

# Global 3D Modeling for Games and Animation Supply, Demand and Key Producers, 2023-2029

<https://marketpublishers.com/r/G6C3A70E1C71EN.html>

Date: February 2023

Pages: 98

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

ID: G6C3A70E1C71EN

## Abstracts

The global 3D Modeling for Games and Animation market size is expected to reach \$ 1263.2 million by 2029, rising at a market growth of 8.9% CAGR during the forecast period (2023-2029).

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.

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

This report is a detailed and comprehensive analysis of the world market for 3D Modeling for Games and Animation, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2022 as the base year. This report explores demand trends and competition, as well as details the characteristics of 3D Modeling for Games and Animation that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global 3D Modeling for Games and Animation total market, 2018-2029, (USD Million)

Global 3D Modeling for Games and Animation total market by region & country, CAGR, 2018-2029, (USD Million)

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

Global 3D Modeling for Games and Animation revenue by player and market share 2018-2023, (USD Million)

Global 3D Modeling for Games and Animation total market by Type, CAGR, 2018-2029, (USD Million)

Global 3D Modeling for Games and Animation total market by Application, CAGR, 2018-2029, (USD Million)

This reports profiles major players in the global 3D Modeling for Games and Animation 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 Autodesk, Maxon Computer, Adobe, Foundry, Side Effects Software, NewTek, Chaos Group, headus and Rizom-Lab, 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 Modeling for Games and Animation 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 2018-2029 by year with 2022 as the base year, 2023 as the estimate year, and 2024-2029 as the forecast year.

Global 3D Modeling for Games and Animation Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

### Global 3D Modeling for Games and Animation Market, Segmentation by Type

Modeling software

UV Tools

Others

### Global 3D Modeling for Games and Animation Market, Segmentation by Application

Animation

Games

### Companies Profiled:

Autodesk

Maxon Computer

Adobe

Foundry

Side Effects Software

NewTek

Chaos Group

headus

Rizom-Lab

### Key Questions Answered

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

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