Revenue Market Share (2021-2026)

Table 23. China Based 3D Animation and Modeling Software Companies, Headquarters (Province, Country)

Table 24. China Based Companies 3D Animation and Modeling Software Revenue, (2021-2026) & (USD Million)

Table 25. China Based Companies 3D Animation and Modeling Software Revenue Market Share (2021-2026)

Table 26. Rest of World Based 3D Animation and Modeling Software Companies, Headquarters (Province, Country)

Table 27. Rest of World Based Companies 3D Animation and Modeling Software Revenue (2021-2026) & (USD Million)

Table 28. Rest of World Based Companies 3D Animation and Modeling Software Revenue Market Share (2021-2026)

Table 29. World 3D Animation and Modeling Software Market Size by Type, (USD Million), 2021 & 2025 & 2032

Table 30. World 3D Animation and Modeling Software Market Size Value by Type (2021-2026) & (USD Million)

Table 31. World 3D Animation and Modeling Software Market Size by Type (2027-2032) & (USD Million)

Table 32. World 3D Animation and Modeling Software Market Size by Business Model, (USD Million), 2021 & 2025 & 2032

Table 33. World 3D Animation and Modeling Software Market Size Value by Business Model (2021-2026) & (USD Million)

Table 34. World 3D Animation and Modeling Software Market Size by Business Model (2027-2032) & (USD Million)

Table 35. World 3D Animation and Modeling Software Market Size by Core Functions, (USD Million), 2021 & 2025 & 2032

Table 36. World 3D Animation and Modeling Software Market Size Value by Core Functions (2021-2026) & (USD Million)

Table 37. World 3D Animation and Modeling Software Market Size by Core Functions (2027-2032) & (USD Million)

Table 38. World 3D Animation and Modeling Software Market Size by Application, (USD Million), 2021 & 2025 & 2032

Table 39. World 3D Animation and Modeling Software Market Size by Application (2021-2026) & (USD Million)

Table 40. World 3D Animation and Modeling Software Market Size by Application (2027-2032) & (USD Million)

Table 41. Maxon Basic Information, Manufacturing Base and Competitors

Table 42. Maxon Major Business

Table 43. Maxon 3D Animation and Modeling Software Product and Services

Table 44. Maxon 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 45. Maxon Recent Developments/Updates

Table 46. Maxon Competitive Strengths & Weaknesses

Table 47. SideFX Basic Information, Manufacturing Base and Competitors

Table 48. SideFX Major Business

Table 49. SideFX 3D Animation and Modeling Software Product and Services

Table 50. SideFX 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 51. SideFX Recent Developments/Updates

Table 52. SideFX Competitive Strengths & Weaknesses

Table 53. Autodesk Basic Information, Manufacturing Base and Competitors

Table 54. Autodesk Major Business

Table 55. Autodesk 3D Animation and Modeling Software Product and Services

Table 56. Autodesk 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 57. Autodesk Recent Developments/Updates

Table 58. Autodesk Competitive Strengths & Weaknesses

Table 59. Shapr3D Basic Information, Manufacturing Base and Competitors

Table 60. Shapr3D Major Business

Table 61. Shapr3D 3D Animation and Modeling Software Product and Services

Table 62. Shapr3D 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 63. Shapr3D Recent Developments/Updates

Table 64. Shapr3D Competitive Strengths & Weaknesses

Table 65. Strata Basic Information, Manufacturing Base and Competitors

Table 66. Strata Major Business

Table 67. Strata 3D Animation and Modeling Software Product and Services

Table 68. Strata 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 69. Strata Recent Developments/Updates

Table 70. Strata Competitive Strengths & Weaknesses

Table 71. Womp Basic Information, Manufacturing Base and Competitors

Table 72. Womp Major Business

Table 73. Womp 3D Animation and Modeling Software Product and Services
Table 74. Womp 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
Table 75. Womp Recent Developments/Updates
Table 76. Womp Competitive Strengths & Weaknesses
Table 77. Spline Basic Information, Manufacturing Base and Competitors
Table 78. Spline Major Business
Table 79. Spline 3D Animation and Modeling Software Product and Services
Table 80. Spline 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
Table 81. Spline Recent Developments/Updates
Table 82. Spline Competitive Strengths & Weaknesses
Table 83. Vectary Basic Information, Manufacturing Base and Competitors
Table 84. Vectary Major Business
Table 85. Vectary 3D Animation and Modeling Software Product and Services
Table 86. Vectary 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
Table 87. Vectary Recent Developments/Updates
Table 88. Vectary Competitive Strengths & Weaknesses
Table 89. Cascadeur Basic Information, Manufacturing Base and Competitors
Table 90. Cascadeur Major Business
Table 91. Cascadeur 3D Animation and Modeling Software Product and Services
Table 92. Cascadeur 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
Table 93. Cascadeur Recent Developments/Updates
Table 94. Cascadeur Competitive Strengths & Weaknesses
Table 95. DEVSTREE Basic Information, Manufacturing Base and Competitors
Table 96. DEVSTREE Major Business
Table 97. DEVSTREE 3D Animation and Modeling Software Product and Services
Table 98. DEVSTREE 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
Table 99. DEVSTREE Recent Developments/Updates
Table 100. DEVSTREE Competitive Strengths & Weaknesses
Table 101. Prisma3D Basic Information, Manufacturing Base and Competitors
Table 102. Prisma3D Major Business
Table 103. Prisma3D 3D Animation and Modeling Software Product and Services
Table 104. Prisma3D 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
Table 105. Prisma3D Recent Developments/Updates

Table 106. Prisma3D Competitive Strengths & Weaknesses
Table 107. Siemens Basic Information, Manufacturing Base and Competitors
Table 108. Siemens Major Business
Table 109. Siemens 3D Animation and Modeling Software Product and Services
Table 110. Siemens 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
Table 111. Siemens Recent Developments/Updates
Table 112. Siemens Competitive Strengths & Weaknesses
Table 113. COLETEK Basic Information, Manufacturing Base and Competitors
Table 114. COLETEK Major Business
Table 115. COLETEK 3D Animation and Modeling Software Product and Services
Table 116. COLETEK 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
Table 117. COLETEK Recent Developments/Updates
Table 118. COLETEK Competitive Strengths & Weaknesses
Table 119. SelfCAD Basic Information, Manufacturing Base and Competitors
Table 120. SelfCAD Major Business
Table 121. SelfCAD 3D Animation and Modeling Software Product and Services
Table 122. SelfCAD 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
Table 123. SelfCAD Recent Developments/Updates
Table 124. SelfCAD Competitive Strengths & Weaknesses
Table 125. Blender Basic Information, Manufacturing Base and Competitors
Table 126. Blender Major Business
Table 127. Blender 3D Animation and Modeling Software Product and Services
Table 128. Blender 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
Table 129. Blender Recent Developments/Updates
Table 130. Blender Competitive Strengths & Weaknesses
Table 131. XUANGUANG Basic Information, Manufacturing Base and Competitors
Table 132. XUANGUANG Major Business
Table 133. XUANGUANG 3D Animation and Modeling Software Product and Services
Table 134. XUANGUANG 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
Table 135. XUANGUANG Recent Developments/Updates
Table 136. XUANGUANG Competitive Strengths & Weaknesses
Table 137. Celsys Basic Information, Manufacturing Base and Competitors
Table 138. Celsys Major Business
Table 139. Celsys 3D Animation and Modeling Software Product and Services

Table 140. Celsys 3D Animation and Modeling Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 141. Celsys Recent Developments/Updates

Table 142. Celsys Competitive Strengths & Weaknesses

Table 143. Global Key Players of 3D Animation and Modeling Software Upstream (Raw Materials)

Table 144. Global 3D Animation and Modeling Software Typical Customers

List Of Figures

LIST OF FIGURES

- Figure 1. 3D Animation and Modeling Software Picture
- Figure 2. World 3D Animation and Modeling Software Total Revenue: 2021 & 2025 & 2032, (USD Million)
- Figure 3. World 3D Animation and Modeling Software Total Revenue (2021-2032) & (USD Million)
- Figure 4. World 3D Animation and Modeling Software Revenue by Region (2021, 2025 and 2032) & (USD Million), (by Headquarter Location)
- Figure 5. World 3D Animation and Modeling Software Revenue Market Share by Region (2021-2032), (by Headquarter Location)
- Figure 6. United States Based Company 3D Animation and Modeling Software Revenue (2021-2032) & (USD Million)
- Figure 7. China Based Company 3D Animation and Modeling Software Revenue (2021-2032) & (USD Million)
- Figure 8. Europe Based Company 3D Animation and Modeling Software Revenue (2021-2032) & (USD Million)
- Figure 9. Japan Based Company 3D Animation and Modeling Software Revenue (2021-2032) & (USD Million)
- Figure 10. South Korea Based Company 3D Animation and Modeling Software Revenue (2021-2032) & (USD Million)
- Figure 11. ASEAN Based Company 3D Animation and Modeling Software Revenue (2021-2032) & (USD Million)
- Figure 12. India Based Company 3D Animation and Modeling Software Revenue (2021-2032) & (USD Million)
- Figure 13. 3D Animation and Modeling Software Market Drivers
- Figure 14. Factors Affecting Demand
- Figure 15. World 3D Animation and Modeling Software Consumption Value (2021-2032) & (USD Million)
- Figure 16. World 3D Animation and Modeling Software Consumption Value Market Share by Region (2021-2032)
- Figure 17. United States 3D Animation and Modeling Software Consumption Value (2021-2032) & (USD Million)
- Figure 18. China 3D Animation and Modeling Software Consumption Value (2021-2032) & (USD Million)
- Figure 19. Europe 3D Animation and Modeling Software Consumption Value (2021-2032) & (USD Million)

Figure 20. Japan 3D Animation and Modeling Software Consumption Value (2021-2032) & (USD Million)

Figure 21. South Korea 3D Animation and Modeling Software Consumption Value (2021-2032) & (USD Million)

Figure 22. ASEAN 3D Animation and Modeling Software Consumption Value (2021-2032) & (USD Million)

Figure 23. India 3D Animation and Modeling Software Consumption Value (2021-2032) & (USD Million)

Figure 24. Producer Shipments of 3D Animation and Modeling Software by Player Revenue (\$MM) and Market Share (%): 2025

Figure 25. Global Four-firm Concentration Ratios (CR4) for 3D Animation and Modeling Software Markets in 2025

Figure 26. Global Four-firm Concentration Ratios (CR8) for 3D Animation and Modeling Software Markets in 2025

Figure 27. United States VS China: 3D Animation and Modeling Software Revenue Market Share Comparison (2021 & 2025 & 2032)

Figure 28. United States VS China: 3D Animation and Modeling Software Consumption Value Market Share Comparison (2021 & 2025 & 2032)

Figure 29. World 3D Animation and Modeling Software Market Size by Type, (USD Million), 2021 & 2025 & 2032

Figure 30. World 3D Animation and Modeling Software Market Size Market Share by Type in 2025

Figure 31. Polygon Modeling

Figure 32. NURBS Modeling

Figure 33. Others

Figure 34. World 3D Animation and Modeling Software Market Size Market Share by Type (2021-2032)

Figure 35. World 3D Animation and Modeling Software Market Size by Business Model, (USD Million), 2021 & 2025 & 2032

Figure 36. World 3D Animation and Modeling Software Market Size Market Share by Business Model in 2025

Figure 37. Commercial Closed-source Software

Figure 38. Open-source Software

Figure 39. Others

Figure 40. World 3D Animation and Modeling Software Market Size Market Share by Business Model (2021-2032)

Figure 41. World 3D Animation and Modeling Software Market Size by Core Functions, (USD Million), 2021 & 2025 & 2032

Figure 42. World 3D Animation and Modeling Software Market Size Market Share by

Core Functions in 2025

Figure 43. Parametric Modeling Software

Figure 44. Digital Sculpting Software

Figure 45. Procedural Generation Software

Figure 46. Others

Figure 47. World 3D Animation and Modeling Software Market Size Market Share by Core Functions (2021-2032)

Figure 48. World 3D Animation and Modeling Software Market Size by Application, (USD Million), 2021 & 2025 & 2032

Figure 49. World 3D Animation and Modeling Software Market Size Market Share by Application in 2025

Figure 50. Architectural Design

Figure 51. Interior Design

Figure 52. Game Development

Figure 53. Others

Figure 54. World 3D Animation and Modeling Software Market Size Market Share by Application (2021-2032)

Figure 55. 3D Animation and Modeling Software Industrial Chain

Figure 56. Methodology

Figure 57. Research Process and Data Source

I would like to order

Product name: Global 3D Animation and Modeling Software Supply, Demand and Key Producers, 2026-2032

Product link: <https://marketpublishers.com/r/GFDF6E9570BFEN.html>

Price: US\$ 4,480.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GFDF6E9570BFEN.html>