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Global Sculpting Software for 3D Modeling Supply, Demand and Key Producers, 2026-2032

https://marketpublishers.com/r/G9C9F8E7015BEN.html
Date: September 2026
Pages: 176
Price: US$ 4,480.00 (Single User License)
ID: G9C9F8E7015BEN

Abstracts

The global Sculpting Software for 3D Modeling market size is expected to reach $ 328 million by 2032, rising at a market growth of 5.2% CAGR during the forecast period (2026-2032).

Sculpting software for 3D modeling refers to digital creation tools that allow users to build, deform, smooth, carve, remesh, paint and refine three-dimensional objects through brush-based, voxel-based, polygon-based or implicit-surface workflows resembling physical clay sculpting. The software is primarily used for organic characters, creatures, figurines, jewelry, product concepts, game assets, film and animation models, 3D-printable objects and digital art.

The sculpting software for 3D modeling market has witnessed growth in recent years due to several factors. One of the key drivers is the increasing demand for realistic and detailed 3D models in various industries, including entertainment, gaming, architecture, automotive, and product design. Sculpting software enables artists and designers to create intricate and lifelike digital sculptures that can be used in animations, visual effects, virtual reality, and other applications. Furthermore, the market is driven by advancements in technology that enhance the capabilities and accessibility of sculpting software. These software applications offer a range of tools and brushes that simulate traditional sculpting techniques, allowing artists to sculpt and manipulate digital models in a way that closely resembles physical sculpting. Additionally, improvements in computer processing power and graphics capabilities have enabled real-time rendering and smooth sculpting experiences, further boosting the adoption of sculpting software. Additionally, the market for sculpting software is influenced by the growing popularity of 3D printing. Sculpting software provides the necessary tools and workflows to prepare digital models for 3D printing, enabling artists and designers to create physical

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sculptures based on their digital creations. The integration of sculpting software with 3D printing technologies has opened up new opportunities for artistic expression, rapid prototyping, and manufacturing. The market for sculpting software for 3D modeling can be segmented based on factors such as target industry (entertainment, gaming, design, etc.), user expertise (beginner, intermediate, professional), pricing models (commercial software, open-source software), and geographical region. Different software applications may offer specific features, workflows, and compatibility with various 3D modeling and animation software.

Report Scope

This report studies the global Sculpting Software for 3D Modeling demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Sculpting Software for 3D Modeling, 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 Sculpting Software for 3D Modeling that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Sculpting Software for 3D Modeling total market, 2021-2032, (USD Million)

Global Sculpting Software for 3D Modeling total market by region & country, CAGR, 2021-2032, (USD Million)

U.S. VS China: Sculpting Software for 3D Modeling total market, key domestic companies, and share, (USD Million)

Global Sculpting Software for 3D Modeling revenue by player, revenue and market share 2021-2026, (USD Million)

Global Sculpting Software for 3D Modeling total market by Type, CAGR, 2021-2032, (USD Million)

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Global Sculpting Software for 3D Modeling total market by Application, CAGR, 2021-2032, (USD Million)

This report profiles major players in the global Sculpting Software for 3D Modeling 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 Maxon Computer, Autodesk, Adobe, Dassault Systèmes, SideFX, Robert McNeel & Associates, Epic Games, Pilgway, Blender Foundation, CLO Virtual Fashion, 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 Sculpting Software for 3D Modeling 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 Sculpting Software for 3D Modeling Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

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India

Rest of World

Market Segmentation

Global Sculpting Software for 3D Modeling Market, Segmentation by Type:

Cloud-based

On-premises

Global Sculpting Software for 3D Modeling Market, Segmentation by Underlying Technical Architecture:

Voxel-Based Sculpting Software

Subdivision Surface (SubD) Polygon Sculpting Software

Dynamic Tessellation / Dynamesh Sculpting Tools

Implicit Surface Sculpting (Field-Based)

Global Sculpting Software for 3D Modeling Market, Segmentation by Target Platform:

Desktop Professional Sculpting Software (PC/Mac)

Mobile/Tablet Sculpting Software (Touchscreen)

Browser-Based Cloud Sculpting Software

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Global Sculpting Software for 3D Modeling Market, Segmentation by Application:

Large Enterprises

SMEs

Companies Profiled:

Maxon Computer

Autodesk

Adobe

Dassault Systèmes

SideFX

Robert McNeel & Associates

Epic Games

Pilgway

Blender Foundation

CLO Virtual Fashion

Reallusion

Gravity Sketch

Daz 3D

Hexanomad

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Foundry

Leopoly

CrossBrowser 3D LLC

Unity Technologies

Nevercenter

Womp

Masterpiece Studio

FORUM8

Tetraface

pixiv

Meshy

Tencent

VAST

TenkLabs

Aartform

Key Questions Answered

1. How big is the global Sculpting Software for 3D Modeling market?
2. What is the demand of the global Sculpting Software for 3D Modeling market?
3. What is the year over year growth of the global Sculpting Software for 3D Modeling market?
4. What is the total value of the global Sculpting Software for 3D Modeling market?
5. Who are the Major Players in the global Sculpting Software for 3D Modeling market?

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6. What are the growth factors driving the market demand?

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