

Global 3D Model Libraries Production, Demand and Key Producers, 2022-2028

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Abstracts

3D models are used to portray real-world and conceptual visuals for art, 3D models are used by game developers, news agencies, architects, visual effects studios, advertisers and creative professionals around the world, 3D models for download, files in 3ds, max, c4d, maya, blend, obj, fbx with low poly, animated, rigged, game, and VR options.

This report studies the global 3D Model Libraries demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for 3D Model Libraries, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2021 as the base year. This report explores demand trends and competition, as well as details the characteristics of 3D Model Libraries that contribute to its increasing demand across many markets.

The global 3D Model Libraries market size is expected to reach \$ million by 2028, rising at a market growth of % CAGR during the forecast period (2022-2028).

Highlights and key features of the study

Global 3D Model Libraries total market, 2017-2028, (USD Million)

Global 3D Model Libraries total market by region & country, CAGR, 2017-2028, (USD Million)

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

Global 3D Model Libraries revenue by player and market share 2017-2022, (USD Million)

Global 3D Model Libraries total market by Type, CAGR, 2017-2028, (USD Million)

Global 3D Model Libraries total market by Application, CAGR, 2017-2028, (USD Million)

This reports profiles major players in the global 3D Model Libraries 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 TurboSquid (Shutterstock), Sketchfab (Epic Games), CGTrader, Envato, Creative Market, Cubebush, Fippednormals, Unity Asset Store and Unreal Engine Marketplace (Epic Games), etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals, COVID-19 and Russia-Ukraine War Influence.

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World 3D Model Libraries 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 2017-2028 by year with 2021 as the base year, 2022 as the estimate year, and 2028 as the forecast year.

Global 3D Model Libraries Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global 3D Model Libraries Market, Segmentation by Type

3ds Max Models

Maya Models

Cinema 4D Models

Blender Models

Obj Models

FBX Models

Others

Global 3D Model Libraries Market, Segmentation by Application

Film and Television

Retail

Game

News Media

Advertising

Architecture

Others

Companies Profiled:

TurboSquid (Shutterstock)

Sketchfab (Epic Games)

CGTrader

Envato

Creative Market

Cubebrush

Fippednormals

Unity Asset Store

Unreal Engine Marketplace (Epic Games)

Hun3D

CGAxis

Crytek

3DXia

CGModel

3D66

OUMOO

Xiadele

Sheyi

Qingmo

Key Questions Answered

1. How big is the global 3D Model Libraries market?
2. What is the demand of the global 3D Model Libraries market?
3. What is the year over year growth of the global 3D Model Libraries market?
4. What is the total value of the global 3D Model Libraries market?
5. Who are the major players in the global 3D Model Libraries market?
6. What are the growth factors driving the market demand?

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