

# Global 3D Special Effects Market 2022 by Company, Regions, Type and Application, Forecast to 2028

<https://marketpublishers.com/r/G7A7D1D9AAEBEN.html>

Date: February 2022

Pages: 104

Price: US\$ 3,480.00 (Single User License)

ID: G7A7D1D9AAEBEN

## Abstracts

The 3D Special Effects market report provides a detailed analysis of global market size, regional and country-level market size, segmentation market growth, market share, competitive Landscape, sales analysis, impact of domestic and global market players, value chain optimization, trade regulations, recent developments, opportunities analysis, strategic market growth analysis, product launches, area marketplace expanding, and technological innovations.

According to our (Global Info Research) latest study, due to COVID-19 pandemic, the global 3D Special Effects market size is estimated to be worth US\$ million in 2021 and is forecast to a readjusted size of USD million by 2028 with a CAGR of % during review period. Advertise accounting for % of the 3D Special Effects global market in 2021, is projected to value USD million by 2028, growing at a % CAGR in next six years. While Product Visualization segment is altered to a % CAGR between 2022 and 2028.

Global key companies of 3D Special Effects include Edpit, SPACE, Enka3D, GLUE, and Mackevision, etc. In terms of revenue, the global top four players hold a share over % in 2021.

### Market segmentation

3D Special Effects market is split by Type and by Application. For the period 2017-2028, the growth among segments provide accurate calculations and forecasts for revenue by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

### Market segment by Type, covers

Product Visualization

Visual Effects

Dynamic Graphics

Animation

Market segment by Application, can be divided into

Advertise

Film and Television

Application Interaction

Others

Market segment by players, this report covers

Edpit

SPACE

Enka3D

GLUE

Mackevision

Polymime

3D-Ace

Vfxnova

South West Film

CGS

Postoffice Amsterdam

Atomic Pictures

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, 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 12 chapters:

Chapter 1, to describe 3D Special Effects product scope, market overview, market opportunities, market driving force and market risks.

Chapter 2, to profile the top players of 3D Special Effects, with revenue, gross margin and global market share of 3D Special Effects from 2019 to 2022.

Chapter 3, the 3D Special Effects 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 revenue and growth rate by Type, application, from 2017 to 2028.

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 2017 to 2022. and 3D Special Effects market forecast, by regions, type and application, with revenue, from

2023 to 2028.

Chapter 11 and 12, to describe 3D Special Effects research findings and conclusion, appendix and data source.

## Contents

### 1 MARKET OVERVIEW

- 1.1 Product Overview and Scope of 3D Special Effects
- 1.2 Classification of 3D Special Effects by Type
  - 1.2.1 Overview: Global 3D Special Effects Market Size by Type: 2017 Versus 2021 Versus 2028
  - 1.2.2 Global 3D Special Effects Revenue Market Share by Type in 2021
  - 1.2.3 Product Visualization
  - 1.2.4 Visual Effects
  - 1.2.5 Dynamic Graphics
  - 1.2.6 Animation
- 1.3 Global 3D Special Effects Market by Application
  - 1.3.1 Overview: Global 3D Special Effects Market Size by Application: 2017 Versus 2021 Versus 2028
  - 1.3.2 Advertise
  - 1.3.3 Film and Television
  - 1.3.4 Application Interaction
  - 1.3.5 Others
- 1.4 Global 3D Special Effects Market Size & Forecast
- 1.5 Global 3D Special Effects Market Size and Forecast by Region
  - 1.5.1 Global 3D Special Effects Market Size by Region: 2017 VS 2021 VS 2028
  - 1.5.2 Global 3D Special Effects Market Size by Region, (2017-2022)
  - 1.5.3 North America 3D Special Effects Market Size and Prospect (2017-2028)
  - 1.5.4 Europe 3D Special Effects Market Size and Prospect (2017-2028)
  - 1.5.5 Asia-Pacific 3D Special Effects Market Size and Prospect (2017-2028)
  - 1.5.6 South America 3D Special Effects Market Size and Prospect (2017-2028)
  - 1.5.7 Middle East and Africa 3D Special Effects Market Size and Prospect (2017-2028)
- 1.6 Market Drivers, Restraints and Trends
  - 1.6.1 3D Special Effects Market Drivers
  - 1.6.2 3D Special Effects Market Restraints
  - 1.6.3 3D Special Effects Trends Analysis

### 2 COMPANY PROFILES

- 2.1 Edpit
  - 2.1.1 Edpit Details
  - 2.1.2 Edpit Major Business

- 2.1.3 Edpit 3D Special Effects Product and Solutions
- 2.1.4 Edpit 3D Special Effects Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
- 2.1.5 Edpit Recent Developments and Future Plans
- 2.2 SPACE
  - 2.2.1 SPACE Details
  - 2.2.2 SPACE Major Business
  - 2.2.3 SPACE 3D Special Effects Product and Solutions
  - 2.2.4 SPACE 3D Special Effects Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
  - 2.2.5 SPACE Recent Developments and Future Plans
- 2.3 Enka3D
  - 2.3.1 Enka3D Details
  - 2.3.2 Enka3D Major Business
  - 2.3.3 Enka3D 3D Special Effects Product and Solutions
  - 2.3.4 Enka3D 3D Special Effects Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
  - 2.3.5 Enka3D Recent Developments and Future Plans
- 2.4 GLUE
  - 2.4.1 GLUE Details
  - 2.4.2 GLUE Major Business
  - 2.4.3 GLUE 3D Special Effects Product and Solutions
  - 2.4.4 GLUE 3D Special Effects Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
  - 2.4.5 GLUE Recent Developments and Future Plans
- 2.5 Mackevision
  - 2.5.1 Mackevision Details
  - 2.5.2 Mackevision Major Business
  - 2.5.3 Mackevision 3D Special Effects Product and Solutions
  - 2.5.4 Mackevision 3D Special Effects Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
  - 2.5.5 Mackevision Recent Developments and Future Plans
- 2.6 Polymime
  - 2.6.1 Polymime Details
  - 2.6.2 Polymime Major Business
  - 2.6.3 Polymime 3D Special Effects Product and Solutions
  - 2.6.4 Polymime 3D Special Effects Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
  - 2.6.5 Polymime Recent Developments and Future Plans

## 2.7 3D-Ace

### 2.7.1 3D-Ace Details

### 2.7.2 3D-Ace Major Business

### 2.7.3 3D-Ace 3D Special Effects Product and Solutions

### 2.7.4 3D-Ace 3D Special Effects Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

### 2.7.5 3D-Ace Recent Developments and Future Plans

## 2.8 Vfxnova

### 2.8.1 Vfxnova Details

### 2.8.2 Vfxnova Major Business

### 2.8.3 Vfxnova 3D Special Effects Product and Solutions

### 2.8.4 Vfxnova 3D Special Effects Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

### 2.8.5 Vfxnova Recent Developments and Future Plans

## 2.9 South West Film

### 2.9.1 South West Film Details

### 2.9.2 South West Film Major Business

### 2.9.3 South West Film 3D Special Effects Product and Solutions

### 2.9.4 South West Film 3D Special Effects Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

### 2.9.5 South West Film Recent Developments and Future Plans

## 2.10 CGS

### 2.10.1 CGS Details

### 2.10.2 CGS Major Business

### 2.10.3 CGS 3D Special Effects Product and Solutions

### 2.10.4 CGS 3D Special Effects Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

### 2.10.5 CGS Recent Developments and Future Plans

## 2.11 Postoffice Amsterdam

### 2.11.1 Postoffice Amsterdam Details

### 2.11.2 Postoffice Amsterdam Major Business

### 2.11.3 Postoffice Amsterdam 3D Special Effects Product and Solutions

### 2.11.4 Postoffice Amsterdam 3D Special Effects Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

### 2.11.5 Postoffice Amsterdam Recent Developments and Future Plans

## 2.12 Atomic Pictures

### 2.12.1 Atomic Pictures Details

### 2.12.2 Atomic Pictures Major Business

### 2.12.3 Atomic Pictures 3D Special Effects Product and Solutions

2.12.4 Atomic Pictures 3D Special Effects Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.12.5 Atomic Pictures Recent Developments and Future Plans

### **3 MARKET COMPETITION, BY PLAYERS**

3.1 Global 3D Special Effects Revenue and Share by Players (2019, 2020, 2021, and 2022)

3.2 Market Concentration Rate

3.2.1 Top 3 3D Special Effects Players Market Share in 2021

3.2.2 Top 10 3D Special Effects Players Market Share in 2021

3.2.3 Market Competition Trend

3.3 3D Special Effects Players Head Office, Products and Services Provided

3.4 3D Special Effects Mergers & Acquisitions

3.5 3D Special Effects New Entrants and Expansion Plans

### **4 MARKET SIZE SEGMENT BY TYPE**

4.1 Global 3D Special Effects Revenue and Market Share by Type (2017-2022)

4.2 Global 3D Special Effects Market Forecast by Type (2023-2028)

### **5 MARKET SIZE SEGMENT BY APPLICATION**

5.1 Global 3D Special Effects Revenue Market Share by Application (2017-2022)

5.2 Global 3D Special Effects Market Forecast by Application (2023-2028)

### **6 NORTH AMERICA BY COUNTRY, BY TYPE, AND BY APPLICATION**

6.1 North America 3D Special Effects Revenue by Type (2017-2028)

6.2 North America 3D Special Effects Revenue by Application (2017-2028)

6.3 North America 3D Special Effects Market Size by Country

6.3.1 North America 3D Special Effects Revenue by Country (2017-2028)

6.3.2 United States 3D Special Effects Market Size and Forecast (2017-2028)

6.3.3 Canada 3D Special Effects Market Size and Forecast (2017-2028)

6.3.4 Mexico 3D Special Effects Market Size and Forecast (2017-2028)

### **7 EUROPE BY COUNTRY, BY TYPE, AND BY APPLICATION**

7.1 Europe 3D Special Effects Revenue by Type (2017-2028)

- 7.2 Europe 3D Special Effects Revenue by Application (2017-2028)
- 7.3 Europe 3D Special Effects Market Size by Country
  - 7.3.1 Europe 3D Special Effects Revenue by Country (2017-2028)
  - 7.3.2 Germany 3D Special Effects Market Size and Forecast (2017-2028)
  - 7.3.3 France 3D Special Effects Market Size and Forecast (2017-2028)
  - 7.3.4 United Kingdom 3D Special Effects Market Size and Forecast (2017-2028)
  - 7.3.5 Russia 3D Special Effects Market Size and Forecast (2017-2028)
  - 7.3.6 Italy 3D Special Effects Market Size and Forecast (2017-2028)

## **8 ASIA-PACIFIC BY REGION, BY TYPE, AND BY APPLICATION**

- 8.1 Asia-Pacific 3D Special Effects Revenue by Type (2017-2028)
- 8.2 Asia-Pacific 3D Special Effects Revenue by Application (2017-2028)
- 8.3 Asia-Pacific 3D Special Effects Market Size by Region
  - 8.3.1 Asia-Pacific 3D Special Effects Revenue by Region (2017-2028)
  - 8.3.2 China 3D Special Effects Market Size and Forecast (2017-2028)
  - 8.3.3 Japan 3D Special Effects Market Size and Forecast (2017-2028)
  - 8.3.4 South Korea 3D Special Effects Market Size and Forecast (2017-2028)
  - 8.3.5 India 3D Special Effects Market Size and Forecast (2017-2028)
  - 8.3.6 Southeast Asia 3D Special Effects Market Size and Forecast (2017-2028)
  - 8.3.7 Australia 3D Special Effects Market Size and Forecast (2017-2028)

## **9 SOUTH AMERICA BY COUNTRY, BY TYPE, AND BY APPLICATION**

- 9.1 South America 3D Special Effects Revenue by Type (2017-2028)
- 9.2 South America 3D Special Effects Revenue by Application (2017-2028)
- 9.3 South America 3D Special Effects Market Size by Country
  - 9.3.1 South America 3D Special Effects Revenue by Country (2017-2028)
  - 9.3.2 Brazil 3D Special Effects Market Size and Forecast (2017-2028)
  - 9.3.3 Argentina 3D Special Effects Market Size and Forecast (2017-2028)

## **10 MIDDLE EAST & AFRICA BY COUNTRY, BY TYPE, AND BY APPLICATION**

- 10.1 Middle East & Africa 3D Special Effects Revenue by Type (2017-2028)
- 10.2 Middle East & Africa 3D Special Effects Revenue by Application (2017-2028)
- 10.3 Middle East & Africa 3D Special Effects Market Size by Country
  - 10.3.1 Middle East & Africa 3D Special Effects Revenue by Country (2017-2028)
  - 10.3.2 Turkey 3D Special Effects Market Size and Forecast (2017-2028)
  - 10.3.3 Saudi Arabia 3D Special Effects Market Size and Forecast (2017-2028)

#### 10.3.4 UAE 3D Special Effects Market Size and Forecast (2017-2028)

## **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. Global 3D Special Effects Revenue by Type, (USD Million), 2017 VS 2021 VS 2028

Table 2. Global 3D Special Effects Revenue by Application, (USD Million), 2017 VS 2021 VS 2028

Table 3. Global Market 3D Special Effects Revenue (Million USD) Comparison by Region (2017 VS 2021 VS 2028)

Table 4. Global 3D Special Effects Revenue (USD Million) by Region (2017-2022)

Table 5. Global 3D Special Effects Revenue Market Share by Region (2023-2028)

Table 6. Edpit Corporate Information, Head Office, and Major Competitors

Table 7. Edpit Major Business

Table 8. Edpit 3D Special Effects Product and Solutions

Table 9. Edpit 3D Special Effects Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 10. SPACE Corporate Information, Head Office, and Major Competitors

Table 11. SPACE Major Business

Table 12. SPACE 3D Special Effects Product and Solutions

Table 13. SPACE 3D Special Effects Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 14. Enka3D Corporate Information, Head Office, and Major Competitors

Table 15. Enka3D Major Business

Table 16. Enka3D 3D Special Effects Product and Solutions

Table 17. Enka3D 3D Special Effects Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 18. GLUE Corporate Information, Head Office, and Major Competitors

Table 19. GLUE Major Business

Table 20. GLUE 3D Special Effects Product and Solutions

Table 21. GLUE 3D Special Effects Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 22. Mackevision Corporate Information, Head Office, and Major Competitors

Table 23. Mackevision Major Business

Table 24. Mackevision 3D Special Effects Product and Solutions

Table 25. Mackevision 3D Special Effects Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 26. Polymime Corporate Information, Head Office, and Major Competitors

Table 27. Polymime Major Business

|                                                                                                                                     |
|-------------------------------------------------------------------------------------------------------------------------------------|
| Table 28. Polymime 3D Special Effects Product and Solutions                                                                         |
| Table 29. Polymime 3D Special Effects Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)             |
| Table 30. 3D-Ace Corporate Information, Head Office, and Major Competitors                                                          |
| Table 31. 3D-Ace Major Business                                                                                                     |
| Table 32. 3D-Ace 3D Special Effects Product and Solutions                                                                           |
| Table 33. 3D-Ace 3D Special Effects Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)               |
| Table 34. Vfxnova Corporate Information, Head Office, and Major Competitors                                                         |
| Table 35. Vfxnova Major Business                                                                                                    |
| Table 36. Vfxnova 3D Special Effects Product and Solutions                                                                          |
| Table 37. Vfxnova 3D Special Effects Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)              |
| Table 38. South West Film Corporate Information, Head Office, and Major Competitors                                                 |
| Table 39. South West Film Major Business                                                                                            |
| Table 40. South West Film 3D Special Effects Product and Solutions                                                                  |
| Table 41. South West Film 3D Special Effects Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)      |
| Table 42. CGS Corporate Information, Head Office, and Major Competitors                                                             |
| Table 43. CGS Major Business                                                                                                        |
| Table 44. CGS 3D Special Effects Product and Solutions                                                                              |
| Table 45. CGS 3D Special Effects Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)                  |
| Table 46. Postoffice Amsterdam Corporate Information, Head Office, and Major Competitors                                            |
| Table 47. Postoffice Amsterdam Major Business                                                                                       |
| Table 48. Postoffice Amsterdam 3D Special Effects Product and Solutions                                                             |
| Table 49. Postoffice Amsterdam 3D Special Effects Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022) |
| Table 50. Atomic Pictures Corporate Information, Head Office, and Major Competitors                                                 |
| Table 51. Atomic Pictures Major Business                                                                                            |
| Table 52. Atomic Pictures 3D Special Effects Product and Solutions                                                                  |
| Table 53. Atomic Pictures 3D Special Effects Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)      |
| Table 54. Global 3D Special Effects Revenue (USD Million) by Players (2019, 2020, 2021, and 2022)                                   |
| Table 55. Global 3D Special Effects Revenue Share by Players (2019, 2020, 2021, and 2022)                                           |
| Table 56. Breakdown of 3D Special Effects by Company Type (Tier 1, Tier 2 and Tier 3)                                               |

Table 57. 3D Special Effects Players Head Office, Products and Services Provided

Table 58. 3D Special Effects Mergers & Acquisitions in the Past Five Years

Table 59. 3D Special Effects New Entrants and Expansion Plans

Table 60. Global 3D Special Effects Revenue (USD Million) by Type (2017-2022)

Table 61. Global 3D Special Effects Revenue Share by Type (2017-2022)

Table 62. Global 3D Special Effects Revenue Forecast by Type (2023-2028)

Table 63. Global 3D Special Effects Revenue by Application (2017-2022)

Table 64. Global 3D Special Effects Revenue Forecast by Application (2023-2028)

Table 65. North America 3D Special Effects Revenue by Type (2017-2022) & (USD Million)

Table 66. North America 3D Special Effects Revenue by Type (2023-2028) & (USD Million)

Table 67. North America 3D Special Effects Revenue by Application (2017-2022) & (USD Million)

Table 68. North America 3D Special Effects Revenue by Application (2023-2028) & (USD Million)

Table 69. North America 3D Special Effects Revenue by Country (2017-2022) & (USD Million)

Table 70. North America 3D Special Effects Revenue by Country (2023-2028) & (USD Million)

Table 71. Europe 3D Special Effects Revenue by Type (2017-2022) & (USD Million)

Table 72. Europe 3D Special Effects Revenue by Type (2023-2028) & (USD Million)

Table 73. Europe 3D Special Effects Revenue by Application (2017-2022) & (USD Million)

Table 74. Europe 3D Special Effects Revenue by Application (2023-2028) & (USD Million)

Table 75. Europe 3D Special Effects Revenue by Country (2017-2022) & (USD Million)

Table 76. Europe 3D Special Effects Revenue by Country (2023-2028) & (USD Million)

Table 77. Asia-Pacific 3D Special Effects Revenue by Type (2017-2022) & (USD Million)

Table 78. Asia-Pacific 3D Special Effects Revenue by Type (2023-2028) & (USD Million)

Table 79. Asia-Pacific 3D Special Effects Revenue by Application (2017-2022) & (USD Million)

Table 80. Asia-Pacific 3D Special Effects Revenue by Application (2023-2028) & (USD Million)

Table 81. Asia-Pacific 3D Special Effects Revenue by Region (2017-2022) & (USD Million)

Table 82. Asia-Pacific 3D Special Effects Revenue by Region (2023-2028) & (USD Million)

Million)

Table 83. South America 3D Special Effects Revenue by Type (2017-2022) & (USD Million)

Table 84. South America 3D Special Effects Revenue by Type (2023-2028) & (USD Million)

Table 85. South America 3D Special Effects Revenue by Application (2017-2022) & (USD Million)

Table 86. South America 3D Special Effects Revenue by Application (2023-2028) & (USD Million)

Table 87. South America 3D Special Effects Revenue by Country (2017-2022) & (USD Million)

Table 88. South America 3D Special Effects Revenue by Country (2023-2028) & (USD Million)

Table 89. Middle East & Africa 3D Special Effects Revenue by Type (2017-2022) & (USD Million)

Table 90. Middle East & Africa 3D Special Effects Revenue by Type (2023-2028) & (USD Million)

Table 91. Middle East & Africa 3D Special Effects Revenue by Application (2017-2022) & (USD Million)

Table 92. Middle East & Africa 3D Special Effects Revenue by Application (2023-2028) & (USD Million)

Table 93. Middle East & Africa 3D Special Effects Revenue by Country (2017-2022) & (USD Million)

Table 94. Middle East & Africa 3D Special Effects Revenue by Country (2023-2028) & (USD Million)

## List Of Figures

### LIST OF FIGURES

- Figure 1. 3D Special Effects Picture
- Figure 2. Global 3D Special Effects Revenue Market Share by Type in 2021
- Figure 3. Product Visualization
- Figure 4. Visual Effects
- Figure 5. Dynamic Graphics
- Figure 6. Animation
- Figure 7. 3D Special Effects Revenue Market Share by Application in 2021
- Figure 8. Advertise Picture
- Figure 9. Film and Television Picture
- Figure 10. Application Interaction Picture
- Figure 11. Others Picture
- Figure 12. Global 3D Special Effects Market Size, (USD Million): 2017 VS 2021 VS 2028
- Figure 13. Global 3D Special Effects Revenue and Forecast (2017-2028) & (USD Million)
- Figure 14. Global 3D Special Effects Revenue Market Share by Region (2017-2028)
- Figure 15. Global 3D Special Effects Revenue Market Share by Region in 2021
- Figure 16. North America 3D Special Effects Revenue (USD Million) and Growth Rate (2017-2028)
- Figure 17. Europe 3D Special Effects Revenue (USD Million) and Growth Rate (2017-2028)
- Figure 18. Asia-Pacific 3D Special Effects Revenue (USD Million) and Growth Rate (2017-2028)
- Figure 19. South America 3D Special Effects Revenue (USD Million) and Growth Rate (2017-2028)
- Figure 20. Middle East and Africa 3D Special Effects Revenue (USD Million) and Growth Rate (2017-2028)
- Figure 21. 3D Special Effects Market Drivers
- Figure 22. 3D Special Effects Market Restraints
- Figure 23. 3D Special Effects Market Trends
- Figure 24. Edpit Recent Developments and Future Plans
- Figure 25. SPACE Recent Developments and Future Plans
- Figure 26. Enka3D Recent Developments and Future Plans
- Figure 27. GLUE Recent Developments and Future Plans
- Figure 28. Mackevision Recent Developments and Future Plans

Figure 29. Polymime Recent Developments and Future Plans

Figure 30. 3D-Ace Recent Developments and Future Plans

Figure 31. Vfxnova Recent Developments and Future Plans

Figure 32. South West Film Recent Developments and Future Plans

Figure 33. CGS Recent Developments and Future Plans

Figure 34. Postoffice Amsterdam Recent Developments and Future Plans

Figure 35. Atomic Pictures Recent Developments and Future Plans

Figure 36. Global 3D Special Effects Revenue Share by Players in 2021

Figure 37. 3D Special Effects Market Share by Company Type (Tier 1, Tier 2 and Tier 3) in 2021

Figure 38. Global Top 3 Players 3D Special Effects Revenue Market Share in 2021

Figure 39. Global Top 10 Players 3D Special Effects Revenue Market Share in 2021

Figure 40. Key Players Market Share Trend (Top 3 Market Share: 2020 VS 2021 VS 2022)

Figure 41. Global 3D Special Effects Revenue Share by Type in 2021

Figure 42. Global 3D Special Effects Market Share Forecast by Type (2023-2028)

Figure 43. Global 3D Special Effects Revenue Share by Application in 2021

Figure 44. Global 3D Special Effects Market Share Forecast by Application (2023-2028)

Figure 45. North America 3D Special Effects Sales Market Share by Type (2017-2028)

Figure 46. North America 3D Special Effects Sales Market Share by Application (2017-2028)

Figure 47. North America 3D Special Effects Revenue Market Share by Country (2017-2028)

Figure 48. United States 3D Special Effects Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 49. Canada 3D Special Effects Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 50. Mexico 3D Special Effects Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 51. Europe 3D Special Effects Sales Market Share by Type (2017-2028)

Figure 52. Europe 3D Special Effects Sales Market Share by Application (2017-2028)

Figure 53. Europe 3D Special Effects Revenue Market Share by Country (2017-2028)

Figure 54. Germany 3D Special Effects Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 55. France 3D Special Effects Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 56. United Kingdom 3D Special Effects Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 57. Russia 3D Special Effects Revenue and Growth Rate (2017-2028) & (USD Million)

Million)

Figure 58. Italy 3D Special Effects Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 59. Asia-Pacific 3D Special Effects Sales Market Share by Type (2017-2028)

Figure 60. Asia-Pacific 3D Special Effects Sales Market Share by Application (2017-2028)

Figure 61. Asia-Pacific 3D Special Effects Revenue Market Share by Region (2017-2028)

Figure 62. China 3D Special Effects Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 63. Japan 3D Special Effects Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 64. South Korea 3D Special Effects Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 65. India 3D Special Effects Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 66. Southeast Asia 3D Special Effects Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 67. Australia 3D Special Effects Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 68. South America 3D Special Effects Sales Market Share by Type (2017-2028)

Figure 69. South America 3D Special Effects Sales Market Share by Application (2017-2028)

Figure 70. South America 3D Special Effects Revenue Market Share by Country (2017-2028)

Figure 71. Brazil 3D Special Effects Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 72. Argentina 3D Special Effects Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 73. Middle East and Africa 3D Special Effects Sales Market Share by Type (2017-2028)

Figure 74. Middle East and Africa 3D Special Effects Sales Market Share by Application (2017-2028)

Figure 75. Middle East and Africa 3D Special Effects Revenue Market Share by Country (2017-2028)

Figure 76. Turkey 3D Special Effects Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 77. Saudi Arabia 3D Special Effects Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 78. UAE 3D Special Effects Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 79. Methodology

Figure 80. Research Process and Data Source

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