

Global Animation, VFX & Game Market 2018 by Manufacturers, Countries, Type and Application, Forecast to 2023

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Abstracts

Animation is the rapid display of static images in a way that creates the illusion of motion. Nowadays animation is used mostly in motion pictures and videos, plus some computer applications, such as moving icons, and in video games. Like photographic cinema, animated video usually incorporates sound for dialog, musical accompaniment, and other effects. But unlike photographic cinema, it can depict anything that the animation artist can imagine visually, and therefore it is especially useful for telling stories with fantasy elements that would be hard to stage in reality. Animation is also used to create special visual effects within movie productions that otherwise use traditional photographic methods.

SCOPE OF THE REPORT:

The entire Animation, VFX & Games market continues to grow in the foreseeable future, and with the increased consumer spending on entertainment products and the higher visual requirements for Animation & Game production, Animation, VFX & Games will gain growing industry influence.

United States was the largest consumer market with a market share of 26.43% in 2013 and 22.77% in 2017 with a decrease of 3.66%, while China ranked the first markets with the market share of 26.90% in 2017, driven by market and national government policy. The global Animation, VFX & Game market is valued at 376100 million USD in 2017 and is expected to reach 453000 million USD by the end of 2023, growing at a CAGR of 3.2% between 2017 and 2023.

The Asia-Pacific will occupy for more market share in following years, especially in China, also fast growing India and Southeast Asia regions.

North America, especially The United States, will still play an important role which cannot be ignored. Any changes from United States might affect the development trend of Animation, VFX & Game.

Europe also play important roles in global market, with market size of xx million USD in 2017 and will be xx million USD in 2023, with a CAGR of xx%.

This report studies the Animation, VFX & Game market status and outlook of Global and major regions, from angles of players, countries, product types and end industries; this report analyzes the top players in global market, and splits the Animation, VFX & Game market by product type and applications/end industries.

Market Segment by Companies, this report covers

Tencent

Sony

Activision Blizzard

Microsoft

Nintendo

Netease

Walt Disney Animation Studios

NBCUniversal

Warner Bros

Framestore

TOEI ANIMATION

Market Segment by Regions, regional analysis covers

North America (United States, Canada and Mexico)

Europe (Germany, France, UK, Russia and Italy)

Asia-Pacific (China, Japan, Korea, India and Southeast Asia)

South America (Brazil, Argentina, Colombia)

Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria and South Africa)

Market Segment by Type, covers

Animation & VFX

Game & VFX

Market Segment by Applications, can be divided into

Anime

Film

Video Game

Contents

1 ANIMATION, VFX & GAME MARKET OVERVIEW

1.1 Product Overview and Scope of Animation, VFX & Game

1.2 Classification of Animation, VFX & Game by Types

1.2.1 Global Animation, VFX & Game Revenue Comparison by Types (2017-2023)

1.2.2 Global Animation, VFX & Game Revenue Market Share by Types in 2017

1.2.3 Animation & VFX

1.2.4 Game & VFX

1.3 Global Animation, VFX & Game Market by Application

1.3.1 Global Animation, VFX & Game Market Size and Market Share Comparison by Applications (2013-2023)

1.3.2 Anime

1.3.3 Film

1.3.4 Video Game

1.4 Global Animation, VFX & Game Market by Regions

1.4.1 Global Animation, VFX & Game Market Size (Million USD) Comparison by Regions (2013-2023)

1.4.1 North America (USA, Canada and Mexico) Animation, VFX & Game Status and Prospect (2013-2023)

1.4.2 Europe (Germany, France, UK, Russia and Italy) Animation, VFX & Game Status and Prospect (2013-2023)

1.4.3 Asia-Pacific (China, Japan, Korea, India and Southeast Asia) Animation, VFX & Game Status and Prospect (2013-2023)

1.4.4 South America (Brazil, Argentina, Colombia) Animation, VFX & Game Status and Prospect (2013-2023)

1.4.5 Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria and South Africa) Animation, VFX & Game Status and Prospect (2013-2023)

1.5 Global Market Size of Animation, VFX & Game (2013-2023)

2 MANUFACTURERS PROFILES

2.1 Tencent

2.1.1 Business Overview

2.1.2 Animation, VFX & Game Type and Applications

2.1.2.1 Product A

2.1.2.2 Product B

2.1.3 Tencent Animation, VFX & Game Revenue, Gross Margin and Market Share

(2016-2017)

2.2 Sony

2.2.1 Business Overview

2.2.2 Animation, VFX & Game Type and Applications

2.2.2.1 Product A

2.2.2.2 Product B

2.2.3 Sony Animation, VFX & Game Revenue, Gross Margin and Market Share

(2016-2017)

2.3 Activision Blizzard

2.3.1 Business Overview

2.3.2 Animation, VFX & Game Type and Applications

2.3.2.1 Product A

2.3.2.2 Product B

2.3.3 Activision Blizzard Animation, VFX & Game Revenue, Gross Margin and Market Share (2016-2017)

2.4 Microsoft

2.4.1 Business Overview

2.4.2 Animation, VFX & Game Type and Applications

2.4.2.1 Product A

2.4.2.2 Product B

2.4.3 Microsoft Animation, VFX & Game Revenue, Gross Margin and Market Share (2016-2017)

2.5 Nintendo

2.5.1 Business Overview

2.5.2 Animation, VFX & Game Type and Applications

2.5.2.1 Product A

2.5.2.2 Product B

2.5.3 Nintendo Animation, VFX & Game Revenue, Gross Margin and Market Share (2016-2017)

2.6 Netease

2.6.1 Business Overview

2.6.2 Animation, VFX & Game Type and Applications

2.6.2.1 Product A

2.6.2.2 Product B

2.6.3 Netease Animation, VFX & Game Revenue, Gross Margin and Market Share (2016-2017)

2.7 Walt Disney Animation Studios

2.7.1 Business Overview

2.7.2 Animation, VFX & Game Type and Applications

2.7.2.1 Product A

2.7.2.2 Product B

2.7.3 Walt Disney Animation Studios Animation, VFX & Game Revenue, Gross Margin and Market Share (2016-2017)

2.8 NBCUniversal

2.8.1 Business Overview

2.8.2 Animation, VFX & Game Type and Applications

2.8.2.1 Product A

2.8.2.2 Product B

2.8.3 NBCUniversal Animation, VFX & Game Revenue, Gross Margin and Market Share (2016-2017)

2.9 Warner Bros

2.9.1 Business Overview

2.9.2 Animation, VFX & Game Type and Applications

2.9.2.1 Product A

2.9.2.2 Product B

2.9.3 Warner Bros Animation, VFX & Game Revenue, Gross Margin and Market Share (2016-2017)

2.10 Framestore

2.10.1 Business Overview

2.10.2 Animation, VFX & Game Type and Applications

2.10.2.1 Product A

2.10.2.2 Product B

2.10.3 Framestore Animation, VFX & Game Revenue, Gross Margin and Market Share (2016-2017)

2.11 TOEI ANIMATION

2.11.1 Business Overview

2.11.2 Animation, VFX & Game Type and Applications

2.11.2.1 Product A

2.11.2.2 Product B

2.11.3 TOEI ANIMATION Animation, VFX & Game Revenue, Gross Margin and Market Share (2016-2017)

3 GLOBAL ANIMATION, VFX & GAME MARKET COMPETITION, BY PLAYERS

3.1 Global Animation, VFX & Game Revenue and Share by Players (2013-2018)

3.2 Market Concentration Rate

3.2.1 Top 5 Animation, VFX & Game Players Market Share

3.2.2 Top 10 Animation, VFX & Game Players Market Share

3.3 Market Competition Trend

4 GLOBAL ANIMATION, VFX & GAME MARKET SIZE BY REGIONS

- 4.1 Global Animation, VFX & Game Revenue and Market Share by Regions
- 4.2 North America Animation, VFX & Game Revenue and Growth Rate (2013-2018)
- 4.3 Europe Animation, VFX & Game Revenue and Growth Rate (2013-2018)
- 4.4 Asia-Pacific Animation, VFX & Game Revenue and Growth Rate (2013-2018)
- 4.5 South America Animation, VFX & Game Revenue and Growth Rate (2013-2018)
- 4.6 Middle East and Africa Animation, VFX & Game Revenue and Growth Rate (2013-2018)

5 NORTH AMERICA ANIMATION, VFX & GAME REVENUE BY COUNTRIES

- 5.1 North America Animation, VFX & Game Revenue by Countries (2013-2018)
- 5.2 USA Animation, VFX & Game Revenue and Growth Rate (2013-2018)
- 5.3 Canada Animation, VFX & Game Revenue and Growth Rate (2013-2018)
- 5.4 Mexico Animation, VFX & Game Revenue and Growth Rate (2013-2018)

6 EUROPE ANIMATION, VFX & GAME REVENUE BY COUNTRIES

- 6.1 Europe Animation, VFX & Game Revenue by Countries (2013-2018)
- 6.2 Germany Animation, VFX & Game Revenue and Growth Rate (2013-2018)
- 6.3 UK Animation, VFX & Game Revenue and Growth Rate (2013-2018)
- 6.4 France Animation, VFX & Game Revenue and Growth Rate (2013-2018)
- 6.5 Russia Animation, VFX & Game Revenue and Growth Rate (2013-2018)
- 6.6 Italy Animation, VFX & Game Revenue and Growth Rate (2013-2018)

7 ASIA-PACIFIC ANIMATION, VFX & GAME REVENUE BY COUNTRIES

- 7.1 Asia-Pacific Animation, VFX & Game Revenue by Countries (2013-2018)
- 7.2 China Animation, VFX & Game Revenue and Growth Rate (2013-2018)
- 7.3 Japan Animation, VFX & Game Revenue and Growth Rate (2013-2018)
- 7.4 Korea Animation, VFX & Game Revenue and Growth Rate (2013-2018)
- 7.5 India Animation, VFX & Game Revenue and Growth Rate (2013-2018)
- 7.6 Southeast Asia Animation, VFX & Game Revenue and Growth Rate (2013-2018)

8 SOUTH AMERICA ANIMATION, VFX & GAME REVENUE BY COUNTRIES

- 8.1 South America Animation, VFX & Game Revenue by Countries (2013-2018)
- 8.2 Brazil Animation, VFX & Game Revenue and Growth Rate (2013-2018)
- 8.3 Argentina Animation, VFX & Game Revenue and Growth Rate (2013-2018)
- 8.4 Colombia Animation, VFX & Game Revenue and Growth Rate (2013-2018)

9 MIDDLE EAST AND AFRICA REVENUE ANIMATION, VFX & GAME BY COUNTRIES

- 9.1 Middle East and Africa Animation, VFX & Game Revenue by Countries (2013-2018)
- 9.2 Saudi Arabia Animation, VFX & Game Revenue and Growth Rate (2013-2018)
- 9.3 UAE Animation, VFX & Game Revenue and Growth Rate (2013-2018)
- 9.4 Egypt Animation, VFX & Game Revenue and Growth Rate (2013-2018)
- 9.5 Nigeria Animation, VFX & Game Revenue and Growth Rate (2013-2018)
- 9.6 South Africa Animation, VFX & Game Revenue and Growth Rate (2013-2018)

10 GLOBAL ANIMATION, VFX & GAME MARKET SEGMENT BY TYPE

- 10.1 Global Animation, VFX & Game Revenue and Market Share by Type (2013-2018)
- 10.2 Global Animation, VFX & Game Market Forecast by Type (2018-2023)
- 10.3 Animation & VFX Revenue Growth Rate (2013-2023)
- 10.4 Game & VFX Revenue Growth Rate (2013-2023)

11 GLOBAL ANIMATION, VFX & GAME MARKET SEGMENT BY APPLICATION

- 11.1 Global Animation, VFX & Game Revenue Market Share by Application (2013-2018)
- 11.2 Animation, VFX & Game Market Forecast by Application (2018-2023)
- 11.3 Anime Revenue Growth (2013-2018)
- 11.4 Film Revenue Growth (2013-2018)
- 11.5 Video Game Revenue Growth (2013-2018)

12 GLOBAL ANIMATION, VFX & GAME MARKET SIZE FORECAST (2018-2023)

- 12.1 Global Animation, VFX & Game Market Size Forecast (2018-2023)
- 12.2 Global Animation, VFX & Game Market Forecast by Regions (2018-2023)
- 12.3 North America Animation, VFX & Game Revenue Market Forecast (2018-2023)
- 12.4 Europe Animation, VFX & Game Revenue Market Forecast (2018-2023)
- 12.5 Asia-Pacific Animation, VFX & Game Revenue Market Forecast (2018-2023)
- 12.6 South America Animation, VFX & Game Revenue Market Forecast (2018-2023)

12.7 Middle East and Africa Animation, VFX & Game Revenue Market Forecast
(2018-2023)

13 RESEARCH FINDINGS AND CONCLUSION

14 APPENDIX

14.1 Methodology

14.2 Data Source

List Of Tables

LIST OF TABLES AND FIGURES

Figure Animation, VFX & Game Picture

Table Product Specifications of Animation, VFX & Game

Table Global Animation, VFX & Game and Revenue (Million USD) Market Split by Product Type

Figure Global Animation, VFX & Game Revenue Market Share by Types in 2017

Figure Animation & VFX Picture

Figure Game & VFX Picture

Table Global Animation, VFX & Game Revenue (Million USD) by Application (2013-2023)

Figure Animation, VFX & Game Revenue Market Share by Applications in 2017

Figure Anime Picture

Figure Film Picture

Figure Video Game Picture

Table Global Market Animation, VFX & Game Revenue (Million USD) Comparison by Regions 2013-2023

Figure North America Animation, VFX & Game Revenue (Million USD) and Growth Rate (2013-2023)

Figure Europe Animation, VFX & Game Revenue (Million USD) and Growth Rate (2013-2023)

Figure Asia-Pacific Animation, VFX & Game Revenue (Million USD) and Growth Rate (2013-2023)

Figure South America Animation, VFX & Game Revenue (Million USD) and Growth Rate (2013-2023)

Figure Middle East and Africa Animation, VFX & Game Revenue (Million USD) and Growth Rate (2013-2023)

Figure Global Animation, VFX & Game Revenue (Million USD) and Growth Rate (2013-2023)

Table Tencent Basic Information, Manufacturing Base and Competitors

Table Tencent Animation, VFX & Game Type and Applications

Table Tencent Animation, VFX & Game Revenue, Gross Margin and Market Share (2016-2017)

Table Sony Basic Information, Manufacturing Base and Competitors

Table Sony Animation, VFX & Game Type and Applications

Table Sony Animation, VFX & Game Revenue, Gross Margin and Market Share (2016-2017)

Table Activision Blizzard Basic Information, Manufacturing Base and Competitors

Table Activision Blizzard Animation, VFX & Game Type and Applications

Table Activision Blizzard Animation, VFX & Game Revenue, Gross Margin and Market Share (2016-2017)

Table Microsoft Basic Information, Manufacturing Base and Competitors

Table Microsoft Animation, VFX & Game Type and Applications

Table Microsoft Animation, VFX & Game Revenue, Gross Margin and Market Share (2016-2017)

Table Nintendo Basic Information, Manufacturing Base and Competitors

Table Nintendo Animation, VFX & Game Type and Applications

Table Nintendo Animation, VFX & Game Revenue, Gross Margin and Market Share (2016-2017)

Table Netease Basic Information, Manufacturing Base and Competitors

Table Netease Animation, VFX & Game Type and Applications

Table Netease Animation, VFX & Game Revenue, Gross Margin and Market Share (2016-2017)

Table Walt Disney Animation Studios Basic Information, Manufacturing Base and Competitors

Table Walt Disney Animation Studios Animation, VFX & Game Type and Applications

Table Walt Disney Animation Studios Animation, VFX & Game Revenue, Gross Margin and Market Share (2016-2017)

Table NBCUniversal Basic Information, Manufacturing Base and Competitors

Table NBCUniversal Animation, VFX & Game Type and Applications

Table NBCUniversal Animation, VFX & Game Revenue, Gross Margin and Market Share (2016-2017)

Table Warner Bros Basic Information, Manufacturing Base and Competitors

Table Warner Bros Animation, VFX & Game Type and Applications

Table Warner Bros Animation, VFX & Game Revenue, Gross Margin and Market Share (2016-2017)

Table Framestore Basic Information, Manufacturing Base and Competitors

Table Framestore Animation, VFX & Game Type and Applications

Table Framestore Animation, VFX & Game Revenue, Gross Margin and Market Share (2016-2017)

Table TOEI ANIMATION Basic Information, Manufacturing Base and Competitors

Table TOEI ANIMATION Animation, VFX & Game Type and Applications

Table TOEI ANIMATION Animation, VFX & Game Revenue, Gross Margin and Market Share (2016-2017)

Table Global Animation, VFX & Game Revenue (Million USD) by Players (2013-2018)

Table Global Animation, VFX & Game Revenue Share by Players (2013-2018)

Figure Global Animation, VFX & Game Revenue Share by Players in 2016

Figure Global Animation, VFX & Game Revenue Share by Players in 2017

Figure Global Top 5 Players Animation, VFX & Game Revenue Market Share in 2017

Figure Global Top 10 Players Animation, VFX & Game Revenue Market Share in 2017

Figure Global Animation, VFX & Game Revenue (Million USD) and Growth Rate (%) (2013-2018)

Table Global Animation, VFX & Game Revenue (Million USD) by Regions (2013-2018)

Table Global Animation, VFX & Game Revenue Market Share by Regions (2013-2018)

Figure Global Animation, VFX & Game Revenue Market Share by Regions (2013-2018)

Figure Global Animation, VFX & Game Revenue Market Share by Regions in 2017

Figure North America Animation, VFX & Game Revenue and Growth Rate (2013-2018)

Figure Europe Animation, VFX & Game Revenue and Growth Rate (2013-2018)

Figure Asia-Pacific Animation, VFX & Game Revenue and Growth Rate (2013-2018)

Figure South America Animation, VFX & Game Revenue and Growth Rate (2013-2018)

Figure Middle East and Africa Animation, VFX & Game Revenue and Growth Rate (2013-2018)

Table North America Animation, VFX & Game Revenue by Countries (2013-2018)

Table North America Animation, VFX & Game Revenue Market Share by Countries (2013-2018)

Figure North America Animation, VFX & Game Revenue Market Share by Countries (2013-2018)

Figure North America Animation, VFX & Game Revenue Market Share by Countries in 2017

Figure USA Animation, VFX & Game Revenue and Growth Rate (2013-2018)

Figure Canada Animation, VFX & Game Revenue and Growth Rate (2013-2018)

Figure Mexico Animation, VFX & Game Revenue and Growth Rate (2013-2018)

Table Europe Animation, VFX & Game Revenue (Million USD) by Countries (2013-2018)

Figure Europe Animation, VFX & Game Revenue Market Share by Countries (2013-2018)

Figure Europe Animation, VFX & Game Revenue Market Share by Countries in 2017

Figure Germany Animation, VFX & Game Revenue and Growth Rate (2013-2018)

Figure UK Animation, VFX & Game Revenue and Growth Rate (2013-2018)

Figure France Animation, VFX & Game Revenue and Growth Rate (2013-2018)

Figure Russia Animation, VFX & Game Revenue and Growth Rate (2013-2018)

Figure Italy Animation, VFX & Game Revenue and Growth Rate (2013-2018)

Table Asia-Pacific Animation, VFX & Game Revenue (Million USD) by Countries (2013-2018)

Figure Asia-Pacific Animation, VFX & Game Revenue Market Share by Countries

(2013-2018)

Figure Asia-Pacific Animation, VFX & Game Revenue Market Share by Countries in 2017

Figure China Animation, VFX & Game Revenue and Growth Rate (2013-2018)

Figure Japan Animation, VFX & Game Revenue and Growth Rate (2013-2018)

Figure Korea Animation, VFX & Game Revenue and Growth Rate (2013-2018)

Figure India Animation, VFX & Game Revenue and Growth Rate (2013-2018)

Figure Southeast Asia Animation, VFX & Game Revenue and Growth Rate (2013-2018)

Table South America Animation, VFX & Game Revenue by Countries (2013-2018)

Table South America Animation, VFX & Game Revenue Market Share by Countries (2013-2018)

Figure South America Animation, VFX & Game Revenue Market Share by Countries (2013-2018)

Figure South America Animation, VFX & Game Revenue Market Share by Countries in 2017

Figure Brazil Animation, VFX & Game Revenue and Growth Rate (2013-2018)

Figure Argentina Animation, VFX & Game Revenue and Growth Rate (2013-2018)

Figure Colombia Animation, VFX & Game Revenue and Growth Rate (2013-2018)

Table Middle East and Africa Animation, VFX & Game Revenue (Million USD) by Countries (2013-2018)

Table Middle East and Africa Animation, VFX & Game Revenue Market Share by Countries (2013-2018)

Figure Middle East and Africa Animation, VFX & Game Revenue Market Share by Countries (2013-2018)

Figure Middle East and Africa Animation, VFX & Game Revenue Market Share by Countries in 2017

Figure Saudi Arabia Animation, VFX & Game Revenue and Growth Rate (2013-2018)

Figure UAE Animation, VFX & Game Revenue and Growth Rate (2013-2018)

Figure Egypt Animation, VFX & Game Revenue and Growth Rate (2013-2018)

Figure Nigeria Animation, VFX & Game Revenue and Growth Rate (2013-2018)

Figure South Africa Animation, VFX & Game Revenue and Growth Rate (2013-2018)

Table Global Animation, VFX & Game Revenue (Million USD) by Type (2013-2018)

Table Global Animation, VFX & Game Revenue Share by Type (2013-2018)

Figure Global Animation, VFX & Game Revenue Share by Type (2013-2018)

Figure Global Animation, VFX & Game Revenue Share by Type in 2017

Table Global Animation, VFX & Game Revenue Forecast by Type (2018-2023)

Figure Global Animation, VFX & Game Market Share Forecast by Type (2018-2023)

Figure Global Animation & VFX Revenue Growth Rate (2013-2018)

Figure Global Game & VFX Revenue Growth Rate (2013-2018)

Table Global Animation, VFX & Game Revenue by Application (2013-2018)
Table Global Animation, VFX & Game Revenue Share by Application (2013-2018)
Figure Global Animation, VFX & Game Revenue Share by Application (2013-2018)
Figure Global Animation, VFX & Game Revenue Share by Application in 2017
Table Global Animation, VFX & Game Revenue Forecast by Application (2018-2023)
Figure Global Animation, VFX & Game Market Share Forecast by Application (2018-2023)
Figure Global Anime Revenue Growth Rate (2013-2018)
Figure Global Film Revenue Growth Rate (2013-2018)
Figure Global Video Game Revenue Growth Rate (2013-2018)
Figure Global Animation, VFX & Game Revenue (Million USD) and Growth Rate Forecast (2018 -2023)
Table Global Animation, VFX & Game Revenue (Million USD) Forecast by Regions (2018-2023)
Figure Global Animation, VFX & Game Revenue Market Share Forecast by Regions (2018-2023)
Figure North America Animation, VFX & Game Revenue Market Forecast (2018-2023)
Figure Europe Animation, VFX & Game Revenue Market Forecast (2018-2023)
Figure Asia-Pacific Animation, VFX & Game Revenue Market Forecast (2018-2023)
Figure South America Animation, VFX & Game Revenue Market Forecast (2018-2023)
Figure Middle East and Africa Animation, VFX & Game Revenue Market Forecast (2018-2023)

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