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Global AI in VFX Market 2026 by Company, Regions, Type and Application, Forecast to 2032

https://marketpublishers.com/r/G690FE6813D2EN.html
Date: October 2026
Pages: 119
Price: US$ 3,480.00 (Single User License)
ID: G690FE6813D2EN

Abstracts

According to our (Global Info Research) latest study, the global AI in VFX market size was valued at US$ 237 million in 2025 and is forecast to a readjusted size of US$ 1074 million by 2032 with a CAGR of 24.4% during review period.

Due to technological improvements and shifting industry demands, the AI in VFX market is expanding for several applications. Traditional approaches can become more expensive and time-consuming as the demand for more realistic and intricate visual effects in films, TV shows, and ads rises. The VFX production pipeline can be made more productive and economical by using AI to automate and streamline some processes.

North America is home to the majority of Hollywood and the entertainment sector. To stay competitive, big studios, production companies, and content producers in the area quickly implement cutting-edge technologies. These entities can create high-quality content quickly thanks to the application of AI in VFX. Over the years, the visual effects industry has experienced tremendous evolution, and the introduction of artificial intelligence (AI) has changed the game. Artificial intelligence (AI) has been utilized to enhance the overall quality of visual effects by automating some procedures. For instance, in 2023, aiming to ensure the UK's multibillion-pound television and film industry is future-proof the UK government committed nearly ?150 ($188.33) million to establishing a nationwide network of research laboratories tasked with creating the next wave of special effects through the application of technology like artificial intelligence. The program, which is a part of larger initiatives to boost the UK creative economy, attempts to build on Britain's reputation for creating high-tech hits, such as Star Wars and Harry Potter. The rise in government support and investments is also anticipated to drive the AI in VFX industry.

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This report is a detailed and comprehensive analysis for global AI in VFX market. Both quantitative and qualitative analyses are presented by company, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

Key Features:

Global AI in VFX market size and forecasts, in consumption value ($ Million), 2021-2032

Global AI in VFX market size and forecasts by region and country, in consumption value ($ Million), 2021-2032

Global AI in VFX market size and forecasts, by Type and by Application, in consumption value ($ Million), 2021-2032

Global AI in VFX market shares of main players, in revenue ($ Million), 2021-2026

The Primary Objectives in This Report Are:

To determine the size of the total market opportunity of global and key countries

To assess the growth potential for AI in VFX

To forecast future growth in each product and end-use market

To assess competitive factors affecting the marketplace

This report profiles key players in the global AI in VFX 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 Framestore, Netflix (Animal Logic), Loom

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AI, Rodeo FX, Industrial Light & Magic, W?t? FX, Pixomondo, Adobe, Autodesk Flame, Runway ML, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

Market segmentation

AI in VFX market is split by Type and by Application. For the period 2021-2032, the growth among segments provides accurate calculations and forecasts for Consumption Value by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Software

Services

Market segment by Application

Movies

Television

Gaming

Advertisements

Others

Market segment by players, this report covers

Framestore

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Netflix (Animal Logic)

Loom AI

Rodeo FX

Industrial Light & Magic

W?t? FX

Pixomondo

Adobe

Autodesk Flame

Runway ML

DeepMotion (Animate 3D)

Stability AI (Dream Studio)

Synapse Studio

Digital Domain

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 and Rest of Asia-Pacific)

South America (Brazil, Rest of South America)

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

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

Chapter 1, to describe AI in VFX product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of AI in VFX, with revenue, gross margin, and global market share of AI in VFX from 2021 to 2026.

Chapter 3, the AI in VFX 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 by Application, with consumption value and growth rate by Type, by Application, from 2021 to 2032.

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 2021 to 2026.and AI in VFX market forecast, by regions, by Type and by Application, with consumption value, from 2027 to 2032.

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

Chapter 12, the key raw materials and key suppliers, and industry chain of AI in VFX.

Chapter 13, to describe AI in VFX research findings and conclusion.

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