

Global Digital Human Live Broadcast Supply, Demand and Key Producers, 2023-2029

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Abstracts

The global Digital Human Live Broadcast market size is expected to reach \$ million by 2029, rising at a market growth of % CAGR during the forecast period (2023-2029).

Digital human live broadcast can enhance the user experience, make the interaction between virtual anchors and users more natural and emotionally resonant, and make the user experience richer and more intimate. In addition, digital human live broadcasts can meet various user needs, serve brands, merchants and entertainment companies in different fields, and help expand market segmentation. Finally, live broadcasts with digital humans as anchors can eliminate the instability of the anchor's image caused by human mood swings and other issues, thereby better improving the quality and stability of live content and providing users with a better experience. In short, the development potential and prospects of digital human live broadcast are very broad.

Digital human live broadcast is a new form that combines real people and virtual characters. Digital human live broadcast uses 3D technology and artificial intelligence technology to collect and transmit the facial expressions, body movements, sounds and other information of the real anchor to the virtual character to form a virtual human image for live broadcast.

This report studies the global Digital Human Live Broadcast demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Digital Human Live Broadcast, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2022 as the base year. This report explores demand trends and competition, as well as details the characteristics of Digital Human Live Broadcast

that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Digital Human Live Broadcast total market, 2018-2029, (USD Million)

Global Digital Human Live Broadcast total market by region & country, CAGR, 2018-2029, (USD Million)

U.S. VS China: Digital Human Live Broadcast total market, key domestic companies and share, (USD Million)

Global Digital Human Live Broadcast revenue by player and market share 2018-2023, (USD Million)

Global Digital Human Live Broadcast total market by Type, CAGR, 2018-2029, (USD Million)

Global Digital Human Live Broadcast total market by Application, CAGR, 2018-2029, (USD Million).

This reports profiles major players in the global Digital Human Live Broadcast 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 Aww Inc., Soul Machines, Tok Time, Zhongguan Zhixiang Company, Baidu, Xiaobing, iFlytek, BlueFocus Communication Group and Silicon Intelligence, etc.

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

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World Digital Human Live Broadcast market.

Detailed Segmentation:

Each section contains quantitative market data including market by value (US\$ Millions), by player, by regions, by Type, and by Application. Data is given for the years 2018-2029 by year with 2022 as the base year, 2023 as the estimate year, and

2024-2029 as the forecast year.

Global Digital Human Live Broadcast Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Digital Human Live Broadcast Market, Segmentation by Type

2D

2.5D

3D

Global Digital Human Live Broadcast Market, Segmentation by Application

Customer Service

E-commerce

Financial Sector

Others

Companies Profiled:

Aww Inc.

Soul Machines

Tok Time

Zhongguan Zhixiang Company

Baidu

Xiaobing

iFlytek

BlueFocus Communication Group

Silicon Intelligence

Yunguang Intelligence

Key Questions Answered

1. How big is the global Digital Human Live Broadcast market?
2. What is the demand of the global Digital Human Live Broadcast market?
3. What is the year over year growth of the global Digital Human Live Broadcast market?
4. What is the total value of the global Digital Human Live Broadcast market?
5. Who are the major players in the global Digital Human Live Broadcast market?

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