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Global Online AI Animation Software Market 2026 by Company, Regions, Type and Application, Forecast to 2032

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Abstracts

According to our (Global Info Research) latest study, the global Online AI Animation Software market size was valued at US$ 746 million in 2025 and is forecast to a readjusted size of US$ 2611 million by 2032 with a CAGR of 19.5% during review period.

Online AI animation software is a digital tool that uses artificial intelligence to automate, simplify, or enhance the traditional animation production process. While it still requires human oversight to ensure artistry and consistency, AI animation software is rapidly becoming an indispensable productivity multiplier in fields such as film, television, gaming, advertising, and online education, driving the intelligentization of content creation.

The growth of the online AI animation software market is primarily driven by factors such as rising demand for cloud-based creation, increased frequency of digital content production, the high barriers to entry associated with traditional animation workflows, and the rapid maturation of generative AI technology. Unlike locally installed software, online platforms eliminate the need for complex setups or high-performance hardware; users can directly generate animations from text or images, design characters, create motion, synchronize lip movements, perform smart frame interpolation, and edit videos—all via a web browser. This makes them particularly well-suited for marketing teams, educational institutions, SMEs, and individual creators looking to produce content quickly. Meanwhile, the expanding demand for low-cost, personalized animated videos across short-video platforms, social media, e-commerce, online training, and brand communications is accelerating the adoption of features such as templates, automated voiceovers, multilingual generation, and collaborative tools. Additionally,

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factors such as the elastic scalability of cloud resources, subscription and pay-as-you-go pricing models, cross-device access, online asset libraries, and integrations with design software, social platforms, and enterprise content systems have further lowered barriers to entry and expanded the user base for online AI animation software.

Report Scope

This report is a detailed and comprehensive analysis for global Online AI Animation Software 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 Online AI Animation Software market size and forecasts, in consumption value ($ Million), 2021-2032

Global Online AI Animation Software market size and forecasts by region and country, in consumption value ($ Million), 2021-2032

Global Online AI Animation Software market size and forecasts, by Type and by Application, in consumption value ($ Million), 2021-2032

Global Online AI Animation Software 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 Online AI Animation Software

To forecast future growth in each product and end-use market

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To assess competitive factors affecting the marketplace

This report profiles key players in the global Online AI Animation Software 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 Cascadeur, Deepmotion, Autodesk, Adobe, Synthetik, Animaker, Powtoon, Krikey AI, Runway, Steve AI, etc.

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

Online AI Animation Software 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 segmentation

Market segment by Type

2D Animation

3D Animation

Market segment by Business Model

Freemium Model

Subscription Model

Others

Market segment by Function

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AI-Generated Animation

AI Character Animation

Others

Market segment by Application

Games

Film & TV

Advertising

Others

Market segment by players, this report covers

Cascadeur

Deepmotion

Autodesk

Adobe

Synthetik

Animaker

Powtoon

Krikey AI

Runway

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Steve AI

Plask Motion

Audio2face

RenderForest

VideoScribe

Appy Pie

Neural Frames

Vyond

Blender

RADiCAL Motion

Mango AI

Dreamina

Kling AI

Vidu AI

ChatGLM

Hailuo AI

Market segment by regions, regional analysis covers

North America (United States, Canada and Mexico)

Europe (Germany, France, UK, Russia, Italy and Rest of Europe)

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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)

Chapter Outline

Chapter 1, to describe Online AI Animation Software product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Online AI Animation Software, with revenue, gross margin, and global market share of Online AI Animation Software from 2021 to 2026.

Chapter 3, the Online AI Animation Software 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 Online AI Animation Software 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 Online AI Animation Software.

Chapter 13, to describe Online AI Animation Software research findings and conclusion.

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