

# Global 3D Modeling for Games and Animation Market 2024 by Company, Regions, Type and Application, Forecast to 2030

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## Abstracts

According to our (Global Info Research) latest study, the global 3D Modeling for Games and Animation market size was valued at USD 695.9 million in 2023 and is forecast to a readjusted size of USD 1263.2 million by 2030 with a CAGR of 8.9% during review period.

Global key players of 3D modeling for games and animations include DAutodesk, Maxon Computer, Adobe, Foundry, Side Effects Software. The top five players hold a share over 73%. China is the largest market, has a share about 10%. In terms of product type, modeling software is the largest segment, occupied for a share of 81%, and in terms of application, animation has a share about 52 percent.

The Global Info Research report includes an overview of the development of the 3D Modeling for Games and Animation industry chain, the market status of Animation (Modeling software, UV Tools), Games (Modeling software, UV Tools), and key enterprises in developed and developing market, and analysed the cutting-edge technology, patent, hot applications and market trends of 3D Modeling for Games and Animation.

Regionally, the report analyzes the 3D Modeling for Games and Animation markets in key regions. North America and Europe are experiencing steady growth, driven by government initiatives and increasing consumer awareness. Asia-Pacific, particularly China, leads the global 3D Modeling for Games and Animation market, with robust domestic demand, supportive policies, and a strong manufacturing base.

Key Features:

The report presents comprehensive understanding of the 3D Modeling for Games and Animation market. It provides a holistic view of the industry, as well as detailed insights into individual components and stakeholders. The report analysis market dynamics, trends, challenges, and opportunities within the 3D Modeling for Games and Animation industry.

The report involves analyzing the market at a macro level:

**Market Sizing and Segmentation:** Report collect data on the overall market size, including the revenue generated, and market share of different by Type (e.g., Modeling software, UV Tools).

**Industry Analysis:** Report analyse the broader industry trends, such as government policies and regulations, technological advancements, consumer preferences, and market dynamics. This analysis helps in understanding the key drivers and challenges influencing the 3D Modeling for Games and Animation market.

**Regional Analysis:** The report involves examining the 3D Modeling for Games and Animation market at a regional or national level. Report analyses regional factors such as government incentives, infrastructure development, economic conditions, and consumer behaviour to identify variations and opportunities within different markets.

**Market Projections:** Report covers the gathered data and analysis to make future projections and forecasts for the 3D Modeling for Games and Animation market. This may include estimating market growth rates, predicting market demand, and identifying emerging trends.

The report also involves a more granular approach to 3D Modeling for Games and Animation:

**Company Analysis:** Report covers individual 3D Modeling for Games and Animation players, suppliers, and other relevant industry players. This analysis includes studying their financial performance, market positioning, product portfolios, partnerships, and strategies.

**Consumer Analysis:** Report covers data on consumer behaviour, preferences, and attitudes towards 3D Modeling for Games and Animation This may involve surveys, interviews, and analysis of consumer reviews and feedback from different by Application

(Animation, Games).

**Technology Analysis:** Report covers specific technologies relevant to 3D Modeling for Games and Animation. It assesses the current state, advancements, and potential future developments in 3D Modeling for Games and Animation areas.

**Competitive Landscape:** By analyzing individual companies, suppliers, and consumers, the report present insights into the competitive landscape of the 3D Modeling for Games and Animation market. This analysis helps understand market share, competitive advantages, and potential areas for differentiation among industry players.

**Market Validation:** The report involves validating findings and projections through primary research, such as surveys, interviews, and focus groups.

### Market Segmentation

3D Modeling for Games and Animation market is split by Type and by Application. For the period 2019-2030, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of value.

#### Market segment by Type

Modeling software

UV Tools

Others

#### Market segment by Application

Animation

Games

#### Market segment by players, this report covers

Autodesk

Maxon Computer

Adobe

Foundry

Side Effects Software

NewTek

Chaos Group

headus

Rizom-Lab

Market segment by regions, regional analysis covers

North America (United States, Canada, and Mexico)

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

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

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

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 13 chapters:

Chapter 1, to describe 3D Modeling for Games and Animation product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of 3D Modeling for Games and Animation, with revenue, gross margin and global market share of 3D Modeling for Games and

Animation from 2019 to 2024.

Chapter 3, the 3D Modeling for Games and Animation competitive situation, revenue and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and application, with consumption value and growth rate by Type, application, from 2019 to 2030.

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2019 to 2024. and 3D Modeling for Games and Animation market forecast, by regions, type and application, with consumption value, from 2025 to 2030.

Chapter 11, market dynamics, drivers, restraints, trends and Porters Five Forces analysis.

Chapter 12, the key raw materials and key suppliers, and industry chain of 3D Modeling for Games and Animation.

Chapter 13, to describe 3D Modeling for Games and Animation research findings and conclusion.

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