

Global Animation IP Toy Market 2023 by Company, Regions, Type and Application, Forecast to 2029

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Abstracts

According to our (Global Info Research) latest study, the global Animation IP Toy market size was valued at USD 33150 million in 2022 and is forecast to a readjusted size of USD 47770 million by 2029 with a CAGR of 5.4% during review period.

Anime IP toys refer to a series of derivative toys developed based on animated images or their characters. The design and production of these toys aim to restore the fun and characteristics of cartoons, which can not only meet children's entertainment needs, but also provide parents with an opportunity for parent-child interaction.

The scale of the animation IP toy market has continued to expand in the past few years and will continue to maintain rapid growth in the future. With the continuous expansion of consumer groups, intensified competition and policy support, the animation IP toy market will usher in greater space. In the future, the animation IP toy industry will receive more and more attention, and the industry will continue to maintain a good development momentum.

The Global Info Research report includes an overview of the development of the Animation IP Toy industry chain, the market status of Online Sales (Anime Gacha, Anime Doll), Offline Sales (Anime Gacha, Anime Doll), and key enterprises in developed and developing market, and analysed the cutting-edge technology, patent, hot applications and market trends of Animation IP Toy.

Regionally, the report analyzes the Animation IP Toy 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 Animation IP Toy market, with robust domestic demand, supportive policies, and a



strong manufacturing base.

Key Features:

The report presents comprehensive understanding of the Animation IP Toy 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 Animation IP Toy 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., Anime Gacha, Anime Doll).

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 Animation IP Toy market.

Regional Analysis: The report involves examining the Animation IP Toy 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 Animation IP Toy market. This may include estimating market growth rates, predicting market demand, and identifying emerging trends.

The report also involves a more granular approach to Animation IP Toy:

Company Analysis: Report covers individual Animation IP Toy 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 Animation IP Toy This may involve surveys, interviews, and analysis of consumer reviews and feedback from different by Sales Channels (Online Sales, Offline Sales).



Technology Analysis: Report covers specific technologies relevant to Animation IP Toy. It assesses the current state, advancements, and potential future developments in Animation IP Toy areas.

Competitive Landscape: By analyzing individual companies, suppliers, and consumers, the report present insights into the competitive landscape of the Animation IP Toy 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

Animation IP Toy market is split by Type and by Sales Channels. For the period 2018-2029, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Sales Channels in terms of value.

Market segment by Type

Anime Gacha

Anime Doll

Anime Figures

Anime Plush Toys

Others

Market segment by Sales Channels

Online Sales

Offline Sales



Market segment by players, this report covers

Alpha Group Co. Ltd. Young Toys **BNE** Entertainment Hasbro Toys **MEZCO TOYS** Disney **Diamond Select** Toy Biz Mego Corporation PRAKRUTI GRAPHICS PVT **JAZWARES** Relkon Hellas SA Sanrio Guangzhou Trendysound Technology Co., Ltd. Aofei Entertainment 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 Animation IP Toy product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Animation IP Toy, with revenue, gross margin and global market share of Animation IP Toy from 2018 to 2023.

Chapter 3, the Animation IP Toy 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 2018 to 2029.

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 2018 to 2023.and Animation IP Toy market forecast, by regions, type and sales channels, with consumption value, from 2024 to 2029.

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 Animation IP Toy.

Chapter 13, to describe Animation IP Toy research findings and conclusion.



Contents

1 MARKET OVERVIEW

- 1.1 Product Overview and Scope of Animation IP Toy
- 1.2 Market Estimation Caveats and Base Year
- 1.3 Classification of Animation IP Toy by Type
- 1.3.1 Overview: Global Animation IP Toy Market Size by Type: 2018 Versus 2022 Versus 2029
 - 1.3.2 Global Animation IP Toy Consumption Value Market Share by Type in 2022
 - 1.3.3 Anime Gacha
 - 1.3.4 Anime Doll
 - 1.3.5 Anime Figures
 - 1.3.6 Anime Plush Toys
 - 1.3.7 Others
- 1.4 Global Animation IP Toy Market by Sales Channels
- 1.4.1 Overview: Global Animation IP Toy Market Size by Sales Channels: 2018 Versus 2022 Versus 2029
 - 1.4.2 Online Sales
 - 1.4.3 Offline Sales
- 1.5 Global Animation IP Toy Market Size & Forecast
- 1.6 Global Animation IP Toy Market Size and Forecast by Region
- 1.6.1 Global Animation IP Toy Market Size by Region: 2018 VS 2022 VS 2029
- 1.6.2 Global Animation IP Toy Market Size by Region, (2018-2029)
- 1.6.3 North America Animation IP Toy Market Size and Prospect (2018-2029)
- 1.6.4 Europe Animation IP Toy Market Size and Prospect (2018-2029)
- 1.6.5 Asia-Pacific Animation IP Toy Market Size and Prospect (2018-2029)
- 1.6.6 South America Animation IP Toy Market Size and Prospect (2018-2029)
- 1.6.7 Middle East and Africa Animation IP Toy Market Size and Prospect (2018-2029)

2 COMPANY PROFILES

- 2.1 Alpha Group Co. Ltd.
 - 2.1.1 Alpha Group Co. Ltd. Details
 - 2.1.2 Alpha Group Co. Ltd. Major Business
 - 2.1.3 Alpha Group Co. Ltd. Animation IP Toy Product and Solutions
- 2.1.4 Alpha Group Co. Ltd. Animation IP Toy Revenue, Gross Margin and Market Share (2018-2023)
- 2.1.5 Alpha Group Co. Ltd. Recent Developments and Future Plans



- 2.2 Young Toys
 - 2.2.1 Young Toys Details
 - 2.2.2 Young Toys Major Business
 - 2.2.3 Young Toys Animation IP Toy Product and Solutions
- 2.2.4 Young Toys Animation IP Toy Revenue, Gross Margin and Market Share (2018-2023)
- 2.2.5 Young Toys Recent Developments and Future Plans
- 2.3 BNE Entertainment
 - 2.3.1 BNE Entertainment Details
 - 2.3.2 BNE Entertainment Major Business
 - 2.3.3 BNE Entertainment Animation IP Toy Product and Solutions
- 2.3.4 BNE Entertainment Animation IP Toy Revenue, Gross Margin and Market Share (2018-2023)
 - 2.3.5 BNE Entertainment Recent Developments and Future Plans
- 2.4 Hasbro Toys
 - 2.4.1 Hasbro Toys Details
 - 2.4.2 Hasbro Toys Major Business
 - 2.4.3 Hasbro Toys Animation IP Toy Product and Solutions
- 2.4.4 Hasbro Toys Animation IP Toy Revenue, Gross Margin and Market Share (2018-2023)
- 2.4.5 Hasbro Toys Recent Developments and Future Plans
- 2.5 MEZCO TOYS
 - 2.5.1 MEZCO TOYS Details
 - 2.5.2 MEZCO TOYS Major Business
 - 2.5.3 MEZCO TOYS Animation IP Toy Product and Solutions
- 2.5.4 MEZCO TOYS Animation IP Toy Revenue, Gross Margin and Market Share (2018-2023)
 - 2.5.5 MEZCO TOYS Recent Developments and Future Plans
- 2.6 Disney
 - 2.6.1 Disney Details
 - 2.6.2 Disney Major Business
 - 2.6.3 Disney Animation IP Toy Product and Solutions
 - 2.6.4 Disney Animation IP Toy Revenue, Gross Margin and Market Share (2018-2023)
 - 2.6.5 Disney Recent Developments and Future Plans
- 2.7 Diamond Select
 - 2.7.1 Diamond Select Details
 - 2.7.2 Diamond Select Major Business
 - 2.7.3 Diamond Select Animation IP Toy Product and Solutions
 - 2.7.4 Diamond Select Animation IP Toy Revenue, Gross Margin and Market Share



(2018-2023)

- 2.7.5 Diamond Select Recent Developments and Future Plans
- 2.8 Toy Biz
 - 2.8.1 Toy Biz Details
 - 2.8.2 Toy Biz Major Business
 - 2.8.3 Toy Biz Animation IP Toy Product and Solutions
- 2.8.4 Toy Biz Animation IP Toy Revenue, Gross Margin and Market Share (2018-2023)
- 2.8.5 Toy Biz Recent Developments and Future Plans
- 2.9 Mego Corporation
 - 2.9.1 Mego Corporation Details
 - 2.9.2 Mego Corporation Major Business
 - 2.9.3 Mego Corporation Animation IP Toy Product and Solutions
- 2.9.4 Mego Corporation Animation IP Toy Revenue, Gross Margin and Market Share (2018-2023)
- 2.9.5 Mego Corporation Recent Developments and Future Plans
- 2.10 PRAKRUTI GRAPHICS PVT
 - 2.10.1 PRAKRUTI GRAPHICS PVT Details
 - 2.10.2 PRAKRUTI GRAPHICS PVT Major Business
 - 2.10.3 PRAKRUTI GRAPHICS PVT Animation IP Toy Product and Solutions
- 2.10.4 PRAKRUTI GRAPHICS PVT Animation IP Toy Revenue, Gross Margin and Market Share (2018-2023)
 - 2.10.5 PRAKRUTI GRAPHICS PVT Recent Developments and Future Plans
- 2.11 JAZWARES
 - 2.11.1 JAZWARES Details
 - 2.11.2 JAZWARES Major Business
 - 2.11.3 JAZWARES Animation IP Toy Product and Solutions
- 2.11.4 JAZWARES Animation IP Toy Revenue, Gross Margin and Market Share (2018-2023)
 - 2.11.5 JAZWARES Recent Developments and Future Plans
- 2.12 Relkon Hellas SA
 - 2.12.1 Relkon Hellas SA Details
 - 2.12.2 Relkon Hellas SA Major Business
 - 2.12.3 Relkon Hellas SA Animation IP Toy Product and Solutions
- 2.12.4 Relkon Hellas SA Animation IP Toy Revenue, Gross Margin and Market Share (2018-2023)
 - 2.12.5 Relkon Hellas SA Recent Developments and Future Plans
- 2.13 Sanrio
 - 2.13.1 Sanrio Details



- 2.13.2 Sanrio Major Business
- 2.13.3 Sanrio Animation IP Toy Product and Solutions
- 2.13.4 Sanrio Animation IP Toy Revenue, Gross Margin and Market Share (2018-2023)
 - 2.13.5 Sanrio Recent Developments and Future Plans
- 2.14 Guangzhou Trendysound Technology Co., Ltd.
 - 2.14.1 Guangzhou Trendysound Technology Co., Ltd. Details
 - 2.14.2 Guangzhou Trendysound Technology Co., Ltd. Major Business
- 2.14.3 Guangzhou Trendysound Technology Co., Ltd. Animation IP Toy Product and Solutions
- 2.14.4 Guangzhou Trendysound Technology Co., Ltd. Animation IP Toy Revenue, Gross Margin and Market Share (2018-2023)
- 2.14.5 Guangzhou Trendysound Technology Co., Ltd. Recent Developments and Future Plans
- 2.15 Aofei Entertainment
 - 2.15.1 Aofei Entertainment Details
 - 2.15.2 Aofei Entertainment Major Business
 - 2.15.3 Aofei Entertainment Animation IP Toy Product and Solutions
- 2.15.4 Aofei Entertainment Animation IP Toy Revenue, Gross Margin and Market Share (2018-2023)
- 2.15.5 Aofei Entertainment Recent Developments and Future Plans

3 MARKET COMPETITION, BY PLAYERS

- 3.1 Global Animation IP Toy Revenue and Share by Players (2018-2023)
- 3.2 Market Share Analysis (2022)
 - 3.2.1 Market Share of Animation IP Toy by Company Revenue
 - 3.2.2 Top 3 Animation IP Toy Players Market Share in 2022
 - 3.2.3 Top 6 Animation IP Toy Players Market Share in 2022
- 3.3 Animation IP Toy Market: Overall Company Footprint Analysis
 - 3.3.1 Animation IP Toy Market: Region Footprint
 - 3.3.2 Animation IP Toy Market: Company Product Type Footprint
 - 3.3.3 Animation IP Toy Market: Company Product Application Footprint
- 3.4 New Market Entrants and Barriers to Market Entry
- 3.5 Mergers, Acquisition, Agreements, and Collaborations

4 MARKET SIZE SEGMENT BY TYPE

4.1 Global Animation IP Toy Consumption Value and Market Share by Type



(2018-2023)

4.2 Global Animation IP Toy Market Forecast by Type (2024-2029)

5 MARKET SIZE SEGMENT BY SALES CHANNELS

- 5.1 Global Animation IP Toy Consumption Value Market Share by Sales Channels (2018-2023)
- 5.2 Global Animation IP Toy Market Forecast by Sales Channels (2024-2029)

6 NORTH AMERICA

- 6.1 North America Animation IP Toy Consumption Value by Type (2018-2029)
- 6.2 North America Animation IP Toy Consumption Value by Sales Channels (2018-2029)
- 6.3 North America Animation IP Toy Market Size by Country
 - 6.3.1 North America Animation IP Toy Consumption Value by Country (2018-2029)
 - 6.3.2 United States Animation IP Toy Market Size and Forecast (2018-2029)
 - 6.3.3 Canada Animation IP Toy Market Size and Forecast (2018-2029)
 - 6.3.4 Mexico Animation IP Toy Market Size and Forecast (2018-2029)

7 EUROPE

- 7.1 Europe Animation IP Toy Consumption Value by Type (2018-2029)
- 7.2 Europe Animation IP Toy Consumption Value by Sales Channels (2018-2029)
- 7.3 Europe Animation IP Toy Market Size by Country
 - 7.3.1 Europe Animation IP Toy Consumption Value by Country (2018-2029)
 - 7.3.2 Germany Animation IP Toy Market Size and Forecast (2018-2029)
 - 7.3.3 France Animation IP Toy Market Size and Forecast (2018-2029)
 - 7.3.4 United Kingdom Animation IP Toy Market Size and Forecast (2018-2029)
 - 7.3.5 Russia Animation IP Toy Market Size and Forecast (2018-2029)
 - 7.3.6 Italy Animation IP Toy Market Size and Forecast (2018-2029)

8 ASIA-PACIFIC

- 8.1 Asia-Pacific Animation IP Toy Consumption Value by Type (2018-2029)
- 8.2 Asia-Pacific Animation IP Toy Consumption Value by Sales Channels (2018-2029)
- 8.3 Asia-Pacific Animation IP Toy Market Size by Region
 - 8.3.1 Asia-Pacific Animation IP Toy Consumption Value by Region (2018-2029)
- 8.3.2 China Animation IP Toy Market Size and Forecast (2018-2029)



- 8.3.3 Japan Animation IP Toy Market Size and Forecast (2018-2029)
- 8.3.4 South Korea Animation IP Toy Market Size and Forecast (2018-2029)
- 8.3.5 India Animation IP Toy Market Size and Forecast (2018-2029)
- 8.3.6 Southeast Asia Animation IP Toy Market Size and Forecast (2018-2029)
- 8.3.7 Australia Animation IP Toy Market Size and Forecast (2018-2029)

9 SOUTH AMERICA

- 9.1 South America Animation IP Toy Consumption Value by Type (2018-2029)
- 9.2 South America Animation IP Toy Consumption Value by Sales Channels (2018-2029)
- 9.3 South America Animation IP Toy Market Size by Country
 - 9.3.1 South America Animation IP Toy Consumption Value by Country (2018-2029)
 - 9.3.2 Brazil Animation IP Toy Market Size and Forecast (2018-2029)
 - 9.3.3 Argentina Animation IP Toy Market Size and Forecast (2018-2029)

10 MIDDLE EAST & AFRICA

- 10.1 Middle East & Africa Animation IP Toy Consumption Value by Type (2018-2029)
- 10.2 Middle East & Africa Animation IP Toy Consumption Value by Sales Channels (2018-2029)
- 10.3 Middle East & Africa Animation IP Toy Market Size by Country
- 10.3.1 Middle East & Africa Animation IP Toy Consumption Value by Country (2018-2029)
 - 10.3.2 Turkey Animation IP Toy Market Size and Forecast (2018-2029)
 - 10.3.3 Saudi Arabia Animation IP Toy Market Size and Forecast (2018-2029)
 - 10.3.4 UAE Animation IP Toy Market Size and Forecast (2018-2029)

11 MARKET DYNAMICS

- 11.1 Animation IP Toy Market Drivers
- 11.2 Animation IP Toy Market Restraints
- 11.3 Animation IP Toy Trends Analysis
- 11.4 Porters Five Forces Analysis
 - 11.4.1 Threat of New Entrants
 - 11.4.2 Bargaining Power of Suppliers
 - 11.4.3 Bargaining Power of Buyers
 - 11.4.4 Threat of Substitutes
- 11.4.5 Competitive Rivalry



12 INDUSTRY CHAIN ANALYSIS

- 12.1 Animation IP Toy Industry Chain
- 12.2 Animation IP Toy Upstream Analysis
- 12.3 Animation IP Toy Midstream Analysis
- 12.4 Animation IP Toy Downstream Analysis

13 RESEARCH FINDINGS AND CONCLUSION

14 APPENDIX

- 14.1 Methodology
- 14.2 Research Process and Data Source
- 14.3 Disclaimer



List Of Tables

LIST OF TABLES

- Table 1. Global Animation IP Toy Consumption Value by Type, (USD Million), 2018 & 2022 & 2029
- Table 2. Global Animation IP Toy Consumption Value by Sales Channels, (USD Million), 2018 & 2022 & 2029
- Table 3. Global Animation IP Toy Consumption Value by Region (2018-2023) & (USD Million)
- Table 4. Global Animation IP Toy Consumption Value by Region (2024-2029) & (USD Million)
- Table 5. Alpha Group Co. Ltd. Company Information, Head Office, and Major Competitors
- Table 6. Alpha Group Co. Ltd. Major Business
- Table 7. Alpha Group Co. Ltd. Animation IP Toy Product and Solutions
- Table 8. Alpha Group Co. Ltd. Animation IP Toy Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 9. Alpha Group Co. Ltd. Recent Developments and Future Plans
- Table 10. Young Toys Company Information, Head Office, and Major Competitors
- Table 11. Young Toys Major Business
- Table 12. Young Toys Animation IP Toy Product and Solutions
- Table 13. Young Toys Animation IP Toy Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 14. Young Toys Recent Developments and Future Plans
- Table 15. BNE Entertainment Company Information, Head Office, and Major Competitors
- Table 16. BNE Entertainment Major Business
- Table 17. BNE Entertainment Animation IP Toy Product and Solutions
- Table 18. BNE Entertainment Animation IP Toy Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 19. BNE Entertainment Recent Developments and Future Plans
- Table 20. Hasbro Toys Company Information, Head Office, and Major Competitors
- Table 21. Hasbro Toys Major Business
- Table 22. Hasbro Toys Animation IP Toy Product and Solutions
- Table 23. Hasbro Toys Animation IP Toy Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 24. Hasbro Toys Recent Developments and Future Plans
- Table 25. MEZCO TOYS Company Information, Head Office, and Major Competitors



- Table 26. MEZCO TOYS Major Business
- Table 27. MEZCO TOYS Animation IP Toy Product and Solutions
- Table 28. MEZCO TOYS Animation IP Toy Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 29. MEZCO TOYS Recent Developments and Future Plans
- Table 30. Disney Company Information, Head Office, and Major Competitors
- Table 31. Disney Major Business
- Table 32. Disney Animation IP Toy Product and Solutions
- Table 33. Disney Animation IP Toy Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 34. Disney Recent Developments and Future Plans
- Table 35. Diamond Select Company Information, Head Office, and Major Competitors
- Table 36. Diamond Select Major Business
- Table 37. Diamond Select Animation IP Toy Product and Solutions
- Table 38. Diamond Select Animation IP Toy Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 39. Diamond Select Recent Developments and Future Plans
- Table 40. Toy Biz Company Information, Head Office, and Major Competitors
- Table 41. Toy Biz Major Business
- Table 42. Toy Biz Animation IP Toy Product and Solutions
- Table 43. Toy Biz Animation IP Toy Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 44. Toy Biz Recent Developments and Future Plans
- Table 45. Mego Corporation Company Information, Head Office, and Major Competitors
- Table 46. Mego Corporation Major Business
- Table 47. Mego Corporation Animation IP Toy Product and Solutions
- Table 48. Mego Corporation Animation IP Toy Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 49. Mego Corporation Recent Developments and Future Plans
- Table 50. PRAKRUTI GRAPHICS PVT Company Information, Head Office, and Major Competitors
- Table 51. PRAKRUTI GRAPHICS PVT Major Business
- Table 52. PRAKRUTI GRAPHICS PVT Animation IP Toy Product and Solutions
- Table 53. PRAKRUTI GRAPHICS PVT Animation IP Toy Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 54. PRAKRUTI GRAPHICS PVT Recent Developments and Future Plans
- Table 55. JAZWARES Company Information, Head Office, and Major Competitors
- Table 56. JAZWARES Major Business
- Table 57. JAZWARES Animation IP Toy Product and Solutions



- Table 58. JAZWARES Animation IP Toy Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 59. JAZWARES Recent Developments and Future Plans
- Table 60. Relkon Hellas SA Company Information, Head Office, and Major Competitors
- Table 61. Relkon Hellas SA Major Business
- Table 62. Relkon Hellas SA Animation IP Toy Product and Solutions
- Table 63. Relkon Hellas SA Animation IP Toy Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 64. Relkon Hellas SA Recent Developments and Future Plans
- Table 65. Sanrio Company Information, Head Office, and Major Competitors
- Table 66. Sanrio Major Business
- Table 67. Sanrio Animation IP Toy Product and Solutions
- Table 68. Sanrio Animation IP Toy Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 69. Sanrio Recent Developments and Future Plans
- Table 70. Guangzhou Trendysound Technology Co., Ltd. Company Information, Head Office, and Major Competitors
- Table 71. Guangzhou Trendysound Technology Co., Ltd. Major Business
- Table 72. Guangzhou Trendysound Technology Co., Ltd. Animation IP Toy Product and Solutions
- Table 73. Guangzhou Trendysound Technology Co., Ltd. Animation IP Toy Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 74. Guangzhou Trendysound Technology Co., Ltd. Recent Developments and Future Plans
- Table 75. Aofei Entertainment Company Information, Head Office, and Major Competitors
- Table 76. Aofei Entertainment Major Business
- Table 77. Aofei Entertainment Animation IP Toy Product and Solutions
- Table 78. Aofei Entertainment Animation IP Toy Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 79. Aofei Entertainment Recent Developments and Future Plans
- Table 80. Global Animation IP Toy Revenue (USD Million) by Players (2018-2023)
- Table 81. Global Animation IP Toy Revenue Share by Players (2018-2023)
- Table 82. Breakdown of Animation IP Toy by Company Type (Tier 1, Tier 2, and Tier 3)
- Table 83. Market Position of Players in Animation IP Toy, (Tier 1, Tier 2, and Tier 3),
- Based on Revenue in 2022
- Table 84. Head Office of Key Animation IP Toy Players
- Table 85. Animation IP Toy Market: Company Product Type Footprint
- Table 86. Animation IP Toy Market: Company Product Application Footprint



- Table 87. Animation IP Toy New Market Entrants and Barriers to Market Entry
- Table 88. Animation IP Toy Mergers, Acquisition, Agreements, and Collaborations
- Table 89. Global Animation IP Toy Consumption Value (USD Million) by Type (2018-2023)
- Table 90. Global Animation IP Toy Consumption Value Share by Type (2018-2023)
- Table 91. Global Animation IP Toy Consumption Value Forecast by Type (2024-2029)
- Table 92. Global Animation IP Toy Consumption Value by Sales Channels (2018-2023)
- Table 93. Global Animation IP Toy Consumption Value Forecast by Sales Channels (2024-2029)
- Table 94. North America Animation IP Toy Consumption Value by Type (2018-2023) & (USD Million)
- Table 95. North America Animation IP Toy Consumption Value by Type (2024-2029) & (USD Million)
- Table 96. North America Animation IP Toy Consumption Value by Sales Channels (2018-2023) & (USD Million)
- Table 97. North America Animation IP Toy Consumption Value by Sales Channels (2024-2029) & (USD Million)
- Table 98. North America Animation IP Toy Consumption Value by Country (2018-2023) & (USD Million)
- Table 99. North America Animation IP Toy Consumption Value by Country (2024-2029) & (USD Million)
- Table 100. Europe Animation IP Toy Consumption Value by Type (2018-2023) & (USD Million)
- Table 101. Europe Animation IP Toy Consumption Value by Type (2024-2029) & (USD Million)
- Table 102. Europe Animation IP Toy Consumption Value by Sales Channels (2018-2023) & (USD Million)
- Table 103. Europe Animation IP Toy Consumption Value by Sales Channels (2024-2029) & (USD Million)
- Table 104. Europe Animation IP Toy Consumption Value by Country (2018-2023) & (USD Million)
- Table 105. Europe Animation IP Toy Consumption Value by Country (2024-2029) & (USD Million)
- Table 106. Asia-Pacific Animation IP Toy Consumption Value by Type (2018-2023) & (USD Million)
- Table 107. Asia-Pacific Animation IP Toy Consumption Value by Type (2024-2029) & (USD Million)
- Table 108. Asia-Pacific Animation IP Toy Consumption Value by Sales Channels (2018-2023) & (USD Million)



Table 109. Asia-Pacific Animation IP Toy Consumption Value by Sales Channels (2024-2029) & (USD Million)

Table 110. Asia-Pacific Animation IP Toy Consumption Value by Region (2018-2023) & (USD Million)

Table 111. Asia-Pacific Animation IP Toy Consumption Value by Region (2024-2029) & (USD Million)

Table 112. South America Animation IP Toy Consumption Value by Type (2018-2023) & (USD Million)

Table 113. South America Animation IP Toy Consumption Value by Type (2024-2029) & (USD Million)

Table 114. South America Animation IP Toy Consumption Value by Sales Channels (2018-2023) & (USD Million)

Table 115. South America Animation IP Toy Consumption Value by Sales Channels (2024-2029) & (USD Million)

Table 116. South America Animation IP Toy Consumption Value by Country (2018-2023) & (USD Million)

Table 117. South America Animation IP Toy Consumption Value by Country (2024-2029) & (USD Million)

Table 118. Middle East & Africa Animation IP Toy Consumption Value by Type (2018-2023) & (USD Million)

Table 119. Middle East & Africa Animation IP Toy Consumption Value by Type (2024-2029) & (USD Million)

Table 120. Middle East & Africa Animation IP Toy Consumption Value by Sales Channels (2018-2023) & (USD Million)

Table 121. Middle East & Africa Animation IP Toy Consumption Value by Sales Channels (2024-2029) & (USD Million)

Table 122. Middle East & Africa Animation IP Toy Consumption Value by Country (2018-2023) & (USD Million)

Table 123. Middle East & Africa Animation IP Toy Consumption Value by Country (2024-2029) & (USD Million)

Table 124. Animation IP Toy Raw Material

Table 125. Key Suppliers of Animation IP Toy Raw Materials



List Of Figures

LIST OF FIGURES

- Figure 1. Animation IP Toy Picture
- Figure 2. Global Animation IP Toy Consumption Value by Type, (USD Million), 2018 & 2022 & 2029
- Figure 3. Global Animation IP Toy Consumption Value Market Share by Type in 2022
- Figure 4. Anime Gacha
- Figure 5. Anime Doll
- Figure 6. Anime Figures
- Figure 7. Anime Plush Toys
- Figure 8. Others
- Figure 9. Global Animation IP Toy Consumption Value by Type, (USD Million), 2018 & 2022 & 2029
- Figure 10. Animation IP Toy Consumption Value Market Share by Sales Channels in 2022
- Figure 11. Online Sales Picture
- Figure 12. Offline Sales Picture
- Figure 13. Global Animation IP Toy Consumption Value, (USD Million): 2018 & 2022 & 2029
- Figure 14. Global Animation IP Toy Consumption Value and Forecast (2018-2029) & (USD Million)
- Figure 15. Global Market Animation IP Toy Consumption Value (USD Million) Comparison by Region (2018 & 2022 & 2029)
- Figure 16. Global Animation IP Toy Consumption Value Market Share by Region (2018-2029)
- Figure 17. Global Animation IP Toy Consumption Value Market Share by Region in 2022
- Figure 18. North America Animation IP Toy Consumption Value (2018-2029) & (USD Million)
- Figure 19. Europe Animation IP Toy Consumption Value (2018-2029) & (USD Million)
- Figure 20. Asia-Pacific Animation IP Toy Consumption Value (2018-2029) & (USD Million)
- Figure 21. South America Animation IP Toy Consumption Value (2018-2029) & (USD Million)
- Figure 22. Middle East and Africa Animation IP Toy Consumption Value (2018-2029) & (USD Million)
- Figure 23. Global Animation IP Toy Revenue Share by Players in 2022



- Figure 24. Animation IP Toy Market Share by Company Type (Tier 1, Tier 2 and Tier 3) in 2022
- Figure 25. Global Top 3 Players Animation IP Toy Market Share in 2022
- Figure 26. Global Top 6 Players Animation IP Toy Market Share in 2022
- Figure 27. Global Animation IP Toy Consumption Value Share by Type (2018-2023)
- Figure 28. Global Animation IP Toy Market Share Forecast by Type (2024-2029)
- Figure 29. Global Animation IP Toy Consumption Value Share by Sales Channels (2018-2023)
- Figure 30. Global Animation IP Toy Market Share Forecast by Sales Channels (2024-2029)
- Figure 31. North America Animation IP Toy Consumption Value Market Share by Type (2018-2029)
- Figure 32. North America Animation IP Toy Consumption Value Market Share by Sales Channels (2018-2029)
- Figure 33. North America Animation IP Toy Consumption Value Market Share by Country (2018-2029)
- Figure 34. United States Animation IP Toy Consumption Value (2018-2029) & (USD Million)
- Figure 35. Canada Animation IP Toy Consumption Value (2018-2029) & (USD Million)
- Figure 36. Mexico Animation IP Toy Consumption Value (2018-2029) & (USD Million)
- Figure 37. Europe Animation IP Toy Consumption Value Market Share by Type (2018-2029)
- Figure 38. Europe Animation IP Toy Consumption Value Market Share by Sales Channels (2018-2029)
- Figure 39. Europe Animation IP Toy Consumption Value Market Share by Country (2018-2029)
- Figure 40. Germany Animation IP Toy Consumption Value (2018-2029) & (USD Million)
- Figure 41. France Animation IP Toy Consumption Value (2018-2029) & (USD Million)
- Figure 42. United Kingdom Animation IP Toy Consumption Value (2018-2029) & (USD Million)
- Figure 43. Russia Animation IP Toy Consumption Value (2018-2029) & (USD Million)
- Figure 44. Italy Animation IP Toy Consumption Value (2018-2029) & (USD Million)
- Figure 45. Asia-Pacific Animation IP Toy Consumption Value Market Share by Type (2018-2029)
- Figure 46. Asia-Pacific Animation IP Toy Consumption Value Market Share by Sales Channels (2018-2029)
- Figure 47. Asia-Pacific Animation IP Toy Consumption Value Market Share by Region (2018-2029)
- Figure 48. China Animation IP Toy Consumption Value (2018-2029) & (USD Million)



- Figure 49. Japan Animation IP Toy Consumption Value (2018-2029) & (USD Million)
- Figure 50. South Korea Animation IP Toy Consumption Value (2018-2029) & (USD Million)
- Figure 51. India Animation IP Toy Consumption Value (2018-2029) & (USD Million)
- Figure 52. Southeast Asia Animation IP Toy Consumption Value (2018-2029) & (USD Million)
- Figure 53. Australia Animation IP Toy Consumption Value (2018-2029) & (USD Million)
- Figure 54. South America Animation IP Toy Consumption Value Market Share by Type (2018-2029)
- Figure 55. South America Animation IP Toy Consumption Value Market Share by Sales Channels (2018-2029)
- Figure 56. South America Animation IP Toy Consumption Value Market Share by Country (2018-2029)
- Figure 57. Brazil Animation IP Toy Consumption Value (2018-2029) & (USD Million)
- Figure 58. Argentina Animation IP Toy Consumption Value (2018-2029) & (USD Million)
- Figure 59. Middle East and Africa Animation IP Toy Consumption Value Market Share by Type (2018-2029)
- Figure 60. Middle East and Africa Animation IP Toy Consumption Value Market Share by Sales Channels (2018-2029)
- Figure 61. Middle East and Africa Animation IP Toy Consumption Value Market Share by Country (2018-2029)
- Figure 62. Turkey Animation IP Toy Consumption Value (2018-2029) & (USD Million)
- Figure 63. Saudi Arabia Animation IP Toy Consumption Value (2018-2029) & (USD Million)
- Figure 64. UAE Animation IP Toy Consumption Value (2018-2029) & (USD Million)
- Figure 65. Animation IP Toy Market Drivers
- Figure 66. Animation IP Toy Market Restraints
- Figure 67. Animation IP Toy Market Trends
- Figure 68. Porters Five Forces Analysis
- Figure 69. Manufacturing Cost Structure Analysis of Animation IP Toy in 2022
- Figure 70. Manufacturing Process Analysis of Animation IP Toy
- Figure 71. Animation IP Toy Industrial Chain
- Figure 72. Methodology
- Figure 73. Research Process and Data Source



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