

# Global Special Effects and Visual Effects Supply, Demand and Key Producers, 2023-2029

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## Abstracts

The global Special Effects and Visual Effects market size is expected to reach \$ million by 2029, rising at a market growth of % CAGR during the forecast period (2023-2029).

This report studies the global Special Effects and Visual Effects demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Special Effects and Visual Effects, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2022 as the base year. This report explores demand trends and competition, as well as details the characteristics of Special Effects and Visual Effects that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Special Effects and Visual Effects total market, 2018-2029, (USD Million)

Global Special Effects and Visual Effects total market by region & country, CAGR, 2018-2029, (USD Million)

U.S. VS China: Special Effects and Visual Effects total market, key domestic companies and share, (USD Million)

Global Special Effects and Visual Effects revenue by player and market share 2018-2023, (USD Million)

Global Special Effects and Visual Effects total market by Type, CAGR, 2018-2029,

(USD Million)

Global Special Effects and Visual Effects total market by Application, CAGR, 2018-2029, (USD Million)

This reports profiles major players in the global Special Effects and Visual 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 Industrial Light and Magic, Rodeo Fx, Legend 3D, Framestore, The Mill, Cinesite, Moving Picture Company (MPC), Weta Digital and Deluxe Entertainment, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals, COVID-19 and Russia-Ukraine War Influence.

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World Special Effects and Visual Effects 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 2018-2029 by year with 2022 as the base year, 2023 as the estimate year, and 2024-2029 as the forecast year.

Global Special Effects and Visual Effects Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

### Global Special Effects and Visual Effects Market, Segmentation by Type

Special Effects

Visual Effects

### Global Special Effects and Visual Effects Market, Segmentation by Application

Television

Film

Video Game

Others

### Companies Profiled:

Industrial Light and Magic

Rodeo Fx

Legend 3D

Framestore

The Mill

Cinesite

Moving Picture Company (MPC)

Weta Digital

Deluxe Entertainment

DNEG

Pinewood Studios

Sony Pictures Imageworks

Legendary

Digital Domain

Animal Logic

Pixomondo

Digital Idea

Tippett Studio

Flatworld Solutions Pvt

Epic Games (UNREAL)

Method Studios

BUF

Scanline vfx

Artem

XFFX

Danish Special Effects Service

Bloodhound FX

TNG Visual Effects

Phantom Dynamics

Product Type Insights

### Key Questions Answered

1. How big is the global Special Effects and Visual Effects market?
2. What is the demand of the global Special Effects and Visual Effects market?
3. What is the year over year growth of the global Special Effects and Visual Effects market?
4. What is the total value of the global Special Effects and Visual Effects market?
5. Who are the major players in the global Special Effects and Visual Effects market?
6. What are the growth factors driving the market demand?

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