

Global Animation, VFX & Game Market 2025 by Company, Regions, Type and Application, Forecast to 2031

<https://marketpublishers.com/r/GEDF661F37DEEN.html>

Date: June 2025

Pages: 107

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

ID: GEDF661F37DEEN

Abstracts

According to our (Global Info Research) latest study, the global Animation, VFX & Game market size was valued at US\$ 470640 million in 2024 and is forecast to a readjusted size of USD 578560 million by 2031 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.

This report is a detailed and comprehensive analysis for global Animation, VFX & Game 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 Animation, VFX & Game market size and forecasts, in consumption value (\$ Million), 2020-2031

Global Animation, VFX & Game market size and forecasts by region and country, in consumption value (\$ Million), 2020-2031

Global Animation, VFX & Game market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2020-2031

Global Animation, VFX & Game market shares of main players, in revenue (\$ Million), 2020-2025

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 Animation, VFX & Game

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 Animation, VFX & Game 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 Tencent, Sony, Activision Blizzard, Microsoft, Nintendo, Netease, Walt Disney Animation Studios, NBCUniversal, Warner Bros, Framestore, etc.

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

Market segmentation

Animation, VFX & Game market is split by Type and by Application. For the period 2020-2031, 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

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 and Rest of Asia-Pacific)

South America (Brazil, 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 2020 to 2025.

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 by Application, with consumption value and growth rate by Type, by Application, from 2020 to 2031

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 2020 to 2025. and Animation, VFX & Game market forecast, by regions, by Type and by Application, with consumption value, from 2026 to 2031.

Chapter 11, market dynamics, drivers, restraints, trends, 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.

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