

# Global Online AI Animation Software and Tools 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 and Tools market size was valued at US\$ 1126 million in 2025 and is forecast to a readjusted size of US\$ 2901 million by 2032 with a CAGR of 14.6% during review period.

Online AI animation software and tools are digital tools that leverage artificial intelligence to automate, streamline, or enhance the traditional animation production process. While manual oversight is still required to ensure artistry and consistency, AI animation software is rapidly becoming an indispensable productivity multiplier in fields like film, television, gaming, advertising, and online education, driving the democratization and intelligentization of content creation.

The rapid development of online AI animation software and tools is driven by multiple factors, including the surge in demand for digital content, the popularity of short videos and social media, the urgent need for efficient and low-cost video production by enterprises, breakthroughs in artificial intelligence generation technology, and the increased computing power of cloud computing and browsers. As non-professional users continue to demand visual expression, the high barriers to entry and long production cycles of traditional animation production can no longer meet the pace of the market. AI-based automation, template-based and cloud-based collaboration capabilities have significantly reduced creation costs and technical barriers. At the same time, the widespread adoption of remote work and the demand for localizing global content have also driven the widespread application of multilingual, multi-role, and rapidly iterating intelligent animation solutions, accelerating the innovation and commercialization process in this field.

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

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

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

Global Online AI Animation Software and Tools 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 and Tools

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 Online AI Animation Software and Tools 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.

### Market segmentation

Online AI Animation Software and Tools 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 segment by Type

2D Animation

3D Animation

### Market segment by Business Model

Freemium

Subscription Model

Others

### Market segment by Animation Type

AI-Generated Animation

AI Character Animation

Others

### Market segment by Application

Games

Movies

Others

Market segment by players, this report covers

Cascadeur

Deepmotion

Autodesk

Adobe

Synthetik

Animaker

Powtoon

Krikey AI

Runway

Steve AI

Audio2face

Plask Motion

Monster Mash

RADiCAL Motion

RenderForest

VideoScribe

Appy Pie

Neural Frames

Vyond

Blender

Steve.AI

Mango 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)

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)

**The content of the study subjects, includes a total of 13 chapters:**

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

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

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

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

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