

Global Anime Statues and Collectibles Market 2026 by Manufacturers, Regions, Type and Application, Forecast to 2032

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Abstracts

According to our (Global Info Research) latest study, the global Anime Statues and Collectibles market size was valued at US\$ 20710 million in 2025 and is forecast to a readjusted size of US\$ 37350 million by 2032 with a CAGR of 8.9% during review period.

Anime statues and collectibles are detailed, often highly accurate, figures and items designed to represent characters, scenes, or elements from anime, manga, and related media. They range from small, affordable figurines to large, intricately detailed statues. These items are popular among fans for display and as part of their anime merchandise collections.

In 2024, global Anime Statues and Collectibles production reached approximately 63.6 million units, with an average global market price of around US\$ 290 per unit. The single-line production capacity of Anime Statues and Collectibles is 4.08-4.09 million units per year, the average gross profit margin was 30-35 % .

The anime statues and collectibles market has experienced significant growth, driven by the global popularity of anime and manga. Major sales regions include North America, Europe, and Asia-Pacific, with Japan being a dominant player due to its status as the birthplace of anime. Market opportunities abound as streaming services make anime more accessible worldwide, leading to increased demand for related merchandise. Additionally, the rise of e-commerce platforms has facilitated easier distribution and purchase of these collectibles. However, the market faces challenges such as the proliferation of counterfeit products, which undermine both revenue and brand integrity. Supply chain disruptions and the high cost of production also pose obstacles. Despite

these challenges, the market is expected to continue its upward trend, fueled by dedicated fan communities and the expanding global reach of anime content.

This report is a detailed and comprehensive analysis for global Anime Statues and Collectibles 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 2025, are provided.

Key Features:

Global Anime Statues and Collectibles market size and forecasts, in consumption value (\$ Million), sales quantity (Million Units), and average selling prices (US\$/Unit), 2021-2032

Global Anime Statues and Collectibles market size and forecasts by region and country, in consumption value (\$ Million), sales quantity (Million Units), and average selling prices (US\$/Unit), 2021-2032

Global Anime Statues and Collectibles market size and forecasts, by Type and by Application, in consumption value (\$ Million), sales quantity (Million Units), and average selling prices (US\$/Unit), 2021-2032

Global Anime Statues and Collectibles market shares of main players, shipments in revenue (\$ Million), sales quantity (Million Units), and ASP (US\$/Unit), 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 Anime Statues and Collectibles

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 Statues and Collectibles market based on the following parameters - company overview, sales quantity, revenue, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Premium Bandai, Aniplex, Bandai

Namco Group, Kotobukiya, Kaiyodo, Alter, Good Smile Company, Max Factory, SEGA, Union Creative, etc.

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

Market Segmentation

Anime Statues and Collectibles 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 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

Others

Market segment by Authorization & IP Type

Officially Licensed Series

Fan-Made (Doujin) Series

Other

Market segment by Limited Edition Quantity

Unlimited Edition

Limited Edition

Market segment by Application

Offline Sales

Online Sales

Major players covered

Premium Bandai

Aniplex

Bandai Namco Group

Kotobukiya

Kaiyodo

Alter

Good Smile Company

Max Factory

SEGA

Union Creative

Hot Toys

Hobby Max Japan

Myethos

Hasbro

JakksPacific

Medicom Toy

Pop Mart

Hobbymax

FuRyu

Funko

Apex-Toys

Square Enix

Kidrobot

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 Statues and Collectibles product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of Anime Statues and Collectibles, with price, sales quantity, revenue, and global market share of Anime Statues and Collectibles from 2021 to 2026.

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

Chapter 4, the Anime Statues and Collectibles breakdown data are shown at the regional level, to show the sales quantity, consumption value, and growth by regions, from 2021 to 2032.

Chapter 5 and 6, to segment the sales by Type and by Application, with sales market share and growth rate by Type, by Application, from 2021 to 2032.

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 2021 to 2026. and Anime Statues and Collectibles market forecast, by regions, by Type, and by Application, with sales and revenue, from 2027 to 2032.

Chapter 12, market dynamics, drivers, restraints, trends, and Porters Five Forces analysis.

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

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

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