

Global Digital Humans for Video Supply, Demand and Key Producers, 2026-2032

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Abstracts

The global Digital Humans for Video market size is expected to reach \$ 202 million by 2032, rising at a market growth of 8.0% CAGR during the forecast period (2026-2032).

Digital Humans for Video are virtual human-like avatars created using artificial intelligence, computer graphics, and virtual character generation technologies, capable of presenting realistic appearance, expressions, gestures, and voice in video content. They are generated using motion capture, 3D modeling, facial expression capture, and voice synthesis, supporting real-time interaction with users or scenes. Key applications include video production, virtual brand ambassadors, advertising, education and training, online entertainment, and virtual events, providing highly immersive and visual digital experiences.

The future development of Digital Humans for Video will focus on increased realism, intelligence, and scalability. With continuous advancements in generative AI, deep learning, motion capture, facial expression tracking, and voice synthesis, digital humans in video will achieve lifelike appearance, gestures, and voice, providing highly immersive experiences. Their application scenarios will continue to expand, from advertising, film production, virtual brand ambassadors, and education/training, to live streaming, interactive entertainment, and metaverse events, allowing digital humans to play a more central role in content creation and brand promotion. The industry ecosystem will mature, encompassing digital human generation platforms, content creation tools, AI algorithm services, and cloud computing resources, enabling efficient and scalable video production. Additionally, privacy protection, data security, copyright, and ethical standards will become critical safeguards, ensuring the safe and reliable use of digital humans in video production and commercial applications.

This report studies the global Digital Humans for Video demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Digital Humans for Video, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2025 as the base year. This report explores demand trends and competition, as well as details the characteristics of Digital Humans for Video that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Digital Humans for Video total market, 2021-2032, (USD Million)

Global Digital Humans for Video total market by region & country, CAGR, 2021-2032, (USD Million)

U.S. VS China: Digital Humans for Video total market, key domestic companies, and share, (USD Million)

Global Digital Humans for Video revenue by player, revenue and market share 2021-2026, (USD Million)

Global Digital Humans for Video total market by Type, CAGR, 2021-2032, (USD Million)

Global Digital Humans for Video total market by Application, CAGR, 2021-2032, (USD Million)

This report profiles major players in the global Digital Humans for Video 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 SEIYO Technology, AISpeech, iFLYTEK, UneeQ, ForteAI, AiChat, UNITH, Baidu, AKURA, Akool Inc., 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 Humans for Video 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 2021-2032 by year with 2025 as the base year, 2026 as the estimate year, and 2027-2032 as the forecast year.

Global Digital Humans for Video Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Digital Humans for Video Market, Segmentation by Type:

Real Human

Virtual Human

Global Digital Humans for Video Market, Segmentation by Deployment:

Cloud Deployment

Local Deployment

Global Digital Humans for Video Market, Segmentation by Customization:

Standard Type

Customized Type

Global Digital Humans for Video Market, Segmentation by Application:

Finance

Media

Government Affairs

Culture and Tourism

Other

Companies Profiled:

SEIYO Technology

AI Speech

iFLYTEK

UneeQ

ForteAI

AiChat

UNITH

Baidu

AKURA

Akool Inc.

Soul Machines

ThunderSoft

Tencent

Alibab Cloud

Genies

Motphys

Synthesia

Hour One AI

Xiaoice Company

Huawei

SenseTime

JD.com

Fengping Intelligence

Songzhi Intelligence

Key Questions Answered

1. How big is the global Digital Humans for Video market?
2. What is the demand of the global Digital Humans for Video market?
3. What is the year over year growth of the global Digital Humans for Video market?
4. What is the total value of the global Digital Humans for Video market?
5. Who are the Major Players in the global Digital Humans for Video market?
6. What are the growth factors driving the market demand?

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