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Global Virtual Human Market 2025 by Company, Regions, Type and Application, Forecast to 2031

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Abstracts

According to our (Global Info Research) latest study, the global Virtual Human market size was valued at US$ 1008 million in 2024 and is forecast to a readjusted size of USD 2692 million by 2031 with a CAGR of 15.2% during review period.

The virtual human refers to the analogy of a virtual person similar to a real person on the computer. The field of study of virtual human concerns human performance, movement, and behavior. Virtual humans are life like artificial intelligence actors used in interactive simulations, text-to-video, help guides, educational sessions, and more. They perform tasks like humans and effectively serve the purpose for which they were programmed.

As an important force driving a new round of scientific and technological revolution, artificial intelligence has been of national strategic importance. Many governments introduces polices and increase capital investment to support AI companies. The Digital Europe plan adopted by the European Union will allocate ?9.2 billion on high-tech investments, such as supercomputing, artificial intelligence, and network security. In order to maintain its leading position, the United States will increase its investment in artificial intelligence research and development in non-defense fields, from US$1.6 billion to US$1.7 billion in 2022. According to the latest data released by IDC, global artificial intelligence revenue was US$432.8 billion in 2022, a year-on-year increase of 19.6%, including software, hardware and services.

China and the United States are two leaders in AI industry. On the AI 100 list (2022) released by CB Insights, the number of companies in the United States ranks first, with more than 70 companies, followed by the United Kingdom, with 8 companies on the list. China and Canada both holds 5 companies on the list. According to data from the China

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Academy of Information and Communications Technology, the scale of China's core artificial intelligence industry reached ?508 billion in 2022, a year-on-year increase of 18%. From 2013 to November 2022, the cumulative number of patent applications for artificial intelligence inventions in the world reached 729,000, and the cumulative number of applications in China reached 389,000, accounting for 53.4%. However, the Global Artificial Intelligence Innovation Index Report 2021 released by the China Institute of Scientific and Technological Information shows that the overall strength of the United States is still far ahead. The number of artificial intelligence companies in the United States is about 4,670, while China has only 880. China's data center is less than 1/20 of that of the United States.

This report is a detailed and comprehensive analysis for global Virtual Human 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 Virtual Human market size and forecasts, in consumption value ($ Million), 2020-2031

Global Virtual Human market size and forecasts by region and country, in consumption value ($ Million), 2020-2031

Global Virtual Human market size and forecasts, by Type and by Application, in consumption value ($ Million), 2020-2031

Global Virtual Human market shares of main players, in revenue ($ Million), 2020-2025

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 Virtual Human

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 Virtual Human 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 XMOV, Alibaba, Cocohub, Digital Domain, Faceunity, Hangzhou Arcvideo Technology Co., Ltd, Huawei Technologies, iFLYTEK, Meta(Facebook), Microsoft, etc.

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

Market segmentation

Virtual Human market is split by Type and by Application. For the period 2020-2031, 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 Virtual Human

3D Virtual Human

Market segment by Application

Entertainment Industry

Service Industry

Education Industry

Others

Market segment by players, this report covers

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XMOV

Alibaba

Cocohub

Digital Domain

Faceunity

Hangzhou Arcvideo Technology Co., Ltd

Huawei Technologies

iFLYTEK

Meta(Facebook)

Microsoft

SenseTime

Talespin

Tecent

UneeQ AI

Virtro

Wondershare

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)

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

Chapter 1, to describe Virtual Human product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Virtual Human, with revenue, gross margin, and global market share of Virtual Human from 2020 to 2025.

Chapter 3, the Virtual Human 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 2020 to 2031

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 2020 to 2025.and Virtual Human market forecast, by regions, by Type and by Application, with consumption value, from 2026 to 2031.

Chapter 11, market dynamics, drivers, restraints, trends, Porters Five Forces analysis.

Chapter 12, the key raw materials and key suppliers, and industry chain of Virtual Human.

Chapter 13, to describe Virtual Human research findings and conclusion.

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