

# Global 3D Modeling Software for Game Supply, Demand and Key Producers, 2023-2029

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## Abstracts

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

For the most part, video games are works of fiction. As such, many of their assets (characters, objects, and scenery) are actually created by artists – often using 3D modeling. 3D modeling for video games consists of creating all the assets that go into a scene. These include the characters and mobs (short for “mobile objects”, moving non-player characters), as well as their textures, illuminations, landscapes, and scenarios.

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

This report is a detailed and comprehensive analysis of the world market for 3D Modeling Software for Game, 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 Software for Game that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global 3D Modeling Software for Game total market, 2018-2029, (USD Million)

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

U.S. VS China: 3D Modeling Software for Game total market, key domestic companies

and share, (USD Million)

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

Global 3D Modeling Software for Game total market by Type, CAGR, 2018-2029, (USD  
Million)

Global 3D Modeling Software for Game total market by Application, CAGR, 2018-2029,  
(USD Million).

This reports profiles major players in the global 3D Modeling Software for Game 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, Unity, Adobe, Epic Games, Unreal Marketplace (Epic Games), Envato, CGTrader, Creative Market and Crytek, 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 Modeling Software for Game 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 Software for Game Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

### Global 3D Modeling Software for Game Market, Segmentation by Type

Modeling Software

UV Unwrapping Software

Others

### Global 3D Modeling Software for Game Market, Segmentation by Application

SMEs

Large Enterprises

### Companies Profiled:

Autodesk

Unity

Adobe

Epic Games

Unreal Marketplace (Epic Games)

Envato

CGTrader

Creative Market

Crytek

TurboSquid (Shutterstock)

Maxon Computer

Pixologic Inc

### Key Questions Answered

1. How big is the global 3D Modeling Software for Game market?
2. What is the demand of the global 3D Modeling Software for Game market?
3. What is the year over year growth of the global 3D Modeling Software for Game market?
4. What is the total value of the global 3D Modeling Software for Game market?
5. Who are the major players in the global 3D Modeling Software for Game market?

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