

Global Animation Voice Dubbing Service Market 2026 by Company, Regions, Type and Application, Forecast to 2032

<https://marketpublishers.com/r/G850FC107072EN.html>

Date: July 2026

Pages: 136

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

ID: G850FC107072EN

Abstracts

According to our (Global Info Research) latest study, the global Animation Voice Dubbing Service market size was valued at US\$ 3997 million in 2025 and is forecast to a readjusted size of US\$ 7089 million by 2032 with a CAGR of 8.3% during review period.

Animation voice dubbing is a service that provides professional voice acting for characters or narrators in animated works. Voice actors typically perform the voice acting based on the character's personality, the plot's emotions, and the director's requirements. Through recording, editing, and post-production processing, the characters are brought to life. This service is widely used in domestic and international animated films, online animations, game animations, and comic book adaptations, covering Mandarin, dialects, and multilingual dubbing. Additional services such as sound effects matching, voice polishing, and lip-syncing can also be provided upon request.

The animation voice dubbing market has seen continuous growth in recent years, primarily driven by increased global animation content production, international distribution through streaming platforms, and the expansion of the digital entertainment industry. The rapid growth of animated films, series, web animations, short videos, and game CG has significantly increased demand for character voice acting, narration recording, ADR dialogue re-enhancing, and multilingual dubbing. As streaming platforms accelerate their global content deployment, animated works need to simultaneously support multilingual versions and localized dubbing, further propelling the expansion of the international voice production market. Simultaneously, audiences' increasing demands for character expressiveness, emotional delivery, and immersive

experiences have prompted producers to place greater emphasis on professional voice actors, character voice design, and high-quality recording. The development of remote recording, cloud collaboration, and AI voice processing technologies has improved cross-regional production efficiency and global collaborative capabilities. The continued growth of games, virtual idols, metaverse, and interactive entertainment content is constantly expanding the application scenarios for animation voice production, driving the industry towards digitalization, multilingualism, and high quality.

This report is a detailed and comprehensive analysis for global Animation Voice Dubbing Service 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 Voice Dubbing Service market size and forecasts, in consumption value (\$ Million), 2021-2032

Global Animation Voice Dubbing Service market size and forecasts by region and country, in consumption value (\$ Million), 2021-2032

Global Animation Voice Dubbing Service market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2021-2032

Global Animation Voice Dubbing Service market shares of main players, in revenue (\$ Million), 2021-2026

The Primary Objectives in This Report Are:

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

To assess the growth potential for Animation Voice Dubbing Service

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 Voice Dubbing Service 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 Aoni Production, Production Baobab, 81 Produce, Crunchyroll, Iyuno, Bang Zoom Studios, Atlas Oceanic, Ocean Studios, Keywords Studios, Sigma Seven, etc.

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

Market segmentation

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

Market segment by Type

2D Animation

3D Animation

Market segment by Service Content

Dubbing Production

Sound Design

Others

Market segment by Dubbing Type

Character Voice Acting

Narrator/Commentary Voice Acting

Sound Effects Voice Acting

Market segment by Application

Anime Production

Video Game Animation

Others

Market segment by players, this report covers

Aoni Production

Production Baobab

81 Produce

Crunchyroll

Iyuno

Bang Zoom Studios

Atlas Oceanic

Ocean Studios

Keywords Studios

Sigma Seven

Osawa Office

Ken Production

NYAV Post

Studiopolis

Salami Studios

729 Voice Studio

VOICE BEAR studio

TrioPen Studio

JY Animation

Voicegem

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 Voice Dubbing Service product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Animation Voice Dubbing Service, with revenue, gross margin, and global market share of Animation Voice Dubbing

Service from 2021 to 2026.

Chapter 3, the Animation Voice Dubbing Service competitive situation, revenue, and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and by Application, with consumption value and growth rate by Type, by Application, from 2021 to 2032.

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2021 to 2026. and Animation Voice Dubbing Service market forecast, by regions, by Type and by Application, with consumption value, from 2027 to 2032.

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

Chapter 12, the key raw materials and key suppliers, and industry chain of Animation Voice Dubbing Service.

Chapter 13, to describe Animation Voice Dubbing Service research findings and conclusion.

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