

Global Animation, VFX & Game Market 2024 by Company, Regions, Type and Application, Forecast to 2030

<https://marketpublishers.com/r/GB377262574AEN.html>

Date: January 2024

Pages: 110

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

ID: GB377262574AEN

Abstracts

According to our (Global Info Research) latest study, the global Animation, VFX & Game market size was valued at USD 442960 million in 2023 and is forecast to a readjusted size of USD 543560 million by 2030 with a CAGR of 3.0% during review period.

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.

China is the largest market with about 26% market share. United States is follower, accounting for about 22% market share.

The key players are Tencent, Sony, Activision Blizzard, Microsoft, Nintendo, Netease, Walt Disney Animation Studios, NBCUniversal, Warner Bros, Framestore, TOEI ANIMATION etc. Top 5 companies occupied about 13% market share.

The Global Info Research report includes an overview of the development of the Animation, VFX & Game industry chain, the market status of Anime (Animation & VFX, Game & VFX), Film (Animation & VFX, Game & VFX), and key enterprises in developed

and developing market, and analysed the cutting-edge technology, patent, hot applications and market trends of Animation, VFX & Game.

Regionally, the report analyzes the Animation, VFX & Game 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, VFX & Game market, with robust domestic demand, supportive policies, and a strong manufacturing base.

Key Features:

The report presents comprehensive understanding of the Animation, VFX & Game 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, VFX & Game 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., Animation & VFX, Game & VFX).

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, VFX & Game market.

Regional Analysis: The report involves examining the Animation, VFX & Game 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, VFX & Game 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, VFX & Game:

Company Analysis: Report covers individual Animation, VFX & Game 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, VFX & Game. This may involve surveys, interviews, and analysis of consumer reviews and feedback from different by Application (Anime, Film).

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

Competitive Landscape: By analyzing individual companies, suppliers, and consumers, the report presents insights into the competitive landscape of the Animation, VFX & Game 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, VFX & Game market is split by Type and by Application. For the period 2019-2030, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of value.

Market segment by Type

Animation & VFX

Game & VFX

Market segment by Application

Anime

Film

Video Game

Market segment by players, 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, 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, VFX & Game product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Animation, VFX & Game, with revenue, gross margin and global market share of Animation, VFX & Game from 2019 to 2024.

Chapter 3, the Animation, VFX & Game 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 2019 to 2030.

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 2019 to 2024. and Animation, VFX & Game market forecast, by regions, type and application, with consumption value, from 2025 to 2030.

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, VFX & Game.

Chapter 13, to describe Animation, VFX & Game research findings and conclusion.

Contents

1 MARKET OVERVIEW

1.1 Product Overview and Scope of Animation, VFX & Game

1.2 Market Estimation Caveats and Base Year

1.3 Classification of Animation, VFX & Game by Type

1.3.1 Overview: Global Animation, VFX & Game Market Size by Type: 2019 Versus 2023 Versus 2030

1.3.2 Global Animation, VFX & Game Consumption Value Market Share by Type in 2023

1.3.3 Animation & VFX

1.3.4 Game & VFX

1.4 Global Animation, VFX & Game Market by Application

1.4.1 Overview: Global Animation, VFX & Game Market Size by Application: 2019 Versus 2023 Versus 2030

1.4.2 Anime

1.4.3 Film

1.4.4 Video Game

1.5 Global Animation, VFX & Game Market Size & Forecast

1.6 Global Animation, VFX & Game Market Size and Forecast by Region

1.6.1 Global Animation, VFX & Game Market Size by Region: 2019 VS 2023 VS 2030

1.6.2 Global Animation, VFX & Game Market Size by Region, (2019-2030)

1.6.3 North America Animation, VFX & Game Market Size and Prospect (2019-2030)

1.6.4 Europe Animation, VFX & Game Market Size and Prospect (2019-2030)

1.6.5 Asia-Pacific Animation, VFX & Game Market Size and Prospect (2019-2030)

1.6.6 South America Animation, VFX & Game Market Size and Prospect (2019-2030)

1.6.7 Middle East and Africa Animation, VFX & Game Market Size and Prospect (2019-2030)

2 COMPANY PROFILES

2.1 Tencent

2.1.1 Tencent Details

2.1.2 Tencent Major Business

2.1.3 Tencent Animation, VFX & Game Product and Solutions

2.1.4 Tencent Animation, VFX & Game Revenue, Gross Margin and Market Share (2019-2024)

2.1.5 Tencent Recent Developments and Future Plans

2.2 Sony

2.2.1 Sony Details

2.2.2 Sony Major Business

2.2.3 Sony Animation, VFX & Game Product and Solutions

2.2.4 Sony Animation, VFX & Game Revenue, Gross Margin and Market Share (2019-2024)

2.2.5 Sony Recent Developments and Future Plans

2.3 Activision Blizzard

2.3.1 Activision Blizzard Details

2.3.2 Activision Blizzard Major Business

2.3.3 Activision Blizzard Animation, VFX & Game Product and Solutions

2.3.4 Activision Blizzard Animation, VFX & Game Revenue, Gross Margin and Market Share (2019-2024)

2.3.5 Activision Blizzard Recent Developments and Future Plans

2.4 Microsoft

2.4.1 Microsoft Details

2.4.2 Microsoft Major Business

2.4.3 Microsoft Animation, VFX & Game Product and Solutions

2.4.4 Microsoft Animation, VFX & Game Revenue, Gross Margin and Market Share (2019-2024)

2.4.5 Microsoft Recent Developments and Future Plans

2.5 Nintendo

2.5.1 Nintendo Details

2.5.2 Nintendo Major Business

2.5.3 Nintendo Animation, VFX & Game Product and Solutions

2.5.4 Nintendo Animation, VFX & Game Revenue, Gross Margin and Market Share (2019-2024)

2.5.5 Nintendo Recent Developments and Future Plans

2.6 Netease

2.6.1 Netease Details

2.6.2 Netease Major Business

2.6.3 Netease Animation, VFX & Game Product and Solutions

2.6.4 Netease Animation, VFX & Game Revenue, Gross Margin and Market Share (2019-2024)

2.6.5 Netease Recent Developments and Future Plans

2.7 Walt Disney Animation Studios

2.7.1 Walt Disney Animation Studios Details

2.7.2 Walt Disney Animation Studios Major Business

2.7.3 Walt Disney Animation Studios Animation, VFX & Game Product and Solutions

2.7.4 Walt Disney Animation Studios Animation, VFX & Game Revenue, Gross Margin and Market Share (2019-2024)

2.7.5 Walt Disney Animation Studios Recent Developments and Future Plans

2.8 NBCUniversal

2.8.1 NBCUniversal Details

2.8.2 NBCUniversal Major Business

2.8.3 NBCUniversal Animation, VFX & Game Product and Solutions

2.8.4 NBCUniversal Animation, VFX & Game Revenue, Gross Margin and Market Share (2019-2024)

2.8.5 NBCUniversal Recent Developments and Future Plans

2.9 Warner Bros

2.9.1 Warner Bros Details

2.9.2 Warner Bros Major Business

2.9.3 Warner Bros Animation, VFX & Game Product and Solutions

2.9.4 Warner Bros Animation, VFX & Game Revenue, Gross Margin and Market Share (2019-2024)

2.9.5 Warner Bros Recent Developments and Future Plans

2.10 Framestore

2.10.1 Framestore Details

2.10.2 Framestore Major Business

2.10.3 Framestore Animation, VFX & Game Product and Solutions

2.10.4 Framestore Animation, VFX & Game Revenue, Gross Margin and Market Share (2019-2024)

2.10.5 Framestore Recent Developments and Future Plans

2.11 TOEI ANIMATION

2.11.1 TOEI ANIMATION Details

2.11.2 TOEI ANIMATION Major Business

2.11.3 TOEI ANIMATION Animation, VFX & Game Product and Solutions

2.11.4 TOEI ANIMATION Animation, VFX & Game Revenue, Gross Margin and Market Share (2019-2024)

2.11.5 TOEI ANIMATION Recent Developments and Future Plans

3 MARKET COMPETITION, BY PLAYERS

3.1 Global Animation, VFX & Game Revenue and Share by Players (2019-2024)

3.2 Market Share Analysis (2023)

3.2.1 Market Share of Animation, VFX & Game by Company Revenue

3.2.2 Top 3 Animation, VFX & Game Players Market Share in 2023

3.2.3 Top 6 Animation, VFX & Game Players Market Share in 2023

- 3.3 Animation, VFX & Game Market: Overall Company Footprint Analysis
 - 3.3.1 Animation, VFX & Game Market: Region Footprint
 - 3.3.2 Animation, VFX & Game Market: Company Product Type Footprint
 - 3.3.3 Animation, VFX & Game 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, VFX & Game Consumption Value and Market Share by Type (2019-2024)
- 4.2 Global Animation, VFX & Game Market Forecast by Type (2025-2030)

5 MARKET SIZE SEGMENT BY APPLICATION

- 5.1 Global Animation, VFX & Game Consumption Value Market Share by Application (2019-2024)
- 5.2 Global Animation, VFX & Game Market Forecast by Application (2025-2030)

6 NORTH AMERICA

- 6.1 North America Animation, VFX & Game Consumption Value by Type (2019-2030)
- 6.2 North America Animation, VFX & Game Consumption Value by Application (2019-2030)
- 6.3 North America Animation, VFX & Game Market Size by Country
 - 6.3.1 North America Animation, VFX & Game Consumption Value by Country (2019-2030)
 - 6.3.2 United States Animation, VFX & Game Market Size and Forecast (2019-2030)
 - 6.3.3 Canada Animation, VFX & Game Market Size and Forecast (2019-2030)
 - 6.3.4 Mexico Animation, VFX & Game Market Size and Forecast (2019-2030)

7 EUROPE

- 7.1 Europe Animation, VFX & Game Consumption Value by Type (2019-2030)
- 7.2 Europe Animation, VFX & Game Consumption Value by Application (2019-2030)
- 7.3 Europe Animation, VFX & Game Market Size by Country
 - 7.3.1 Europe Animation, VFX & Game Consumption Value by Country (2019-2030)
 - 7.3.2 Germany Animation, VFX & Game Market Size and Forecast (2019-2030)
 - 7.3.3 France Animation, VFX & Game Market Size and Forecast (2019-2030)

- 7.3.4 United Kingdom Animation, VFX & Game Market Size and Forecast (2019-2030)
- 7.3.5 Russia Animation, VFX & Game Market Size and Forecast (2019-2030)
- 7.3.6 Italy Animation, VFX & Game Market Size and Forecast (2019-2030)

8 ASIA-PACIFIC

- 8.1 Asia-Pacific Animation, VFX & Game Consumption Value by Type (2019-2030)
- 8.2 Asia-Pacific Animation, VFX & Game Consumption Value by Application (2019-2030)
- 8.3 Asia-Pacific Animation, VFX & Game Market Size by Region
 - 8.3.1 Asia-Pacific Animation, VFX & Game Consumption Value by Region (2019-2030)
 - 8.3.2 China Animation, VFX & Game Market Size and Forecast (2019-2030)
 - 8.3.3 Japan Animation, VFX & Game Market Size and Forecast (2019-2030)
 - 8.3.4 South Korea Animation, VFX & Game Market Size and Forecast (2019-2030)
 - 8.3.5 India Animation, VFX & Game Market Size and Forecast (2019-2030)
 - 8.3.6 Southeast Asia Animation, VFX & Game Market Size and Forecast (2019-2030)
 - 8.3.7 Australia Animation, VFX & Game Market Size and Forecast (2019-2030)

9 SOUTH AMERICA

- 9.1 South America Animation, VFX & Game Consumption Value by Type (2019-2030)
- 9.2 South America Animation, VFX & Game Consumption Value by Application (2019-2030)
- 9.3 South America Animation, VFX & Game Market Size by Country
 - 9.3.1 South America Animation, VFX & Game Consumption Value by Country (2019-2030)
 - 9.3.2 Brazil Animation, VFX & Game Market Size and Forecast (2019-2030)
 - 9.3.3 Argentina Animation, VFX & Game Market Size and Forecast (2019-2030)

10 MIDDLE EAST & AFRICA

- 10.1 Middle East & Africa Animation, VFX & Game Consumption Value by Type (2019-2030)
- 10.2 Middle East & Africa Animation, VFX & Game Consumption Value by Application (2019-2030)
- 10.3 Middle East & Africa Animation, VFX & Game Market Size by Country
 - 10.3.1 Middle East & Africa Animation, VFX & Game Consumption Value by Country (2019-2030)
 - 10.3.2 Turkey Animation, VFX & Game Market Size and Forecast (2019-2030)

10.3.3 Saudi Arabia Animation, VFX & Game Market Size and Forecast (2019-2030)

10.3.4 UAE Animation, VFX & Game Market Size and Forecast (2019-2030)

11 MARKET DYNAMICS

11.1 Animation, VFX & Game Market Drivers

11.2 Animation, VFX & Game Market Restraints

11.3 Animation, VFX & Game 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, VFX & Game Industry Chain

12.2 Animation, VFX & Game Upstream Analysis

12.3 Animation, VFX & Game Midstream Analysis

12.4 Animation, VFX & Game 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, VFX & Game Consumption Value by Type, (USD Million), 2019 & 2023 & 2030

Table 2. Global Animation, VFX & Game Consumption Value by Application, (USD Million), 2019 & 2023 & 2030

Table 3. Global Animation, VFX & Game Consumption Value by Region (2019-2024) & (USD Million)

Table 4. Global Animation, VFX & Game Consumption Value by Region (2025-2030) & (USD Million)

Table 5. Tencent Company Information, Head Office, and Major Competitors

Table 6. Tencent Major Business

Table 7. Tencent Animation, VFX & Game Product and Solutions

Table 8. Tencent Animation, VFX & Game Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 9. Tencent Recent Developments and Future Plans

Table 10. Sony Company Information, Head Office, and Major Competitors

Table 11. Sony Major Business

Table 12. Sony Animation, VFX & Game Product and Solutions

Table 13. Sony Animation, VFX & Game Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 14. Sony Recent Developments and Future Plans

Table 15. Activision Blizzard Company Information, Head Office, and Major Competitors

Table 16. Activision Blizzard Major Business

Table 17. Activision Blizzard Animation, VFX & Game Product and Solutions

Table 18. Activision Blizzard Animation, VFX & Game Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 19. Activision Blizzard Recent Developments and Future Plans

Table 20. Microsoft Company Information, Head Office, and Major Competitors

Table 21. Microsoft Major Business

Table 22. Microsoft Animation, VFX & Game Product and Solutions

Table 23. Microsoft Animation, VFX & Game Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 24. Microsoft Recent Developments and Future Plans

Table 25. Nintendo Company Information, Head Office, and Major Competitors

Table 26. Nintendo Major Business

Table 27. Nintendo Animation, VFX & Game Product and Solutions

- Table 28. Nintendo Animation, VFX & Game Revenue (USD Million), Gross Margin and Market Share (2019-2024)
- Table 29. Nintendo Recent Developments and Future Plans
- Table 30. Netease Company Information, Head Office, and Major Competitors
- Table 31. Netease Major Business
- Table 32. Netease Animation, VFX & Game Product and Solutions
- Table 33. Netease Animation, VFX & Game Revenue (USD Million), Gross Margin and Market Share (2019-2024)
- Table 34. Netease Recent Developments and Future Plans
- Table 35. Walt Disney Animation Studios Company Information, Head Office, and Major Competitors
- Table 36. Walt Disney Animation Studios Major Business
- Table 37. Walt Disney Animation Studios Animation, VFX & Game Product and Solutions
- Table 38. Walt Disney Animation Studios Animation, VFX & Game Revenue (USD Million), Gross Margin and Market Share (2019-2024)
- Table 39. Walt Disney Animation Studios Recent Developments and Future Plans
- Table 40. NBCUniversal Company Information, Head Office, and Major Competitors
- Table 41. NBCUniversal Major Business
- Table 42. NBCUniversal Animation, VFX & Game Product and Solutions
- Table 43. NBCUniversal Animation, VFX & Game Revenue (USD Million), Gross Margin and Market Share (2019-2024)
- Table 44. NBCUniversal Recent Developments and Future Plans
- Table 45. Warner Bros Company Information, Head Office, and Major Competitors
- Table 46. Warner Bros Major Business
- Table 47. Warner Bros Animation, VFX & Game Product and Solutions
- Table 48. Warner Bros Animation, VFX & Game Revenue (USD Million), Gross Margin and Market Share (2019-2024)
- Table 49. Warner Bros Recent Developments and Future Plans
- Table 50. Framestore Company Information, Head Office, and Major Competitors
- Table 51. Framestore Major Business
- Table 52. Framestore Animation, VFX & Game Product and Solutions
- Table 53. Framestore Animation, VFX & Game Revenue (USD Million), Gross Margin and Market Share (2019-2024)
- Table 54. Framestore Recent Developments and Future Plans
- Table 55. TOEI ANIMATION Company Information, Head Office, and Major Competitors
- Table 56. TOEI ANIMATION Major Business
- Table 57. TOEI ANIMATION Animation, VFX & Game Product and Solutions
- Table 58. TOEI ANIMATION Animation, VFX & Game Revenue (USD Million), Gross

Margin and Market Share (2019-2024)

Table 59. TOEI ANIMATION Recent Developments and Future Plans

Table 60. Global Animation, VFX & Game Revenue (USD Million) by Players (2019-2024)

Table 61. Global Animation, VFX & Game Revenue Share by Players (2019-2024)

Table 62. Breakdown of Animation, VFX & Game by Company Type (Tier 1, Tier 2, and Tier 3)

Table 63. Market Position of Players in Animation, VFX & Game, (Tier 1, Tier 2, and Tier 3), Based on Revenue in 2023

Table 64. Head Office of Key Animation, VFX & Game Players

Table 65. Animation, VFX & Game Market: Company Product Type Footprint

Table 66. Animation, VFX & Game Market: Company Product Application Footprint

Table 67. Animation, VFX & Game New Market Entrants and Barriers to Market Entry

Table 68. Animation, VFX & Game Mergers, Acquisition, Agreements, and Collaborations

Table 69. Global Animation, VFX & Game Consumption Value (USD Million) by Type (2019-2024)

Table 70. Global Animation, VFX & Game Consumption Value Share by Type (2019-2024)

Table 71. Global Animation, VFX & Game Consumption Value Forecast by Type (2025-2030)

Table 72. Global Animation, VFX & Game Consumption Value by Application (2019-2024)

Table 73. Global Animation, VFX & Game Consumption Value Forecast by Application (2025-2030)

Table 74. North America Animation, VFX & Game Consumption Value by Type (2019-2024) & (USD Million)

Table 75. North America Animation, VFX & Game Consumption Value by Type (2025-2030) & (USD Million)

Table 76. North America Animation, VFX & Game Consumption Value by Application (2019-2024) & (USD Million)

Table 77. North America Animation, VFX & Game Consumption Value by Application (2025-2030) & (USD Million)

Table 78. North America Animation, VFX & Game Consumption Value by Country (2019-2024) & (USD Million)

Table 79. North America Animation, VFX & Game Consumption Value by Country (2025-2030) & (USD Million)

Table 80. Europe Animation, VFX & Game Consumption Value by Type (2019-2024) & (USD Million)

Table 81. Europe Animation, VFX & Game Consumption Value by Type (2025-2030) & (USD Million)

Table 82. Europe Animation, VFX & Game Consumption Value by Application (2019-2024) & (USD Million)

Table 83. Europe Animation, VFX & Game Consumption Value by Application (2025-2030) & (USD Million)

Table 84. Europe Animation, VFX & Game Consumption Value by Country (2019-2024) & (USD Million)

Table 85. Europe Animation, VFX & Game Consumption Value by Country (2025-2030) & (USD Million)

Table 86. Asia-Pacific Animation, VFX & Game Consumption Value by Type (2019-2024) & (USD Million)

Table 87. Asia-Pacific Animation, VFX & Game Consumption Value by Type (2025-2030) & (USD Million)

Table 88. Asia-Pacific Animation, VFX & Game Consumption Value by Application (2019-2024) & (USD Million)

Table 89. Asia-Pacific Animation, VFX & Game Consumption Value by Application (2025-2030) & (USD Million)

Table 90. Asia-Pacific Animation, VFX & Game Consumption Value by Region (2019-2024) & (USD Million)

Table 91. Asia-Pacific Animation, VFX & Game Consumption Value by Region (2025-2030) & (USD Million)

Table 92. South America Animation, VFX & Game Consumption Value by Type (2019-2024) & (USD Million)

Table 93. South America Animation, VFX & Game Consumption Value by Type (2025-2030) & (USD Million)

Table 94. South America Animation, VFX & Game Consumption Value by Application (2019-2024) & (USD Million)

Table 95. South America Animation, VFX & Game Consumption Value by Application (2025-2030) & (USD Million)

Table 96. South America Animation, VFX & Game Consumption Value by Country (2019-2024) & (USD Million)

Table 97. South America Animation, VFX & Game Consumption Value by Country (2025-2030) & (USD Million)

Table 98. Middle East & Africa Animation, VFX & Game Consumption Value by Type (2019-2024) & (USD Million)

Table 99. Middle East & Africa Animation, VFX & Game Consumption Value by Type (2025-2030) & (USD Million)

Table 100. Middle East & Africa Animation, VFX & Game Consumption Value by

Application (2019-2024) & (USD Million)

Table 101. Middle East & Africa Animation, VFX & Game Consumption Value by Application (2025-2030) & (USD Million)

Table 102. Middle East & Africa Animation, VFX & Game Consumption Value by Country (2019-2024) & (USD Million)

Table 103. Middle East & Africa Animation, VFX & Game Consumption Value by Country (2025-2030) & (USD Million)

Table 104. Animation, VFX & Game Raw Material

Table 105. Key Suppliers of Animation, VFX & Game Raw Materials

List Of Figures

LIST OF FIGURES

Figure 1. Animation, VFX & Game Picture

Figure 2. Global Animation, VFX & Game Consumption Value by Type, (USD Million), 2019 & 2023 & 2030

Figure 3. Global Animation, VFX & Game Consumption Value Market Share by Type in 2023

Figure 4. Animation & VFX

Figure 5. Game & VFX

Figure 6. Global Animation, VFX & Game Consumption Value by Type, (USD Million), 2019 & 2023 & 2030

Figure 7. Animation, VFX & Game Consumption Value Market Share by Application in 2023

Figure 8. Anime Picture

Figure 9. Film Picture

Figure 10. Video Game Picture

Figure 11. Global Animation, VFX & Game Consumption Value, (USD Million): 2019 & 2023 & 2030

Figure 12. Global Animation, VFX & Game Consumption Value and Forecast (2019-2030) & (USD Million)

Figure 13. Global Market Animation, VFX & Game Consumption Value (USD Million) Comparison by Region (2019 & 2023 & 2030)

Figure 14. Global Animation, VFX & Game Consumption Value Market Share by Region (2019-2030)

Figure 15. Global Animation, VFX & Game Consumption Value Market Share by Region in 2023

Figure 16. North America Animation, VFX & Game Consumption Value (2019-2030) & (USD Million)

Figure 17. Europe Animation, VFX & Game Consumption Value (2019-2030) & (USD Million)

Figure 18. Asia-Pacific Animation, VFX & Game Consumption Value (2019-2030) & (USD Million)

Figure 19. South America Animation, VFX & Game Consumption Value (2019-2030) & (USD Million)

Figure 20. Middle East and Africa Animation, VFX & Game Consumption Value (2019-2030) & (USD Million)

Figure 21. Global Animation, VFX & Game Revenue Share by Players in 2023

Figure 22. Animation, VFX & Game Market Share by Company Type (Tier 1, Tier 2 and Tier 3) in 2023

Figure 23. Global Top 3 Players Animation, VFX & Game Market Share in 2023

Figure 24. Global Top 6 Players Animation, VFX & Game Market Share in 2023

Figure 25. Global Animation, VFX & Game Consumption Value Share by Type (2019-2024)

Figure 26. Global Animation, VFX & Game Market Share Forecast by Type (2025-2030)

Figure 27. Global Animation, VFX & Game Consumption Value Share by Application (2019-2024)

Figure 28. Global Animation, VFX & Game Market Share Forecast by Application (2025-2030)

Figure 29. North America Animation, VFX & Game Consumption Value Market Share by Type (2019-2030)

Figure 30. North America Animation, VFX & Game Consumption Value Market Share by Application (2019-2030)

Figure 31. North America Animation, VFX & Game Consumption Value Market Share by Country (2019-2030)

Figure 32. United States Animation, VFX & Game Consumption Value (2019-2030) & (USD Million)

Figure 33. Canada Animation, VFX & Game Consumption Value (2019-2030) & (USD Million)

Figure 34. Mexico Animation, VFX & Game Consumption Value (2019-2030) & (USD Million)

Figure 35. Europe Animation, VFX & Game Consumption Value Market Share by Type (2019-2030)

Figure 36. Europe Animation, VFX & Game Consumption Value Market Share by Application (2019-2030)

Figure 37. Europe Animation, VFX & Game Consumption Value Market Share by Country (2019-2030)

Figure 38. Germany Animation, VFX & Game Consumption Value (2019-2030) & (USD Million)

Figure 39. France Animation, VFX & Game Consumption Value (2019-2030) & (USD Million)

Figure 40. United Kingdom Animation, VFX & Game Consumption Value (2019-2030) & (USD Million)

Figure 41. Russia Animation, VFX & Game Consumption Value (2019-2030) & (USD Million)

Figure 42. Italy Animation, VFX & Game Consumption Value (2019-2030) & (USD Million)

Figure 43. Asia-Pacific Animation, VFX & Game Consumption Value Market Share by Type (2019-2030)

Figure 44. Asia-Pacific Animation, VFX & Game Consumption Value Market Share by Application (2019-2030)

Figure 45. Asia-Pacific Animation, VFX & Game Consumption Value Market Share by Region (2019-2030)

Figure 46. China Animation, VFX & Game Consumption Value (2019-2030) & (USD Million)

Figure 47. Japan Animation, VFX & Game Consumption Value (2019-2030) & (USD Million)

Figure 48. South Korea Animation, VFX & Game Consumption Value (2019-2030) & (USD Million)

Figure 49. India Animation, VFX & Game Consumption Value (2019-2030) & (USD Million)

Figure 50. Southeast Asia Animation, VFX & Game Consumption Value (2019-2030) & (USD Million)

Figure 51. Australia Animation, VFX & Game Consumption Value (2019-2030) & (USD Million)

Figure 52. South America Animation, VFX & Game Consumption Value Market Share by Type (2019-2030)

Figure 53. South America Animation, VFX & Game Consumption Value Market Share by Application (2019-2030)

Figure 54. South America Animation, VFX & Game Consumption Value Market Share by Country (2019-2030)

Figure 55. Brazil Animation, VFX & Game Consumption Value (2019-2030) & (USD Million)

Figure 56. Argentina Animation, VFX & Game Consumption Value (2019-2030) & (USD Million)

Figure 57. Middle East and Africa Animation, VFX & Game Consumption Value Market Share by Type (2019-2030)

Figure 58. Middle East and Africa Animation, VFX & Game Consumption Value Market Share by Application (2019-2030)

Figure 59. Middle East and Africa Animation, VFX & Game Consumption Value Market Share by Country (2019-2030)

Figure 60. Turkey Animation, VFX & Game Consumption Value (2019-2030) & (USD Million)

Figure 61. Saudi Arabia Animation, VFX & Game Consumption Value (2019-2030) & (USD Million)

Figure 62. UAE Animation, VFX & Game Consumption Value (2019-2030) & (USD

Million)

Figure 63. Animation, VFX & Game Market Drivers

Figure 64. Animation, VFX & Game Market Restraints

Figure 65. Animation, VFX & Game Market Trends

Figure 66. Porters Five Forces Analysis

Figure 67. Manufacturing Cost Structure Analysis of Animation, VFX & Game in 2023

Figure 68. Manufacturing Process Analysis of Animation, VFX & Game

Figure 69. Animation, VFX & Game Industrial Chain

Figure 70. Methodology

Figure 71. Research Process and Data Source

I would like to order

Product name: Global Animation, VFX & Game Market 2024 by Company, Regions, Type and Application, Forecast to 2030

Product link: <https://marketpublishers.com/r/GB377262574AEN.html>

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

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GB377262574AEN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970

