

Global Anime Figure Market 2023 by Manufacturers, Regions, Type and Application, Forecast to 2029

<https://marketpublishers.com/r/G8E699453009EN.html>

Date: February 2023

Pages: 114

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

ID: G8E699453009EN

Abstracts

Anime Figures refer to the physical collections of characters and monsters derived from animation and other works.

According to our (Global Info Research) latest study, the global Anime Figure market size was valued at USD million in 2022 and is forecast to a readjusted size of USD million by 2029 with a CAGR of % during review period. The influence of COVID-19 and the Russia-Ukraine War were considered while estimating market sizes.

This report is a detailed and comprehensive analysis for global Anime Figure market. Both quantitative and qualitative analyses are presented by manufacturers, 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 2023, are provided.

Key Features:

Global Anime Figure market size and forecasts, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2018-2029

Global Anime Figure market size and forecasts by region and country, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2018-2029

Global Anime Figure market size and forecasts, by Type and by Application, in

consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2018-2029

Global Anime Figure market shares of main players, shipments in revenue (\$ Million), sales quantity (K Units), and ASP (US\$/Unit), 2018-2023

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 Anime Figure

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 Anime Figure market based on the following parameters - company overview, production, value, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Premium Bandai, Aniplex, Banpresto, Kotobukiya and Kaiyodo, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals, COVID-19 and Russia-Ukraine War Influence.

Market Segmentation

Anime Figure market is split by Type and by Application. For the period 2018-2029, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of volume and value. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Resin

Clay

Other

Market segment by Application

Collect

Commercial

Major players covered

Premium Bandai

Aniplex

Banpresto

Kotobukiya

Kaiyodo

Alter

Good Smile Company

Max Factory

SEGA

Hot Toys

Hobby Max Japan

MegaHouse

Guangdong Audi Animation Toys

Hasbro

JakksPacific

Beijing Dream City

Guangzhou Linkage Creative Culture Technology

Market segment by region, regional analysis covers

North America (United States, Canada and Mexico)

Europe (Germany, France, United Kingdom, Russia, Italy, and Rest of Europe)

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

South America (Brazil, Argentina, Colombia, and Rest of South America)

Middle East & Africa (Saudi Arabia, UAE, Egypt, South Africa, and Rest of Middle East & Africa)

The content of the study subjects, includes a total of 15 chapters:

Chapter 1, to describe Anime Figure product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of Anime Figure, with price, sales, revenue and global market share of Anime Figure from 2018 to 2023.

Chapter 3, the Anime Figure competitive situation, sales quantity, revenue and global market share of top manufacturers are analyzed emphatically by landscape contrast.

Chapter 4, the Anime Figure breakdown data are shown at the regional level, to show the sales quantity, consumption value and growth by regions, from 2018 to 2029.

Chapter 5 and 6, to segment the sales by Type and application, with sales market share and growth rate by type, application, from 2018 to 2029.

Chapter 7, 8, 9, 10 and 11, to break the sales data at the country level, with sales

quantity, consumption value and market share for key countries in the world, from 2017 to 2022. and Anime Figure market forecast, by regions, type and application, with sales and revenue, from 2024 to 2029.

Chapter 12, market dynamics, drivers, restraints, trends, Porters Five Forces analysis, and Influence of COVID-19 and Russia-Ukraine War.

Chapter 13, the key raw materials and key suppliers, and industry chain of Anime Figure.

Chapter 14 and 15, to describe Anime Figure sales channel, distributors, customers, research findings and conclusion.

Contents

1 MARKET OVERVIEW

- 1.1 Product Overview and Scope of Anime Figure
- 1.2 Market Estimation Caveats and Base Year
- 1.3 Market Analysis by Type
 - 1.3.1 Overview: Global Anime Figure Consumption Value by Type: 2018 Versus 2022 Versus 2029
 - 1.3.2 Resin
 - 1.3.3 Clay
 - 1.3.4 Other
- 1.4 Market Analysis by Application
 - 1.4.1 Overview: Global Anime Figure Consumption Value by Application: 2018 Versus 2022 Versus 2029
 - 1.4.2 Collect
 - 1.4.3 Commercial
- 1.5 Global Anime Figure Market Size & Forecast
 - 1.5.1 Global Anime Figure Consumption Value (2018 & 2022 & 2029)
 - 1.5.2 Global Anime Figure Sales Quantity (2018-2029)
 - 1.5.3 Global Anime Figure Average Price (2018-2029)

2 MANUFACTURERS PROFILES

- 2.1 Premium Bandai
 - 2.1.1 Premium Bandai Details
 - 2.1.2 Premium Bandai Major Business
 - 2.1.3 Premium Bandai Anime Figure Product and Services
 - 2.1.4 Premium Bandai Anime Figure Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
 - 2.1.5 Premium Bandai Recent Developments/Updates
- 2.2 Aniplex
 - 2.2.1 Aniplex Details
 - 2.2.2 Aniplex Major Business
 - 2.2.3 Aniplex Anime Figure Product and Services
 - 2.2.4 Aniplex Anime Figure Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
 - 2.2.5 Aniplex Recent Developments/Updates
- 2.3 Banpresto

- 2.3.1 Banpresto Details
- 2.3.2 Banpresto Major Business
- 2.3.3 Banpresto Anime Figure Product and Services
- 2.3.4 Banpresto Anime Figure Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
- 2.3.5 Banpresto Recent Developments/Updates
- 2.4 Kotobukiya
 - 2.4.1 Kotobukiya Details
 - 2.4.2 Kotobukiya Major Business
 - 2.4.3 Kotobukiya Anime Figure Product and Services
 - 2.4.4 Kotobukiya Anime Figure Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
 - 2.4.5 Kotobukiya Recent Developments/Updates
- 2.5 Kaiyodo
 - 2.5.1 Kaiyodo Details
 - 2.5.2 Kaiyodo Major Business
 - 2.5.3 Kaiyodo Anime Figure Product and Services
 - 2.5.4 Kaiyodo Anime Figure Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
 - 2.5.5 Kaiyodo Recent Developments/Updates
- 2.6 Alter
 - 2.6.1 Alter Details
 - 2.6.2 Alter Major Business
 - 2.6.3 Alter Anime Figure Product and Services
 - 2.6.4 Alter Anime Figure Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
 - 2.6.5 Alter Recent Developments/Updates
- 2.7 Good Smile Company
 - 2.7.1 Good Smile Company Details
 - 2.7.2 Good Smile Company Major Business
 - 2.7.3 Good Smile Company Anime Figure Product and Services
 - 2.7.4 Good Smile Company Anime Figure Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
 - 2.7.5 Good Smile Company Recent Developments/Updates
- 2.8 Max Factory
 - 2.8.1 Max Factory Details
 - 2.8.2 Max Factory Major Business
 - 2.8.3 Max Factory Anime Figure Product and Services
 - 2.8.4 Max Factory Anime Figure Sales Quantity, Average Price, Revenue, Gross

Margin and Market Share (2018-2023)

2.8.5 Max Factory Recent Developments/Updates

2.9 SEGA

2.9.1 SEGA Details

2.9.2 SEGA Major Business

2.9.3 SEGA Anime Figure Product and Services

2.9.4 SEGA Anime Figure Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

2.9.5 SEGA Recent Developments/Updates

2.10 Hot Toys

2.10.1 Hot Toys Details

2.10.2 Hot Toys Major Business

2.10.3 Hot Toys Anime Figure Product and Services

2.10.4 Hot Toys Anime Figure Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

2.10.5 Hot Toys Recent Developments/Updates

2.11 Hobby Max Japan

2.11.1 Hobby Max Japan Details

2.11.2 Hobby Max Japan Major Business

2.11.3 Hobby Max Japan Anime Figure Product and Services

2.11.4 Hobby Max Japan Anime Figure Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

2.11.5 Hobby Max Japan Recent Developments/Updates

2.12 MegaHouse

2.12.1 MegaHouse Details

2.12.2 MegaHouse Major Business

2.12.3 MegaHouse Anime Figure Product and Services

2.12.4 MegaHouse Anime Figure Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

2.12.5 MegaHouse Recent Developments/Updates

2.13 Guangdong Audi Animation Toys

2.13.1 Guangdong Audi Animation Toys Details

2.13.2 Guangdong Audi Animation Toys Major Business

2.13.3 Guangdong Audi Animation Toys Anime Figure Product and Services

2.13.4 Guangdong Audi Animation Toys Anime Figure Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

2.13.5 Guangdong Audi Animation Toys Recent Developments/Updates

2.14 Hasbro

2.14.1 Hasbro Details

- 2.14.2 Hasbro Major Business
- 2.14.3 Hasbro Anime Figure Product and Services
- 2.14.4 Hasbro Anime Figure Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
- 2.14.5 Hasbro Recent Developments/Updates
- 2.15 JakksPacific
 - 2.15.1 JakksPacific Details
 - 2.15.2 JakksPacific Major Business
 - 2.15.3 JakksPacific Anime Figure Product and Services
 - 2.15.4 JakksPacific Anime Figure Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
 - 2.15.5 JakksPacific Recent Developments/Updates
- 2.16 Beijing Dream City
 - 2.16.1 Beijing Dream City Details
 - 2.16.2 Beijing Dream City Major Business
 - 2.16.3 Beijing Dream City Anime Figure Product and Services
 - 2.16.4 Beijing Dream City Anime Figure Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
 - 2.16.5 Beijing Dream City Recent Developments/Updates
- 2.17 Guangzhou Linkage Creative Culture Technology
 - 2.17.1 Guangzhou Linkage Creative Culture Technology Details
 - 2.17.2 Guangzhou Linkage Creative Culture Technology Major Business
 - 2.17.3 Guangzhou Linkage Creative Culture Technology Anime Figure Product and Services
 - 2.17.4 Guangzhou Linkage Creative Culture Technology Anime Figure Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
 - 2.17.5 Guangzhou Linkage Creative Culture Technology Recent Developments/Updates

3 COMPETITIVE ENVIRONMENT: ANIME FIGURE BY MANUFACTURER

- 3.1 Global Anime Figure Sales Quantity by Manufacturer (2018-2023)
- 3.2 Global Anime Figure Revenue by Manufacturer (2018-2023)
- 3.3 Global Anime Figure Average Price by Manufacturer (2018-2023)
- 3.4 Market Share Analysis (2022)
 - 3.4.1 Producer Shipments of Anime Figure by Manufacturer Revenue (\$MM) and Market Share (%): 2022
 - 3.4.2 Top 3 Anime Figure Manufacturer Market Share in 2022
 - 3.4.2 Top 6 Anime Figure Manufacturer Market Share in 2022

- 3.5 Anime Figure Market: Overall Company Footprint Analysis
 - 3.5.1 Anime Figure Market: Region Footprint
 - 3.5.2 Anime Figure Market: Company Product Type Footprint
 - 3.5.3 Anime Figure Market: Company Product Application Footprint
- 3.6 New Market Entrants and Barriers to Market Entry
- 3.7 Mergers, Acquisition, Agreements, and Collaborations

4 CONSUMPTION ANALYSIS BY REGION

- 4.1 Global Anime Figure Market Size by Region
 - 4.1.1 Global Anime Figure Sales Quantity by Region (2018-2029)
 - 4.1.2 Global Anime Figure Consumption Value by Region (2018-2029)
 - 4.1.3 Global Anime Figure Average Price by Region (2018-2029)
- 4.2 North America Anime Figure Consumption Value (2018-2029)
- 4.3 Europe Anime Figure Consumption Value (2018-2029)
- 4.4 Asia-Pacific Anime Figure Consumption Value (2018-2029)
- 4.5 South America Anime Figure Consumption Value (2018-2029)
- 4.6 Middle East and Africa Anime Figure Consumption Value (2018-2029)

5 MARKET SEGMENT BY TYPE

- 5.1 Global Anime Figure Sales Quantity by Type (2018-2029)
- 5.2 Global Anime Figure Consumption Value by Type (2018-2029)
- 5.3 Global Anime Figure Average Price by Type (2018-2029)

6 MARKET SEGMENT BY APPLICATION

- 6.1 Global Anime Figure Sales Quantity by Application (2018-2029)
- 6.2 Global Anime Figure Consumption Value by Application (2018-2029)
- 6.3 Global Anime Figure Average Price by Application (2018-2029)

7 NORTH AMERICA

- 7.1 North America Anime Figure Sales Quantity by Type (2018-2029)
- 7.2 North America Anime Figure Sales Quantity by Application (2018-2029)
- 7.3 North America Anime Figure Market Size by Country
 - 7.3.1 North America Anime Figure Sales Quantity by Country (2018-2029)
 - 7.3.2 North America Anime Figure Consumption Value by Country (2018-2029)
 - 7.3.3 United States Market Size and Forecast (2018-2029)

7.3.4 Canada Market Size and Forecast (2018-2029)

7.3.5 Mexico Market Size and Forecast (2018-2029)

8 EUROPE

8.1 Europe Anime Figure Sales Quantity by Type (2018-2029)

8.2 Europe Anime Figure Sales Quantity by Application (2018-2029)

8.3 Europe Anime Figure Market Size by Country

8.3.1 Europe Anime Figure Sales Quantity by Country (2018-2029)

8.3.2 Europe Anime Figure Consumption Value by Country (2018-2029)

8.3.3 Germany Market Size and Forecast (2018-2029)

8.3.4 France Market Size and Forecast (2018-2029)

8.3.5 United Kingdom Market Size and Forecast (2018-2029)

8.3.6 Russia Market Size and Forecast (2018-2029)

8.3.7 Italy Market Size and Forecast (2018-2029)

9 ASIA-PACIFIC

9.1 Asia-Pacific Anime Figure Sales Quantity by Type (2018-2029)

9.2 Asia-Pacific Anime Figure Sales Quantity by Application (2018-2029)

9.3 Asia-Pacific Anime Figure Market Size by Region

9.3.1 Asia-Pacific Anime Figure Sales Quantity by Region (2018-2029)

9.3.2 Asia-Pacific Anime Figure Consumption Value by Region (2018-2029)

9.3.3 China Market Size and Forecast (2018-2029)

9.3.4 Japan Market Size and Forecast (2018-2029)

9.3.5 Korea Market Size and Forecast (2018-2029)

9.3.6 India Market Size and Forecast (2018-2029)

9.3.7 Southeast Asia Market Size and Forecast (2018-2029)

9.3.8 Australia Market Size and Forecast (2018-2029)

10 SOUTH AMERICA

10.1 South America Anime Figure Sales Quantity by Type (2018-2029)

10.2 South America Anime Figure Sales Quantity by Application (2018-2029)

10.3 South America Anime Figure Market Size by Country

10.3.1 South America Anime Figure Sales Quantity by Country (2018-2029)

10.3.2 South America Anime Figure Consumption Value by Country (2018-2029)

10.3.3 Brazil Market Size and Forecast (2018-2029)

10.3.4 Argentina Market Size and Forecast (2018-2029)

11 MIDDLE EAST & AFRICA

- 11.1 Middle East & Africa Anime Figure Sales Quantity by Type (2018-2029)
- 11.2 Middle East & Africa Anime Figure Sales Quantity by Application (2018-2029)
- 11.3 Middle East & Africa Anime Figure Market Size by Country
 - 11.3.1 Middle East & Africa Anime Figure Sales Quantity by Country (2018-2029)
 - 11.3.2 Middle East & Africa Anime Figure Consumption Value by Country (2018-2029)
 - 11.3.3 Turkey Market Size and Forecast (2018-2029)
 - 11.3.4 Egypt Market Size and Forecast (2018-2029)
 - 11.3.5 Saudi Arabia Market Size and Forecast (2018-2029)
 - 11.3.6 South Africa Market Size and Forecast (2018-2029)

12 MARKET DYNAMICS

- 12.1 Anime Figure Market Drivers
- 12.2 Anime Figure Market Restraints
- 12.3 Anime Figure Trends Analysis
- 12.4 Porters Five Forces Analysis
 - 12.4.1 Threat of New Entrants
 - 12.4.2 Bargaining Power of Suppliers
 - 12.4.3 Bargaining Power of Buyers
 - 12.4.4 Threat of Substitutes
 - 12.4.5 Competitive Rivalry
- 12.5 Influence of COVID-19 and Russia-Ukraine War
 - 12.5.1 Influence of COVID-19
 - 12.5.2 Influence of Russia-Ukraine War

13 RAW MATERIAL AND INDUSTRY CHAIN

- 13.1 Raw Material of Anime Figure and Key Manufacturers
- 13.2 Manufacturing Costs Percentage of Anime Figure
- 13.3 Anime Figure Production Process
- 13.4 Anime Figure Industrial Chain

14 SHIPMENTS BY DISTRIBUTION CHANNEL

- 14.1 Sales Channel
 - 14.1.1 Direct to End-User

14.1.2 Distributors

14.2 Anime Figure Typical Distributors

14.3 Anime Figure Typical Customers

15 RESEARCH FINDINGS AND CONCLUSION

16 APPENDIX

16.1 Methodology

16.2 Research Process and Data Source

16.3 Disclaimer

List Of Tables

LIST OF TABLES

- Table 1. Global Anime Figure Consumption Value by Type, (USD Million), 2018 & 2022 & 2029
- Table 2. Global Anime Figure Consumption Value by Application, (USD Million), 2018 & 2022 & 2029
- Table 3. Premium Bandai Basic Information, Manufacturing Base and Competitors
- Table 4. Premium Bandai Major Business
- Table 5. Premium Bandai Anime Figure Product and Services
- Table 6. Premium Bandai Anime Figure Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 7. Premium Bandai Recent Developments/Updates
- Table 8. Aniplex Basic Information, Manufacturing Base and Competitors
- Table 9. Aniplex Major Business
- Table 10. Aniplex Anime Figure Product and Services
- Table 11. Aniplex Anime Figure Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 12. Aniplex Recent Developments/Updates
- Table 13. Banpresto Basic Information, Manufacturing Base and Competitors
- Table 14. Banpresto Major Business
- Table 15. Banpresto Anime Figure Product and Services
- Table 16. Banpresto Anime Figure Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 17. Banpresto Recent Developments/Updates
- Table 18. Kotobukiya Basic Information, Manufacturing Base and Competitors
- Table 19. Kotobukiya Major Business
- Table 20. Kotobukiya Anime Figure Product and Services
- Table 21. Kotobukiya Anime Figure Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 22. Kotobukiya Recent Developments/Updates
- Table 23. Kaiyodo Basic Information, Manufacturing Base and Competitors
- Table 24. Kaiyodo Major Business
- Table 25. Kaiyodo Anime Figure Product and Services
- Table 26. Kaiyodo Anime Figure Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 27. Kaiyodo Recent Developments/Updates
- Table 28. Alter Basic Information, Manufacturing Base and Competitors

- Table 29. Alter Major Business
- Table 30. Alter Anime Figure Product and Services
- Table 31. Alter Anime Figure Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 32. Alter Recent Developments/Updates
- Table 33. Good Smile Company Basic Information, Manufacturing Base and Competitors
- Table 34. Good Smile Company Major Business
- Table 35. Good Smile Company Anime Figure Product and Services
- Table 36. Good Smile Company Anime Figure Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 37. Good Smile Company Recent Developments/Updates
- Table 38. Max Factory Basic Information, Manufacturing Base and Competitors
- Table 39. Max Factory Major Business
- Table 40. Max Factory Anime Figure Product and Services
- Table 41. Max Factory Anime Figure Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 42. Max Factory Recent Developments/Updates
- Table 43. SEGA Basic Information, Manufacturing Base and Competitors
- Table 44. SEGA Major Business
- Table 45. SEGA Anime Figure Product and Services
- Table 46. SEGA Anime Figure Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 47. SEGA Recent Developments/Updates
- Table 48. Hot Toys Basic Information, Manufacturing Base and Competitors
- Table 49. Hot Toys Major Business
- Table 50. Hot Toys Anime Figure Product and Services
- Table 51. Hot Toys Anime Figure Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 52. Hot Toys Recent Developments/Updates
- Table 53. Hobby Max Japan Basic Information, Manufacturing Base and Competitors
- Table 54. Hobby Max Japan Major Business
- Table 55. Hobby Max Japan Anime Figure Product and Services
- Table 56. Hobby Max Japan Anime Figure Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 57. Hobby Max Japan Recent Developments/Updates
- Table 58. MegaHouse Basic Information, Manufacturing Base and Competitors
- Table 59. MegaHouse Major Business
- Table 60. MegaHouse Anime Figure Product and Services

- Table 61. MegaHouse Anime Figure Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 62. MegaHouse Recent Developments/Updates
- Table 63. Guangdong Audi Animation Toys Basic Information, Manufacturing Base and Competitors
- Table 64. Guangdong Audi Animation Toys Major Business
- Table 65. Guangdong Audi Animation Toys Anime Figure Product and Services
- Table 66. Guangdong Audi Animation Toys Anime Figure Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 67. Guangdong Audi Animation Toys Recent Developments/Updates
- Table 68. Hasbro Basic Information, Manufacturing Base and Competitors
- Table 69. Hasbro Major Business
- Table 70. Hasbro Anime Figure Product and Services
- Table 71. Hasbro Anime Figure Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 72. Hasbro Recent Developments/Updates
- Table 73. JakksPacific Basic Information, Manufacturing Base and Competitors
- Table 74. JakksPacific Major Business
- Table 75. JakksPacific Anime Figure Product and Services
- Table 76. JakksPacific Anime Figure Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 77. JakksPacific Recent Developments/Updates
- Table 78. Beijing Dream City Basic Information, Manufacturing Base and Competitors
- Table 79. Beijing Dream City Major Business
- Table 80. Beijing Dream City Anime Figure Product and Services
- Table 81. Beijing Dream City Anime Figure Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 82. Beijing Dream City Recent Developments/Updates
- Table 83. Guangzhou Linkage Creative Culture Technology Basic Information, Manufacturing Base and Competitors
- Table 84. Guangzhou Linkage Creative Culture Technology Major Business
- Table 85. Guangzhou Linkage Creative Culture Technology Anime Figure Product and Services
- Table 86. Guangzhou Linkage Creative Culture Technology Anime Figure Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 87. Guangzhou Linkage Creative Culture Technology Recent Developments/Updates

Table 88. Global Anime Figure Sales Quantity by Manufacturer (2018-2023) & (K Units)

Table 89. Global Anime Figure Revenue by Manufacturer (2018-2023) & (USD Million)

Table 90. Global Anime Figure Average Price by Manufacturer (2018-2023) & (US\$/Unit)

Table 91. Market Position of Manufacturers in Anime Figure, (Tier 1, Tier 2, and Tier 3), Based on Consumption Value in 2022

Table 92. Head Office and Anime Figure Production Site of Key Manufacturer

Table 93. Anime Figure Market: Company Product Type Footprint

Table 94. Anime Figure Market: Company Product Application Footprint

Table 95. Anime Figure New Market Entrants and Barriers to Market Entry

Table 96. Anime Figure Mergers, Acquisition, Agreements, and Collaborations

Table 97. Global Anime Figure Sales Quantity by Region (2018-2023) & (K Units)

Table 98. Global Anime Figure Sales Quantity by Region (2024-2029) & (K Units)

Table 99. Global Anime Figure Consumption Value by Region (2018-2023) & (USD Million)

Table 100. Global Anime Figure Consumption Value by Region (2024-2029) & (USD Million)

Table 101. Global Anime Figure Average Price by Region (2018-2023) & (US\$/Unit)

Table 102. Global Anime Figure Average Price by Region (2024-2029) & (US\$/Unit)

Table 103. Global Anime Figure Sales Quantity by Type (2018-2023) & (K Units)

Table 104. Global Anime Figure Sales Quantity by Type (2024-2029) & (K Units)

Table 105. Global Anime Figure Consumption Value by Type (2018-2023) & (USD Million)

Table 106. Global Anime Figure Consumption Value by Type (2024-2029) & (USD Million)

Table 107. Global Anime Figure Average Price by Type (2018-2023) & (US\$/Unit)

Table 108. Global Anime Figure Average Price by Type (2024-2029) & (US\$/Unit)

Table 109. Global Anime Figure Sales Quantity by Application (2018-2023) & (K Units)

Table 110. Global Anime Figure Sales Quantity by Application (2024-2029) & (K Units)

Table 111. Global Anime Figure Consumption Value by Application (2018-2023) & (USD Million)

Table 112. Global Anime Figure Consumption Value by Application (2024-2029) & (USD Million)

Table 113. Global Anime Figure Average Price by Application (2018-2023) & (US\$/Unit)

Table 114. Global Anime Figure Average Price by Application (2024-2029) & (US\$/Unit)

Table 115. North America Anime Figure Sales Quantity by Type (2018-2023) & (K Units)

Table 116. North America Anime Figure Sales Quantity by Type (2024-2029) & (K Units)

Table 117. North America Anime Figure Sales Quantity by Application (2018-2023) & (K Units)

Table 118. North America Anime Figure Sales Quantity by Application (2024-2029) & (K Units)

Table 119. North America Anime Figure Sales Quantity by Country (2018-2023) & (K Units)

Table 120. North America Anime Figure Sales Quantity by Country (2024-2029) & (K Units)

Table 121. North America Anime Figure Consumption Value by Country (2018-2023) & (USD Million)

Table 122. North America Anime Figure Consumption Value by Country (2024-2029) & (USD Million)

Table 123. Europe Anime Figure Sales Quantity by Type (2018-2023) & (K Units)

Table 124. Europe Anime Figure Sales Quantity by Type (2024-2029) & (K Units)

Table 125. Europe Anime Figure Sales Quantity by Application (2018-2023) & (K Units)

Table 126. Europe Anime Figure Sales Quantity by Application (2024-2029) & (K Units)

Table 127. Europe Anime Figure Sales Quantity by Country (2018-2023) & (K Units)

Table 128. Europe Anime Figure Sales Quantity by Country (2024-2029) & (K Units)

Table 129. Europe Anime Figure Consumption Value by Country (2018-2023) & (USD Million)

Table 130. Europe Anime Figure Consumption Value by Country (2024-2029) & (USD Million)

Table 131. Asia-Pacific Anime Figure Sales Quantity by Type (2018-2023) & (K Units)

Table 132. Asia-Pacific Anime Figure Sales Quantity by Type (2024-2029) & (K Units)

Table 133. Asia-Pacific Anime Figure Sales Quantity by Application (2018-2023) & (K Units)

Table 134. Asia-Pacific Anime Figure Sales Quantity by Application (2024-2029) & (K Units)

Table 135. Asia-Pacific Anime Figure Sales Quantity by Region (2018-2023) & (K Units)

Table 136. Asia-Pacific Anime Figure Sales Quantity by Region (2024-2029) & (K Units)

Table 137. Asia-Pacific Anime Figure Consumption Value by Region (2018-2023) & (USD Million)

Table 138. Asia-Pacific Anime Figure Consumption Value by Region (2024-2029) & (USD Million)

Table 139. South America Anime Figure Sales Quantity by Type (2018-2023) & (K Units)

Table 140. South America Anime Figure Sales Quantity by Type (2024-2029) & (K Units)

Table 141. South America Anime Figure Sales Quantity by Application (2018-2023) &

(K Units)

Table 142. South America Anime Figure Sales Quantity by Application (2024-2029) & (K Units)

Table 143. South America Anime Figure Sales Quantity by Country (2018-2023) & (K Units)

Table 144. South America Anime Figure Sales Quantity by Country (2024-2029) & (K Units)

Table 145. South America Anime Figure Consumption Value by Country (2018-2023) & (USD Million)

Table 146. South America Anime Figure Consumption Value by Country (2024-2029) & (USD Million)

Table 147. Middle East & Africa Anime Figure Sales Quantity by Type (2018-2023) & (K Units)

Table 148. Middle East & Africa Anime Figure Sales Quantity by Type (2024-2029) & (K Units)

Table 149. Middle East & Africa Anime Figure Sales Quantity by Application (2018-2023) & (K Units)

Table 150. Middle East & Africa Anime Figure Sales Quantity by Application (2024-2029) & (K Units)

Table 151. Middle East & Africa Anime Figure Sales Quantity by Region (2018-2023) & (K Units)

Table 152. Middle East & Africa Anime Figure Sales Quantity by Region (2024-2029) & (K Units)

Table 153. Middle East & Africa Anime Figure Consumption Value by Region (2018-2023) & (USD Million)

Table 154. Middle East & Africa Anime Figure Consumption Value by Region (2024-2029) & (USD Million)

Table 155. Anime Figure Raw Material

Table 156. Key Manufacturers of Anime Figure Raw Materials

Table 157. Anime Figure Typical Distributors

Table 158. Anime Figure Typical Customers

List Of Figures

LIST OF FIGURES

- Figure 1. Anime Figure Picture
- Figure 2. Global Anime Figure Consumption Value by Type, (USD Million), 2018 & 2022 & 2029
- Figure 3. Global Anime Figure Consumption Value Market Share by Type in 2022
- Figure 4. Resin Examples
- Figure 5. Clay Examples
- Figure 6. Other Examples
- Figure 7. Global Anime Figure Consumption Value by Application, (USD Million), 2018 & 2022 & 2029
- Figure 8. Global Anime Figure Consumption Value Market Share by Application in 2022
- Figure 9. Collect Examples
- Figure 10. Commercial Examples
- Figure 11. Global Anime Figure Consumption Value, (USD Million): 2018 & 2022 & 2029
- Figure 12. Global Anime Figure Consumption Value and Forecast (2018-2029) & (USD Million)
- Figure 13. Global Anime Figure Sales Quantity (2018-2029) & (K Units)
- Figure 14. Global Anime Figure Average Price (2018-2029) & (US\$/Unit)
- Figure 15. Global Anime Figure Sales Quantity Market Share by Manufacturer in 2022
- Figure 16. Global Anime Figure Consumption Value Market Share by Manufacturer in 2022
- Figure 17. Producer Shipments of Anime Figure by Manufacturer Sales Quantity (\$MM) and Market Share (%): 2021
- Figure 18. Top 3 Anime Figure Manufacturer (Consumption Value) Market Share in 2022
- Figure 19. Top 6 Anime Figure Manufacturer (Consumption Value) Market Share in 2022
- Figure 20. Global Anime Figure Sales Quantity Market Share by Region (2018-2029)
- Figure 21. Global Anime Figure Consumption Value Market Share by Region (2018-2029)
- Figure 22. North America Anime Figure Consumption Value (2018-2029) & (USD Million)
- Figure 23. Europe Anime Figure Consumption Value (2018-2029) & (USD Million)
- Figure 24. Asia-Pacific Anime Figure Consumption Value (2018-2029) & (USD Million)
- Figure 25. South America Anime Figure Consumption Value (2018-2029) & (USD Million)

Million)

Figure 26. Middle East & Africa Anime Figure Consumption Value (2018-2029) & (USD Million)

Figure 27. Global Anime Figure Sales Quantity Market Share by Type (2018-2029)

Figure 28. Global Anime Figure Consumption Value Market Share by Type (2018-2029)

Figure 29. Global Anime Figure Average Price by Type (2018-2029) & (US\$/Unit)

Figure 30. Global Anime Figure Sales Quantity Market Share by Application (2018-2029)

Figure 31. Global Anime Figure Consumption Value Market Share by Application (2018-2029)

Figure 32. Global Anime Figure Average Price by Application (2018-2029) & (US\$/Unit)

Figure 33. North America Anime Figure Sales Quantity Market Share by Type (2018-2029)

Figure 34. North America Anime Figure Sales Quantity Market Share by Application (2018-2029)

Figure 35. North America Anime Figure Sales Quantity Market Share by Country (2018-2029)

Figure 36. North America Anime Figure Consumption Value Market Share by Country (2018-2029)

Figure 37. United States Anime Figure Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 38. Canada Anime Figure Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 39. Mexico Anime Figure Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 40. Europe Anime Figure Sales Quantity Market Share by Type (2018-2029)

Figure 41. Europe Anime Figure Sales Quantity Market Share by Application (2018-2029)

Figure 42. Europe Anime Figure Sales Quantity Market Share by Country (2018-2029)

Figure 43. Europe Anime Figure Consumption Value Market Share by Country (2018-2029)

Figure 44. Germany Anime Figure Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 45. France Anime Figure Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 46. United Kingdom Anime Figure Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 47. Russia Anime Figure Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 48. Italy Anime Figure Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 49. Asia-Pacific Anime Figure Sales Quantity Market Share by Type (2018-2029)

Figure 50. Asia-Pacific Anime Figure Sales Quantity Market Share by Application (2018-2029)

Figure 51. Asia-Pacific Anime Figure Sales Quantity Market Share by Region (2018-2029)

Figure 52. Asia-Pacific Anime Figure Consumption Value Market Share by Region (2018-2029)

Figure 53. China Anime Figure Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 54. Japan Anime Figure Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 55. Korea Anime Figure Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 56. India Anime Figure Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 57. Southeast Asia Anime Figure Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 58. Australia Anime Figure Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 59. South America Anime Figure Sales Quantity Market Share by Type (2018-2029)

Figure 60. South America Anime Figure Sales Quantity Market Share by Application (2018-2029)

Figure 61. South America Anime Figure Sales Quantity Market Share by Country (2018-2029)

Figure 62. South America Anime Figure Consumption Value Market Share by Country (2018-2029)

Figure 63. Brazil Anime Figure Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 64. Argentina Anime Figure Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 65. Middle East & Africa Anime Figure Sales Quantity Market Share by Type (2018-2029)

Figure 66. Middle East & Africa Anime Figure Sales Quantity Market Share by Application (2018-2029)

Figure 67. Middle East & Africa Anime Figure Sales Quantity Market Share by Region (2018-2029)

Figure 68. Middle East & Africa Anime Figure Consumption Value Market Share by Region (2018-2029)

Figure 69. Turkey Anime Figure Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 70. Egypt Anime Figure Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 71. Saudi Arabia Anime Figure Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 72. South Africa Anime Figure Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 73. Anime Figure Market Drivers

Figure 74. Anime Figure Market Restraints

Figure 75. Anime Figure Market Trends

Figure 76. Porters Five Forces Analysis

Figure 77. Manufacturing Cost Structure Analysis of Anime Figure in 2022

Figure 78. Manufacturing Process Analysis of Anime Figure

Figure 79. Anime Figure Industrial Chain

Figure 80. Sales Quantity Channel: Direct to End-User vs Distributors

Figure 81. Direct Channel Pros & Cons

Figure 82. Indirect Channel Pros & Cons

Figure 83. Methodology

Figure 84. Research Process and Data Source

I would like to order

Product name: Global Anime Figure Market 2023 by Manufacturers, Regions, Type and Application, Forecast to 2029

Product link: <https://marketpublishers.com/r/G8E699453009EN.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/G8E699453009EN.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

