

Global Post-production Sound Effects 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 Post-production Sound Effects market size was valued at US\$ 3997 million in 2025 and is forecast to a readjusted size of US\$ 8102 million by 2032 with a CAGR of 10.7% during review period.

Post-production sound effects refer to the entire process of 'secondary creation' and fine-tuning of the sound components after the visual content of films, animations, commercials, games, etc., has been completed. This includes dialogue refining, ambient sound preparation, sound effects (footsteps, clothing rubbing, object collisions, etc.), special effects sound design (explosions, magic, science fiction sounds), background music coordination, and final mixing. Simply put, it involves rebuilding a complete, believable, and emotionally compelling sound world for the visuals, building upon the often noisy, thin, and hollow original sound recordings. It aims to ensure that dialogue is clear and understandable while enhancing the narrative and emotion through spatial awareness, layering, and rhythm. It is one of the key steps in transforming audiovisual works from 'visually appealing' to 'visually and aurally pleasing.'

The post-production sound effects industry is at a critical stage of development, driven by the industrialization of content and the increasing demand for immersive experiences. With the continuous growth in the production of film, television, animation, online movies, short videos, and games, sound has transformed from an 'auxiliary production element' into a core component for shaping emotional tension and narrative rhythm. Especially against the backdrop of intensified competition among streaming platforms, high-quality sound effects have become a crucial factor in enhancing the

quality of works and user retention. Data shows that the global film and digital content production market maintains an average annual growth rate of 6-8%, driving a corresponding increase in demand for post-production sound services. Meanwhile, audiences' increasing demands for spatial sound, realism, and detail have made professional sound design and mixing capabilities a crucial component of project competitiveness.

From an industry trend perspective, post-production sound effects are evolving from a traditional linear workflow towards digital collaboration and high-tech content. On one hand, cloud-based collaboration platforms and remote mixing technologies have improved the efficiency of cross-regional project collaboration; on the other hand, the widespread adoption of immersive audio technologies such as Dolby Atmos and the application of AI-assisted sound processing tools are changing the production workflow structure. The focus of industry competition is gradually shifting from 'material editing capabilities' to 'original sound asset accumulation, spatial audio design capabilities, and cross-platform adaptability.' In the future, the high-end market will be more concentrated in professional teams with international project experience and a complete sound production chain, while the mid-to-low-end market will face pressure from homogenization and price competition.

This report is a detailed and comprehensive analysis for global Post-production Sound Effects 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 Post-production Sound Effects market size and forecasts, in consumption value (\$ Million), 2021-2032

Global Post-production Sound Effects market size and forecasts by region and country, in consumption value (\$ Million), 2021-2032

Global Post-production Sound Effects market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2021-2032

Global Post-production Sound Effects 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 Post-production Sound Effects

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 Post-production Sound Effects 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 Aoni Production, 81 Produce, Production Baobab, Crunchyroll, Bang Zoom! Studios, Ocean Studios, Sigma Seven, Osawa Office, Ken Production, Haikyo, etc.

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

Market segmentation

Post-production Sound Effects 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

Dialogue Editing & Cleanup

Foley Sound Effects

Ambience & Atmosphere Design

Market segment by Voice Source

Human Voice Acting

AI-generated Voice Acting

Hybrid Voice Production

Market segment by Production Method

Studio Voice Recording

Remote Voice Production

Automated Voice Synthesis

Market segment by Application

Anime Production

Video Game Animation

Motion Comics

Others

Market segment by players, this report covers

Aoni Production

81 Produce

Production Baobab

Crunchyroll

Bang Zoom! Studios

Ocean Studios

Sigma Seven

Osawa Office

Ken Production

Haikyo

NYAV Post

Studiopolis

Kinsen Studio

729 Voice

Voice Bear Studio

Light Cubes Studio

TrioPen Studio

JY Animation

Sound Lab Beijing

Moyin Studio

Shanghai Sound Union

Tiangong Sound

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 Post-production Sound Effects product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Post-production Sound Effects, with revenue, gross margin, and global market share of Post-production Sound Effects from 2021 to 2026.

Chapter 3, the Post-production Sound Effects 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 Post-production Sound Effects 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 Post-production Sound Effects.

Chapter 13, to describe Post-production Sound Effects research findings and conclusion.

Contents

1 MARKET OVERVIEW

1.1 Product Overview and Scope

1.2 Market Estimation Caveats and Base Year

1.3 Classification of Post-production Sound Effects by Type

1.3.1 Overview: Global Post-production Sound Effects Market Size by Type: 2021 Versus 2025 Versus 2032

1.3.2 Global Post-production Sound Effects Consumption Value Market Share by Type in 2025

1.3.3 Dialogue Editing & Cleanup

1.3.4 Foley Sound Effects

1.3.5 Ambience & Atmosphere Design

1.4 Classification of Post-production Sound Effects by Voice Source

1.4.1 Overview: Global Post-production Sound Effects Market Size by Voice Source: 2021 Versus 2025 Versus 2032

1.4.2 Global Post-production Sound Effects Consumption Value Market Share by Voice Source in 2025

1.4.3 Human Voice Acting

1.4.4 AI-generated Voice Acting

1.4.5 Hybrid Voice Production

1.5 Classification of Post-production Sound Effects by Production Method

1.5.1 Overview: Global Post-production Sound Effects Market Size by Production Method: 2021 Versus 2025 Versus 2032

1.5.2 Global Post-production Sound Effects Consumption Value Market Share by Production Method in 2025

1.5.3 Studio Voice Recording

1.5.4 Remote Voice Production

1.5.5 Automated Voice Synthesis

1.6 Global Post-production Sound Effects Market by Application

1.6.1 Overview: Global Post-production Sound Effects Market Size by Application: 2021 Versus 2025 Versus 2032

1.6.2 Anime Production

1.6.3 Video Game Animation

1.6.4 Motion Comics

1.6.5 Others

1.7 Global Post-production Sound Effects Market Size & Forecast

1.8 Global Post-production Sound Effects Market Size and Forecast by Region

1.8.1 Global Post-production Sound Effects Market Size by Region: 2021 VS 2025 VS 2032

1.8.2 Global Post-production Sound Effects Market Size by Region, (2021-2032)

1.8.3 North America Post-production Sound Effects Market Size and Prospect (2021-2032)

1.8.4 Europe Post-production Sound Effects Market Size and Prospect (2021-2032)

1.8.5 Asia-Pacific Post-production Sound Effects Market Size and Prospect (2021-2032)

1.8.6 South America Post-production Sound Effects Market Size and Prospect (2021-2032)

1.8.7 Middle East & Africa Post-production Sound Effects Market Size and Prospect (2021-2032)

2 COMPANY PROFILES

2.1 Aoni Production

2.1.1 Aoni Production Details

2.1.2 Aoni Production Major Business

2.1.3 Aoni Production Post-production Sound Effects Product and Solutions

2.1.4 Aoni Production Post-production Sound Effects Revenue, Gross Margin and Market Share (2021-2026)

2.1.5 Aoni Production Recent Developments and Future Plans

2.2 81 Produce

2.2.1 81 Produce Details

2.2.2 81 Produce Major Business

2.2.3 81 Produce Post-production Sound Effects Product and Solutions

2.2.4 81 Produce Post-production Sound Effects Revenue, Gross Margin and Market Share (2021-2026)

2.2.5 81 Produce Recent Developments and Future Plans

2.3 Production Baobab

2.3.1 Production Baobab Details

2.3.2 Production Baobab Major Business

2.3.3 Production Baobab Post-production Sound Effects Product and Solutions

2.3.4 Production Baobab Post-production Sound Effects Revenue, Gross Margin and Market Share (2021-2026)

2.3.5 Production Baobab Recent Developments and Future Plans

2.4 Crunchyroll

2.4.1 Crunchyroll Details

2.4.2 Crunchyroll Major Business

- 2.4.3 Crunchyroll Post-production Sound Effects Product and Solutions
- 2.4.4 Crunchyroll Post-production Sound Effects Revenue, Gross Margin and Market Share (2021-2026)
- 2.4.5 Crunchyroll Recent Developments and Future Plans
- 2.5 Bang Zoom! Studios
 - 2.5.1 Bang Zoom! Studios Details
 - 2.5.2 Bang Zoom! Studios Major Business
 - 2.5.3 Bang Zoom! Studios Post-production Sound Effects Product and Solutions
 - 2.5.4 Bang Zoom! Studios Post-production Sound Effects Revenue, Gross Margin and Market Share (2021-2026)
 - 2.5.5 Bang Zoom! Studios Recent Developments and Future Plans
- 2.6 Ocean Studios
 - 2.6.1 Ocean Studios Details
 - 2.6.2 Ocean Studios Major Business
 - 2.6.3 Ocean Studios Post-production Sound Effects Product and Solutions
 - 2.6.4 Ocean Studios Post-production Sound Effects Revenue, Gross Margin and Market Share (2021-2026)
 - 2.6.5 Ocean Studios Recent Developments and Future Plans
- 2.7 Sigma Seven
 - 2.7.1 Sigma Seven Details
 - 2.7.2 Sigma Seven Major Business
 - 2.7.3 Sigma Seven Post-production Sound Effects Product and Solutions
 - 2.7.4 Sigma Seven Post-production Sound Effects Revenue, Gross Margin and Market Share (2021-2026)
 - 2.7.5 Sigma Seven Recent Developments and Future Plans
- 2.8 Osawa Office
 - 2.8.1 Osawa Office Details
 - 2.8.2 Osawa Office Major Business
 - 2.8.3 Osawa Office Post-production Sound Effects Product and Solutions
 - 2.8.4 Osawa Office Post-production Sound Effects Revenue, Gross Margin and Market Share (2021-2026)
 - 2.8.5 Osawa Office Recent Developments and Future Plans
- 2.9 Ken Production
 - 2.9.1 Ken Production Details
 - 2.9.2 Ken Production Major Business
 - 2.9.3 Ken Production Post-production Sound Effects Product and Solutions
 - 2.9.4 Ken Production Post-production Sound Effects Revenue, Gross Margin and Market Share (2021-2026)
 - 2.9.5 Ken Production Recent Developments and Future Plans

2.10 Haikyo

2.10.1 Haikyo Details

2.10.2 Haikyo Major Business

2.10.3 Haikyo Post-production Sound Effects Product and Solutions

2.10.4 Haikyo Post-production Sound Effects Revenue, Gross Margin and Market Share (2021-2026)

2.10.5 Haikyo Recent Developments and Future Plans

2.11 NYAV Post

2.11.1 NYAV Post Details

2.11.2 NYAV Post Major Business

2.11.3 NYAV Post Post-production Sound Effects Product and Solutions

2.11.4 NYAV Post Post-production Sound Effects Revenue, Gross Margin and Market Share (2021-2026)

2.11.5 NYAV Post Recent Developments and Future Plans

2.12 Studiopolis

2.12.1 Studiopolis Details

2.12.2 Studiopolis Major Business

2.12.3 Studiopolis Post-production Sound Effects Product and Solutions

2.12.4 Studiopolis Post-production Sound Effects Revenue, Gross Margin and Market Share (2021-2026)

2.12.5 Studiopolis Recent Developments and Future Plans

2.13 Kinsen Studio

2.13.1 Kinsen Studio Details

2.13.2 Kinsen Studio Major Business

2.13.3 Kinsen Studio Post-production Sound Effects Product and Solutions

2.13.4 Kinsen Studio Post-production Sound Effects Revenue, Gross Margin and Market Share (2021-2026)

2.13.5 Kinsen Studio Recent Developments and Future Plans

2.14 729 Voice

2.14.1 729 Voice Details

2.14.2 729 Voice Major Business

2.14.3 729 Voice Post-production Sound Effects Product and Solutions

2.14.4 729 Voice Post-production Sound Effects Revenue, Gross Margin and Market Share (2021-2026)

2.14.5 729 Voice Recent Developments and Future Plans

2.15 Voice Bear Studio

2.15.1 Voice Bear Studio Details

2.15.2 Voice Bear Studio Major Business

2.15.3 Voice Bear Studio Post-production Sound Effects Product and Solutions

2.15.4 Voice Bear Studio Post-production Sound Effects Revenue, Gross Margin and Market Share (2021-2026)

2.15.5 Voice Bear Studio Recent Developments and Future Plans

2.16 Light Cubes Studio

2.16.1 Light Cubes Studio Details

2.16.2 Light Cubes Studio Major Business

2.16.3 Light Cubes Studio Post-production Sound Effects Product and Solutions

2.16.4 Light Cubes Studio Post-production Sound Effects Revenue, Gross Margin and Market Share (2021-2026)

2.16.5 Light Cubes Studio Recent Developments and Future Plans

2.17 TrioPen Studio

2.17.1 TrioPen Studio Details

2.17.2 TrioPen Studio Major Business

2.17.3 TrioPen Studio Post-production Sound Effects Product and Solutions

2.17.4 TrioPen Studio Post-production Sound Effects Revenue, Gross Margin and Market Share (2021-2026)

2.17.5 TrioPen Studio Recent Developments and Future Plans

2.18 JY Animation

2.18.1 JY Animation Details

2.18.2 JY Animation Major Business

2.18.3 JY Animation Post-production Sound Effects Product and Solutions

2.18.4 JY Animation Post-production Sound Effects Revenue, Gross Margin and Market Share (2021-2026)

2.18.5 JY Animation Recent Developments and Future Plans

2.19 Sound Lab Beijing

2.19.1 Sound Lab Beijing Details

2.19.2 Sound Lab Beijing Major Business

2.19.3 Sound Lab Beijing Post-production Sound Effects Product and Solutions

2.19.4 Sound Lab Beijing Post-production Sound Effects Revenue, Gross Margin and Market Share (2021-2026)

2.19.5 Sound Lab Beijing Recent Developments and Future Plans

2.20 Moyin Studio

2.20.1 Moyin Studio Details

2.20.2 Moyin Studio Major Business

2.20.3 Moyin Studio Post-production Sound Effects Product and Solutions

2.20.4 Moyin Studio Post-production Sound Effects Revenue, Gross Margin and Market Share (2021-2026)

2.20.5 Moyin Studio Recent Developments and Future Plans

2.21 Shanghai Sound Union

- 2.21.1 Shanghai Sound Union Details
- 2.21.2 Shanghai Sound Union Major Business
- 2.21.3 Shanghai Sound Union Post-production Sound Effects Product and Solutions
- 2.21.4 Shanghai Sound Union Post-production Sound Effects Revenue, Gross Margin and Market Share (2021-2026)
- 2.21.5 Shanghai Sound Union Recent Developments and Future Plans
- 2.22 Tiangong Sound
 - 2.22.1 Tiangong Sound Details
 - 2.22.2 Tiangong Sound Major Business
 - 2.22.3 Tiangong Sound Post-production Sound Effects Product and Solutions
 - 2.22.4 Tiangong Sound Post-production Sound Effects Revenue, Gross Margin and Market Share (2021-2026)
 - 2.22.5 Tiangong Sound Recent Developments and Future Plans

3 MARKET COMPETITION, BY PLAYERS

- 3.1 Global Post-production Sound Effects Revenue and Share by Players (2021-2026)
- 3.2 Market Share Analysis (2025)
 - 3.2.1 Market Share of Post-production Sound Effects by Company Revenue
 - 3.2.2 Top 3 Post-production Sound Effects Players Market Share in 2025
 - 3.2.3 Top 6 Post-production Sound Effects Players Market Share in 2025
- 3.3 Post-production Sound Effects Market: Overall Company Footprint Analysis
 - 3.3.1 Post-production Sound Effects Market: Region Footprint
 - 3.3.2 Post-production Sound Effects Market: Company Product Type Footprint
 - 3.3.3 Post-production Sound Effects Market: Company Product Application Footprint
- 3.4 New Market Entrants and Barriers to Market Entry
- 3.5 Mergers, Acquisition, Agreements, and Collaborations

4 MARKET SIZE SEGMENT BY TYPE

- 4.1 Global Post-production Sound Effects Consumption Value and Market Share by Type (2021-2026)
- 4.2 Global Post-production Sound Effects Market Forecast by Type (2027-2032)

5 MARKET SIZE SEGMENT BY APPLICATION

- 5.1 Global Post-production Sound Effects Consumption Value Market Share by Application (2021-2026)
- 5.2 Global Post-production Sound Effects Market Forecast by Application (2027-2032)

6 NORTH AMERICA

6.1 North America Post-production Sound Effects Consumption Value by Type (2021-2032)

6.2 North America Post-production Sound Effects Market Size by Application (2021-2032)

6.3 North America Post-production Sound Effects Market Size by Country

6.3.1 North America Post-production Sound Effects Consumption Value by Country (2021-2032)

6.3.2 United States Post-production Sound Effects Market Size and Forecast (2021-2032)

6.3.3 Canada Post-production Sound Effects Market Size and Forecast (2021-2032)

6.3.4 Mexico Post-production Sound Effects Market Size and Forecast (2021-2032)

7 EUROPE

7.1 Europe Post-production Sound Effects Consumption Value by Type (2021-2032)

7.2 Europe Post-production Sound Effects Consumption Value by Application (2021-2032)

7.3 Europe Post-production Sound Effects Market Size by Country

7.3.1 Europe Post-production Sound Effects Consumption Value by Country (2021-2032)

7.3.2 Germany Post-production Sound Effects Market Size and Forecast (2021-2032)

7.3.3 France Post-production Sound Effects Market Size and Forecast (2021-2032)

7.3.4 United Kingdom Post-production Sound Effects Market Size and Forecast (2021-2032)

7.3.5 Russia Post-production Sound Effects Market Size and Forecast (2021-2032)

7.3.6 Italy Post-production Sound Effects Market Size and Forecast (2021-2032)

8 ASIA-PACIFIC

8.1 Asia-Pacific Post-production Sound Effects Consumption Value by Type (2021-2032)

8.2 Asia-Pacific Post-production Sound Effects Consumption Value by Application (2021-2032)

8.3 Asia-Pacific Post-production Sound Effects Market Size by Region

8.3.1 Asia-Pacific Post-production Sound Effects Consumption Value by Region (2021-2032)

- 8.3.2 China Post-production Sound Effects Market Size and Forecast (2021-2032)
- 8.3.3 Japan Post-production Sound Effects Market Size and Forecast (2021-2032)
- 8.3.4 South Korea Post-production Sound Effects Market Size and Forecast (2021-2032)
- 8.3.5 India Post-production Sound Effects Market Size and Forecast (2021-2032)
- 8.3.6 Southeast Asia Post-production Sound Effects Market Size and Forecast (2021-2032)
- 8.3.7 Australia Post-production Sound Effects Market Size and Forecast (2021-2032)

9 SOUTH AMERICA

- 9.1 South America Post-production Sound Effects Consumption Value by Type (2021-2032)
- 9.2 South America Post-production Sound Effects Consumption Value by Application (2021-2032)
- 9.3 South America Post-production Sound Effects Market Size by Country
 - 9.3.1 South America Post-production Sound Effects Consumption Value by Country (2021-2032)
 - 9.3.2 Brazil Post-production Sound Effects Market Size and Forecast (2021-2032)
 - 9.3.3 Argentina Post-production Sound Effects Market Size and Forecast (2021-2032)

10 MIDDLE EAST & AFRICA

- 10.1 Middle East & Africa Post-production Sound Effects Consumption Value by Type (2021-2032)
- 10.2 Middle East & Africa Post-production Sound Effects Consumption Value by Application (2021-2032)
- 10.3 Middle East & Africa Post-production Sound Effects Market Size by Country
 - 10.3.1 Middle East & Africa Post-production Sound Effects Consumption Value by Country (2021-2032)
 - 10.3.2 Turkey Post-production Sound Effects Market Size and Forecast (2021-2032)
 - 10.3.3 Saudi Arabia Post-production Sound Effects Market Size and Forecast (2021-2032)
 - 10.3.4 UAE Post-production Sound Effects Market Size and Forecast (2021-2032)

11 MARKET DYNAMICS

- 11.1 Post-production Sound Effects Market Drivers
- 11.2 Post-production Sound Effects Market Restraints

11.3 Post-production Sound Effects Trends Analysis

11.4 Porters Five Forces Analysis

11.4.1 Threat of New Entrants

11.4.2 Bargaining Power of Suppliers

11.4.3 Bargaining Power of Buyers

11.4.4 Threat of Substitutes

11.4.5 Competitive Rivalry

12 INDUSTRY CHAIN ANALYSIS

12.1 Post-production Sound Effects Industry Chain

12.2 Post-production Sound Effects Upstream Analysis

12.3 Post-production Sound Effects Midstream Analysis

12.4 Post-production Sound Effects Downstream Analysis

13 RESEARCH FINDINGS AND CONCLUSION

14 APPENDIX

14.1 Methodology

14.2 Research Process and Data Source

14.3 Disclaimer

List Of Tables

LIST OF TABLES

- Table 1. Global Post-production Sound Effects Consumption Value by Type, (USD Million), 2021 & 2025 & 2032
- Table 2. Global Post-production Sound Effects Consumption Value by Voice Source, (USD Million), 2021 & 2025 & 2032
- Table 3. Global Post-production Sound Effects Consumption Value by Production Method, (USD Million), 2021 & 2025 & 2032
- Table 4. Global Post-production Sound Effects Consumption Value by Application, (USD Million), 2021 & 2025 & 2032
- Table 5. Global Post-production Sound Effects Consumption Value by Region (2021-2026) & (USD Million)
- Table 6. Global Post-production Sound Effects Consumption Value by Region (2027-2032) & (USD Million)
- Table 7. Aoni Production Company Information, Head Office, and Major Competitors
- Table 8. Aoni Production Major Business
- Table 9. Aoni Production Post-production Sound Effects Product and Solutions
- Table 10. Aoni Production Post-production Sound Effects Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 11. Aoni Production Recent Developments and Future Plans
- Table 12. 81 Produce Company Information, Head Office, and Major Competitors
- Table 13. 81 Produce Major Business
- Table 14. 81 Produce Post-production Sound Effects Product and Solutions
- Table 15. 81 Produce Post-production Sound Effects Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 16. 81 Produce Recent Developments and Future Plans
- Table 17. Production Baobab Company Information, Head Office, and Major Competitors
- Table 18. Production Baobab Major Business
- Table 19. Production Baobab Post-production Sound Effects Product and Solutions
- Table 20. Production Baobab Post-production Sound Effects Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 21. Crunchyroll Company Information, Head Office, and Major Competitors
- Table 22. Crunchyroll Major Business
- Table 23. Crunchyroll Post-production Sound Effects Product and Solutions
- Table 24. Crunchyroll Post-production Sound Effects Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 25. Crunchyroll Recent Developments and Future Plans

Table 26. Bang Zoom! Studios Company Information, Head Office, and Major Competitors

Table 27. Bang Zoom! Studios Major Business

Table 28. Bang Zoom! Studios Post-production Sound Effects Product and Solutions

Table 29. Bang Zoom! Studios Post-production Sound Effects Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 30. Bang Zoom! Studios Recent Developments and Future Plans

Table 31. Ocean Studios Company Information, Head Office, and Major Competitors

Table 32. Ocean Studios Major Business

Table 33. Ocean Studios Post-production Sound Effects Product and Solutions

Table 34. Ocean Studios Post-production Sound Effects Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 35. Ocean Studios Recent Developments and Future Plans

Table 36. Sigma Seven Company Information, Head Office, and Major Competitors

Table 37. Sigma Seven Major Business

Table 38. Sigma Seven Post-production Sound Effects Product and Solutions

Table 39. Sigma Seven Post-production Sound Effects Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 40. Sigma Seven Recent Developments and Future Plans

Table 41. Osawa Office Company Information, Head Office, and Major Competitors

Table 42. Osawa Office Major Business

Table 43. Osawa Office Post-production Sound Effects Product and Solutions

Table 44. Osawa Office Post-production Sound Effects Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 45. Osawa Office Recent Developments and Future Plans

Table 46. Ken Production Company Information, Head Office, and Major Competitors

Table 47. Ken Production Major Business

Table 48. Ken Production Post-production Sound Effects Product and Solutions

Table 49. Ken Production Post-production Sound Effects Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 50. Ken Production Recent Developments and Future Plans

Table 51. Haikyo Company Information, Head Office, and Major Competitors

Table 52. Haikyo Major Business

Table 53. Haikyo Post-production Sound Effects Product and Solutions

Table 54. Haikyo Post-production Sound Effects Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 55. Haikyo Recent Developments and Future Plans

Table 56. NYAV Post Company Information, Head Office, and Major Competitors

Table 57. NYAV Post Major Business

Table 58. NYAV Post Post-production Sound Effects Product and Solutions

Table 59. NYAV Post Post-production Sound Effects Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 60. NYAV Post Recent Developments and Future Plans

Table 61. Studiopolis Company Information, Head Office, and Major Competitors

Table 62. Studiopolis Major Business

Table 63. Studiopolis Post-production Sound Effects Product and Solutions

Table 64. Studiopolis Post-production Sound Effects Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 65. Studiopolis Recent Developments and Future Plans

Table 66. Kinsen Studio Company Information, Head Office, and Major Competitors

Table 67. Kinsen Studio Major Business

Table 68. Kinsen Studio Post-production Sound Effects Product and Solutions

Table 69. Kinsen Studio Post-production Sound Effects Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 70. Kinsen Studio Recent Developments and Future Plans

Table 71. 729 Voice Company Information, Head Office, and Major Competitors

Table 72. 729 Voice Major Business

Table 73. 729 Voice Post-production Sound Effects Product and Solutions

Table 74. 729 Voice Post-production Sound Effects Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 75. 729 Voice Recent Developments and Future Plans

Table 76. Voice Bear Studio Company Information, Head Office, and Major Competitors

Table 77. Voice Bear Studio Major Business

Table 78. Voice Bear Studio Post-production Sound Effects Product and Solutions

Table 79. Voice Bear Studio Post-production Sound Effects Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 80. Voice Bear Studio Recent Developments and Future Plans

Table 81. Light Cubes Studio Company Information, Head Office, and Major Competitors

Table 82. Light Cubes Studio Major Business

Table 83. Light Cubes Studio Post-production Sound Effects Product and Solutions

Table 84. Light Cubes Studio Post-production Sound Effects Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 85. Light Cubes Studio Recent Developments and Future Plans

Table 86. TrioPen Studio Company Information, Head Office, and Major Competitors

Table 87. TrioPen Studio Major Business

Table 88. TrioPen Studio Post-production Sound Effects Product and Solutions

- Table 89. TrioPen Studio Post-production Sound Effects Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 90. TrioPen Studio Recent Developments and Future Plans
- Table 91. JY Animation Company Information, Head Office, and Major Competitors
- Table 92. JY Animation Major Business
- Table 93. JY Animation Post-production Sound Effects Product and Solutions
- Table 94. JY Animation Post-production Sound Effects Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 95. JY Animation Recent Developments and Future Plans
- Table 96. Sound Lab Beijing Company Information, Head Office, and Major Competitors
- Table 97. Sound Lab Beijing Major Business
- Table 98. Sound Lab Beijing Post-production Sound Effects Product and Solutions
- Table 99. Sound Lab Beijing Post-production Sound Effects Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 100. Sound Lab Beijing Recent Developments and Future Plans
- Table 101. Moyin Studio Company Information, Head Office, and Major Competitors
- Table 102. Moyin Studio Major Business
- Table 103. Moyin Studio Post-production Sound Effects Product and Solutions
- Table 104. Moyin Studio Post-production Sound Effects Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 105. Moyin Studio Recent Developments and Future Plans
- Table 106. Shanghai Sound Union Company Information, Head Office, and Major Competitors
- Table 107. Shanghai Sound Union Major Business
- Table 108. Shanghai Sound Union Post-production Sound Effects Product and Solutions
- Table 109. Shanghai Sound Union Post-production Sound Effects Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 110. Shanghai Sound Union Recent Developments and Future Plans
- Table 111. Tiangong Sound Company Information, Head Office, and Major Competitors
- Table 112. Tiangong Sound Major Business
- Table 113. Tiangong Sound Post-production Sound Effects Product and Solutions
- Table 114. Tiangong Sound Post-production Sound Effects Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 115. Tiangong Sound Recent Developments and Future Plans
- Table 116. Global Post-production Sound Effects Revenue (USD Million) by Players (2021-2026)
- Table 117. Global Post-production Sound Effects Revenue Share by Players (2021-2026)

Table 118. Breakdown of Post-production Sound Effects by Company Type (Tier 1, Tier 2, and Tier 3)

Table 119. Market Position of Players in Post-production Sound Effects, (Tier 1, Tier 2, and Tier 3), Based on Revenue in 2025

Table 120. Head Office of Key Post-production Sound Effects Players

Table 121. Post-production Sound Effects Market: Company Product Type Footprint

Table 122. Post-production Sound Effects Market: Company Product Application Footprint

Table 123. Post-production Sound Effects New Market Entrants and Barriers to Market Entry

Table 124. Post-production Sound Effects Mergers, Acquisition, Agreements, and Collaborations

Table 125. Global Post-production Sound Effects Consumption Value (USD Million) by Type (2021-2026)

Table 126. Global Post-production Sound Effects Consumption Value Share by Type (2021-2026)

Table 127. Global Post-production Sound Effects Consumption Value Forecast by Type (2027-2032)

Table 128. Global Post-production Sound Effects Consumption Value by Application (2021-2026)

Table 129. Global Post-production Sound Effects Consumption Value Forecast by Application (2027-2032)

Table 130. North America Post-production Sound Effects Consumption Value by Type (2021-2026) & (USD Million)

Table 131. North America Post-production Sound Effects Consumption Value by Type (2027-2032) & (USD Million)

Table 132. North America Post-production Sound Effects Consumption Value by Application (2021-2026) & (USD Million)

Table 133. North America Post-production Sound Effects Consumption Value by Application (2027-2032) & (USD Million)

Table 134. North America Post-production Sound Effects Consumption Value by Country (2021-2026) & (USD Million)

Table 135. North America Post-production Sound Effects Consumption Value by Country (2027-2032) & (USD Million)

Table 136. Europe Post-production Sound Effects Consumption Value by Type (2021-2026) & (USD Million)

Table 137. Europe Post-production Sound Effects Consumption Value by Type (2027-2032) & (USD Million)

Table 138. Europe Post-production Sound Effects Consumption Value by Application

(2021-2026) & (USD Million)

Table 139. Europe Post-production Sound Effects Consumption Value by Application (2027-2032) & (USD Million)

Table 140. Europe Post-production Sound Effects Consumption Value by Country (2021-2026) & (USD Million)

Table 141. Europe Post-production Sound Effects Consumption Value by Country (2027-2032) & (USD Million)

Table 142. Asia-Pacific Post-production Sound Effects Consumption Value by Type (2021-2026) & (USD Million)

Table 143. Asia-Pacific Post-production Sound Effects Consumption Value by Type (2027-2032) & (USD Million)

Table 144. Asia-Pacific Post-production Sound Effects Consumption Value by Application (2021-2026) & (USD Million)

Table 145. Asia-Pacific Post-production Sound Effects Consumption Value by Application (2027-2032) & (USD Million)

Table 146. Asia-Pacific Post-production Sound Effects Consumption Value by Region (2021-2026) & (USD Million)

Table 147. Asia-Pacific Post-production Sound Effects Consumption Value by Region (2027-2032) & (USD Million)

Table 148. South America Post-production Sound Effects Consumption Value by Type (2021-2026) & (USD Million)

Table 149. South America Post-production Sound Effects Consumption Value by Type (2027-2032) & (USD Million)

Table 150. South America Post-production Sound Effects Consumption Value by Application (2021-2026) & (USD Million)

Table 151. South America Post-production Sound Effects Consumption Value by Application (2027-2032) & (USD Million)

Table 152. South America Post-production Sound Effects Consumption Value by Country (2021-2026) & (USD Million)

Table 153. South America Post-production Sound Effects Consumption Value by Country (2027-2032) & (USD Million)

Table 154. Middle East & Africa Post-production Sound Effects Consumption Value by Type (2021-2026) & (USD Million)

Table 155. Middle East & Africa Post-production Sound Effects Consumption Value by Type (2027-2032) & (USD Million)

Table 156. Middle East & Africa Post-production Sound Effects Consumption Value by Application (2021-2026) & (USD Million)

Table 157. Middle East & Africa Post-production Sound Effects Consumption Value by Application (2027-2032) & (USD Million)

Table 158. Middle East & Africa Post-production Sound Effects Consumption Value by Country (2021-2026) & (USD Million)

Table 159. Middle East & Africa Post-production Sound Effects Consumption Value by Country (2027-2032) & (USD Million)

Table 160. Global Key Players of Post-production Sound Effects Upstream (Raw Materials)

Table 161. Global Post-production Sound Effects Typical Customers

List Of Figures

LIST OF FIGURES

- Figure 1. Post-production Sound Effects Picture
- Figure 2. Global Post-production Sound Effects Consumption Value by Type, (USD Million), 2021 & 2025 & 2032
- Figure 3. Global Post-production Sound Effects Consumption Value Market Share by Type in 2025
- Figure 4. Dialogue Editing & Cleanup
- Figure 5. Foley Sound Effects
- Figure 6. Ambience & Atmosphere Design
- Figure 7. Global Post-production Sound Effects Consumption Value by Voice Source, (USD Million), 2021 & 2025 & 2032
- Figure 8. Global Post-production Sound Effects Consumption Value Market Share by Voice Source in 2025
- Figure 9. Human Voice Acting
- Figure 10. AI-generated Voice Acting
- Figure 11. Hybrid Voice Production
- Figure 12. Global Post-production Sound Effects Consumption Value by Production Method, (USD Million), 2021 & 2025 & 2032
- Figure 13. Global Post-production Sound Effects Consumption Value Market Share by Production Method in 2025
- Figure 14. Studio Voice Recording
- Figure 15. Remote Voice Production
- Figure 16. Automated Voice Synthesis
- Figure 17. Global Post-production Sound Effects Consumption Value by Application, (USD Million), 2021 & 2025 & 2032
- Figure 18. Post-production Sound Effects Consumption Value Market Share by Application in 2025
- Figure 19. Anime Production Picture
- Figure 20. Video Game Animation Picture
- Figure 21. Motion Comics Picture
- Figure 22. Others Picture
- Figure 23. Global Post-production Sound Effects Consumption Value, (USD Million): 2021 & 2025 & 2032
- Figure 24. Global Post-production Sound Effects Consumption Value and Forecast (2021-2032) & (USD Million)
- Figure 25. Global Market Post-production Sound Effects Consumption Value (USD

Million) Comparison by Region (2021 VS 2025 VS 2032)

Figure 26. Global Post-production Sound Effects Consumption Value Market Share by Region (2021-2032)

Figure 27. Global Post-production Sound Effects Consumption Value Market Share by Region in 2025

Figure 28. North America Post-production Sound Effects Consumption Value (2021-2032) & (USD Million)

Figure 29. Europe Post-production Sound Effects Consumption Value (2021-2032) & (USD Million)

Figure 30. Asia-Pacific Post-production Sound Effects Consumption Value (2021-2032) & (USD Million)

Figure 31. South America Post-production Sound Effects Consumption Value (2021-2032) & (USD Million)

Figure 32. Middle East & Africa Post-production Sound Effects Consumption Value (2021-2032) & (USD Million)

Figure 33. Company Three Recent Developments and Future Plans

Figure 34. Global Post-production Sound Effects Revenue Share by Players in 2025

Figure 35. Post-production Sound Effects Market Share by Company Type (Tier 1, Tier 2, and Tier 3) in 2025

Figure 36. Market Share of Post-production Sound Effects by Player Revenue in 2025

Figure 37. Top 3 Post-production Sound Effects Players Market Share in 2025

Figure 38. Top 6 Post-production Sound Effects Players Market Share in 2025

Figure 39. Global Post-production Sound Effects Consumption Value Share by Type (2021-2026)

Figure 40. Global Post-production Sound Effects Market Share Forecast by Type (2027-2032)

Figure 41. Global Post-production Sound Effects Consumption Value Share by Application (2021-2026)

Figure 42. Global Post-production Sound Effects Market Share Forecast by Application (2027-2032)

Figure 43. North America Post-production Sound Effects Consumption Value Market Share by Type (2021-2032)

Figure 44. North America Post-production Sound Effects Consumption Value Market Share by Application (2021-2032)

Figure 45. North America Post-production Sound Effects Consumption Value Market Share by Country (2021-2032)

Figure 46. United States Post-production Sound Effects Consumption Value (2021-2032) & (USD Million)

Figure 47. Canada Post-production Sound Effects Consumption Value (2021-2032) &

(USD Million)

Figure 48. Mexico Post-production Sound Effects Consumption Value (2021-2032) & (USD Million)

Figure 49. Europe Post-production Sound Effects Consumption Value Market Share by Type (2021-2032)

Figure 50. Europe Post-production Sound Effects Consumption Value Market Share by Application (2021-2032)

Figure 51. Europe Post-production Sound Effects Consumption Value Market Share by Country (2021-2032)

Figure 52. Germany Post-production Sound Effects Consumption Value (2021-2032) & (USD Million)

Figure 53. France Post-production Sound Effects Consumption Value (2021-2032) & (USD Million)

Figure 54. United Kingdom Post-production Sound Effects Consumption Value (2021-2032) & (USD Million)

Figure 55. Russia Post-production Sound Effects Consumption Value (2021-2032) & (USD Million)

Figure 56. Italy Post-production Sound Effects Consumption Value (2021-2032) & (USD Million)

Figure 57. Asia-Pacific Post-production Sound Effects Consumption Value Market Share by Type (2021-2032)

Figure 58. Asia-Pacific Post-production Sound Effects Consumption Value Market Share by Application (2021-2032)

Figure 59. Asia-Pacific Post-production Sound Effects Consumption Value Market Share by Region (2021-2032)

Figure 60. China Post-production Sound Effects Consumption Value (2021-2032) & (USD Million)

Figure 61. Japan Post-production Sound Effects Consumption Value (2021-2032) & (USD Million)

Figure 62. South Korea Post-production Sound Effects Consumption Value (2021-2032) & (USD Million)

Figure 63. India Post-production Sound Effects Consumption Value (2021-2032) & (USD Million)

Figure 64. Southeast Asia Post-production Sound Effects Consumption Value (2021-2032) & (USD Million)

Figure 65. Australia Post-production Sound Effects Consumption Value (2021-2032) & (USD Million)

Figure 66. South America Post-production Sound Effects Consumption Value Market Share by Type (2021-2032)

Figure 67. South America Post-production Sound Effects Consumption Value Market Share by Application (2021-2032)

Figure 68. South America Post-production Sound Effects Consumption Value Market Share by Country (2021-2032)

Figure 69. Brazil Post-production Sound Effects Consumption Value (2021-2032) & (USD Million)

Figure 70. Argentina Post-production Sound Effects Consumption Value (2021-2032) & (USD Million)

Figure 71. Middle East & Africa Post-production Sound Effects Consumption Value Market Share by Type (2021-2032)

Figure 72. Middle East & Africa Post-production Sound Effects Consumption Value Market Share by Application (2021-2032)

Figure 73. Middle East & Africa Post-production Sound Effects Consumption Value Market Share by Country (2021-2032)

Figure 74. Turkey Post-production Sound Effects Consumption Value (2021-2032) & (USD Million)

Figure 75. Saudi Arabia Post-production Sound Effects Consumption Value (2021-2032) & (USD Million)

Figure 76. UAE Post-production Sound Effects Consumption Value (2021-2032) & (USD Million)

Figure 77. Post-production Sound Effects Market Drivers

Figure 78. Post-production Sound Effects Market Restraints

Figure 79. Post-production Sound Effects Market Trends

Figure 80. Porters Five Forces Analysis

Figure 81. Post-production Sound Effects Industrial Chain

Figure 82. Methodology

Figure 83. Research Process and Data Source

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