

Global Virtual Production Service Supply, Demand and Key Producers, 2023-2029

<https://marketpublishers.com/r/G03785D21D89EN.html>

Date: May 2023

Pages: 131

Price: US\$ 4,480.00 (Single User License)

ID: G03785D21D89EN

Abstracts

The global Virtual Production Service market size is expected to reach \$ 6613.7 million by 2029, rising at a market growth of 13.5% CAGR during the forecast period (2023-2029).

This report studies the global Virtual Production Service demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Virtual Production Service, 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 Virtual Production Service that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Virtual Production Service total market, 2018-2029, (USD Million)

Global Virtual Production Service total market by region & country, CAGR, 2018-2029, (USD Million)

U.S. VS China: Virtual Production Service total market, key domestic companies and share, (USD Million)

Global Virtual Production Service revenue by player and market share 2018-2023, (USD Million)

Global Virtual Production Service total market by Type, CAGR, 2018-2029,
(USD Million)

Global Virtual Production Service total market by Application, CAGR, 2018-2029, (USD
Million)

This reports profiles major players in the global Virtual Production Service 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 80six, FuseFX, cyd virtual studio, NEP GROUP, NantStudios, PRG, SHOWRUNNER, V? Technologies and AOIN, 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 Virtual Production Service 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 Virtual Production Service Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Virtual Production Service Market, Segmentation by Type

Software

Services

Global Virtual Production Service Market, Segmentation by Application

Broadcast

Streaming Media

Advertising

Film and TV

Others

Companies Profiled:

80six

FuseFX

cyd virtual studio

NEP GROUP

NantStudios

PRG

SHOWRUNNER

V? Technologies

AOIN

Mriya production

DNEG

W?t? FX

Dark Matters

Vero

Mo-Sys

Framestore

Crew In Motion

SoFlo Studios

Lexhag

Pixotope

Tiltlabs

Creative Technology

Narwhal Studios

Sony

Solotech

Fox

Key Questions Answered

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

Contents

1 SUPPLY SUMMARY

- 1.1 Virtual Production Service Introduction
- 1.2 World Virtual Production Service Market Size & Forecast (2018 & 2022 & 2029)
- 1.3 World Virtual Production Service Total Market by Region (by Headquarter Location)
 - 1.3.1 World Virtual Production Service Market Size by Region (2018-2029), (by Headquarter Location)
 - 1.3.2 United States Virtual Production Service Market Size (2018-2029)
 - 1.3.3 China Virtual Production Service Market Size (2018-2029)
 - 1.3.4 Europe Virtual Production Service Market Size (2018-2029)
 - 1.3.5 Japan Virtual Production Service Market Size (2018-2029)
 - 1.3.6 South Korea Virtual Production Service Market Size (2018-2029)
 - 1.3.7 ASEAN Virtual Production Service Market Size (2018-2029)
 - 1.3.8 India Virtual Production Service Market Size (2018-2029)
- 1.4 Market Drivers, Restraints and Trends
 - 1.4.1 Virtual Production Service Market Drivers
 - 1.4.2 Factors Affecting Demand
 - 1.4.3 Virtual Production Service Major Market Trends
- 1.5 Influence of COVID-19 and Russia-Ukraine War
 - 1.5.1 Influence of COVID-19
 - 1.5.2 Influence of Russia-Ukraine War

2 DEMAND SUMMARY

- 2.1 World Virtual Production Service Consumption Value (2018-2029)
- 2.2 World Virtual Production Service Consumption Value by Region
 - 2.2.1 World Virtual Production Service Consumption Value by Region (2018-2023)
 - 2.2.2 World Virtual Production Service Consumption Value Forecast by Region (2024-2029)
- 2.3 United States Virtual Production Service Consumption Value (2018-2029)
- 2.4 China Virtual Production Service Consumption Value (2018-2029)
- 2.5 Europe Virtual Production Service Consumption Value (2018-2029)
- 2.6 Japan Virtual Production Service Consumption Value (2018-2029)
- 2.7 South Korea Virtual Production Service Consumption Value (2018-2029)
- 2.8 ASEAN Virtual Production Service Consumption Value (2018-2029)
- 2.9 India Virtual Production Service Consumption Value (2018-2029)

3 WORLD VIRTUAL PRODUCTION SERVICE COMPANIES COMPETITIVE ANALYSIS

- 3.1 World Virtual Production Service Revenue by Player (2018-2023)
- 3.2 Industry Rank and Concentration Rate (CR)
 - 3.2.1 Global Virtual Production Service Industry Rank of Major Players
 - 3.2.2 Global Concentration Ratios (CR4) for Virtual Production Service in 2022
 - 3.2.3 Global Concentration Ratios (CR8) for Virtual Production Service in 2022
- 3.3 Virtual Production Service Company Evaluation Quadrant
- 3.4 Virtual Production Service Market: Overall Company Footprint Analysis
 - 3.4.1 Virtual Production Service Market: Region Footprint
 - 3.4.2 Virtual Production Service Market: Company Product Type Footprint
 - 3.4.3 Virtual Production Service Market: Company Product Application Footprint
- 3.5 Competitive Environment
 - 3.5.1 Historical Structure of the Industry
 - 3.5.2 Barriers of Market Entry
 - 3.5.3 Factors of Competition
- 3.6 Mergers, Acquisitions Activity

4 UNITED STATES VS CHINA VS REST OF THE WORLD (BY HEADQUARTER LOCATION)

- 4.1 United States VS China: Virtual Production Service Revenue Comparison (by Headquarter Location)
 - 4.1.1 United States VS China: Virtual Production Service Market Size Comparison (2018 & 2022 & 2029) (by Headquarter Location)
 - 4.1.2 United States VS China: Virtual Production Service Revenue Market Share Comparison (2018 & 2022 & 2029)
- 4.2 United States Based Companies VS China Based Companies: Virtual Production Service Consumption Value Comparison
 - 4.2.1 United States VS China: Virtual Production Service Consumption Value Comparison (2018 & 2022 & 2029)
 - 4.2.2 United States VS China: Virtual Production Service Consumption Value Market Share Comparison (2018 & 2022 & 2029)
- 4.3 United States Based Virtual Production Service Companies and Market Share, 2018-2023
 - 4.3.1 United States Based Virtual Production Service Companies, Headquarters (States, Country)
 - 4.3.2 United States Based Companies Virtual Production Service Revenue,

(2018-2023)

4.4 China Based Companies Virtual Production Service Revenue and Market Share, 2018-2023

4.4.1 China Based Virtual Production Service Companies, Company Headquarters (Province, Country)

4.4.2 China Based Companies Virtual Production Service Revenue, (2018-2023)

4.5 Rest of World Based Virtual Production Service Companies and Market Share, 2018-2023

4.5.1 Rest of World Based Virtual Production Service Companies, Headquarters (States, Country)

4.5.2 Rest of World Based Companies Virtual Production Service Revenue, (2018-2023)

5 MARKET ANALYSIS BY TYPE

5.1 World Virtual Production Service Market Size Overview by Type: 2018 VS 2022 VS 2029

5.2 Segment Introduction by Type

5.2.1 Software

5.2.2 Services

5.3 Market Segment by Type

5.3.1 World Virtual Production Service Market Size by Type (2018-2023)

5.3.2 World Virtual Production Service Market Size by Type (2024-2029)

5.3.3 World Virtual Production Service Market Size Market Share by Type (2018-2029)

6 MARKET ANALYSIS BY APPLICATION

6.1 World Virtual Production Service Market Size Overview by Application: 2018 VS 2022 VS 2029

6.2 Segment Introduction by Application

6.2.1 Broadcast

6.2.2 Streaming Media

6.2.3 Advertising

6.2.4 Film and TV

6.2.5 Film and TV

6.3 Market Segment by Application

6.3.1 World Virtual Production Service Market Size by Application (2018-2023)

6.3.2 World Virtual Production Service Market Size by Application (2024-2029)

6.3.3 World Virtual Production Service Market Size by Application (2018-2029)

7 COMPANY PROFILES

7.1 80six

7.1.1 80six Details

7.1.2 80six Major Business

7.1.3 80six Virtual Production Service Product and Services

7.1.4 80six Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023)

7.1.5 80six Recent Developments/Updates

7.1.6 80six Competitive Strengths & Weaknesses

7.2 FuseFX

7.2.1 FuseFX Details

7.2.2 FuseFX Major Business

7.2.3 FuseFX Virtual Production Service Product and Services

7.2.4 FuseFX Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023)

7.2.5 FuseFX Recent Developments/Updates

7.2.6 FuseFX Competitive Strengths & Weaknesses

7.3 cyd virtual studio

7.3.1 cyd virtual studio Details

7.3.2 cyd virtual studio Major Business

7.3.3 cyd virtual studio Virtual Production Service Product and Services

7.3.4 cyd virtual studio Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023)

7.3.5 cyd virtual studio Recent Developments/Updates

7.3.6 cyd virtual studio Competitive Strengths & Weaknesses

7.4 NEP GROUP

7.4.1 NEP GROUP Details

7.4.2 NEP GROUP Major Business

7.4.3 NEP GROUP Virtual Production Service Product and Services

7.4.4 NEP GROUP Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023)

7.4.5 NEP GROUP Recent Developments/Updates

7.4.6 NEP GROUP Competitive Strengths & Weaknesses

7.5 NantStudios

7.5.1 NantStudios Details

7.5.2 NantStudios Major Business

7.5.3 NantStudios Virtual Production Service Product and Services

7.5.4 NantStudios Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023)

7.5.5 NantStudios Recent Developments/Updates

7.5.6 NantStudios Competitive Strengths & Weaknesses

7.6 PRG

7.6.1 PRG Details

7.6.2 PRG Major Business

7.6.3 PRG Virtual Production Service Product and Services

7.6.4 PRG Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023)

7.6.5 PRG Recent Developments/Updates

7.6.6 PRG Competitive Strengths & Weaknesses

7.7 SHOWRUNNER

7.7.1 SHOWRUNNER Details

7.7.2 SHOWRUNNER Major Business

7.7.3 SHOWRUNNER Virtual Production Service Product and Services

7.7.4 SHOWRUNNER Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023)

7.7.5 SHOWRUNNER Recent Developments/Updates

7.7.6 SHOWRUNNER Competitive Strengths & Weaknesses

7.8 V? Technologies

7.8.1 V? Technologies Details

7.8.2 V? Technologies Major Business

7.8.3 V? Technologies Virtual Production Service Product and Services

7.8.4 V? Technologies Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023)

7.8.5 V? Technologies Recent Developments/Updates

7.8.6 V? Technologies Competitive Strengths & Weaknesses

7.9 AOIN

7.9.1 AOIN Details

7.9.2 AOIN Major Business

7.9.3 AOIN Virtual Production Service Product and Services

7.9.4 AOIN Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023)

7.9.5 AOIN Recent Developments/Updates

7.9.6 AOIN Competitive Strengths & Weaknesses

7.10 Mriya production

7.10.1 Mriya production Details

7.10.2 Mriya production Major Business

- 7.10.3 Mriya production Virtual Production Service Product and Services
- 7.10.4 Mriya production Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023)
- 7.10.5 Mriya production Recent Developments/Updates
- 7.10.6 Mriya production Competitive Strengths & Weaknesses
- 7.11 DNEG
 - 7.11.1 DNEG Details
 - 7.11.2 DNEG Major Business
 - 7.11.3 DNEG Virtual Production Service Product and Services
 - 7.11.4 DNEG Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023)
 - 7.11.5 DNEG Recent Developments/Updates
 - 7.11.6 DNEG Competitive Strengths & Weaknesses
- 7.12 W?t? FX
 - 7.12.1 W?t? FX Details
 - 7.12.2 W?t? FX Major Business
 - 7.12.3 W?t? FX Virtual Production Service Product and Services
 - 7.12.4 W?t? FX Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023)
 - 7.12.5 W?t? FX Recent Developments/Updates
 - 7.12.6 W?t? FX Competitive Strengths & Weaknesses
- 7.13 Dark Matters
 - 7.13.1 Dark Matters Details
 - 7.13.2 Dark Matters Major Business
 - 7.13.3 Dark Matters Virtual Production Service Product and Services
 - 7.13.4 Dark Matters Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023)
 - 7.13.5 Dark Matters Recent Developments/Updates
 - 7.13.6 Dark Matters Competitive Strengths & Weaknesses
- 7.14 Vero
 - 7.14.1 Vero Details
 - 7.14.2 Vero Major Business
 - 7.14.3 Vero Virtual Production Service Product and Services
 - 7.14.4 Vero Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023)
 - 7.14.5 Vero Recent Developments/Updates
 - 7.14.6 Vero Competitive Strengths & Weaknesses
- 7.15 Mo-Sys
 - 7.15.1 Mo-Sys Details

- 7.15.2 Mo-Sys Major Business
- 7.15.3 Mo-Sys Virtual Production Service Product and Services
- 7.15.4 Mo-Sys Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023)
- 7.15.5 Mo-Sys Recent Developments/Updates
- 7.15.6 Mo-Sys Competitive Strengths & Weaknesses
- 7.16 Framestore
 - 7.16.1 Framestore Details
 - 7.16.2 Framestore Major Business
 - 7.16.3 Framestore Virtual Production Service Product and Services
 - 7.16.4 Framestore Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023)
 - 7.16.5 Framestore Recent Developments/Updates
 - 7.16.6 Framestore Competitive Strengths & Weaknesses
- 7.17 Crew In Motion
 - 7.17.1 Crew In Motion Details
 - 7.17.2 Crew In Motion Major Business
 - 7.17.3 Crew In Motion Virtual Production Service Product and Services
 - 7.17.4 Crew In Motion Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023)
 - 7.17.5 Crew In Motion Recent Developments/Updates
 - 7.17.6 Crew In Motion Competitive Strengths & Weaknesses
- 7.18 SoFlo Studios
 - 7.18.1 SoFlo Studios Details
 - 7.18.2 SoFlo Studios Major Business
 - 7.18.3 SoFlo Studios Virtual Production Service Product and Services
 - 7.18.4 SoFlo Studios Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023)
 - 7.18.5 SoFlo Studios Recent Developments/Updates
 - 7.18.6 SoFlo Studios Competitive Strengths & Weaknesses
- 7.19 Lexhag
 - 7.19.1 Lexhag Details
 - 7.19.2 Lexhag Major Business
 - 7.19.3 Lexhag Virtual Production Service Product and Services
 - 7.19.4 Lexhag Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023)
 - 7.19.5 Lexhag Recent Developments/Updates
 - 7.19.6 Lexhag Competitive Strengths & Weaknesses
- 7.20 Pixotope

- 7.20.1 Pixotope Details
- 7.20.2 Pixotope Major Business
- 7.20.3 Pixotope Virtual Production Service Product and Services
- 7.20.4 Pixotope Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023)
- 7.20.5 Pixotope Recent Developments/Updates
- 7.20.6 Pixotope Competitive Strengths & Weaknesses
- 7.21 Tiltlabs
 - 7.21.1 Tiltlabs Details
 - 7.21.2 Tiltlabs Major Business
 - 7.21.3 Tiltlabs Virtual Production Service Product and Services
 - 7.21.4 Tiltlabs Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023)
 - 7.21.5 Tiltlabs Recent Developments/Updates
 - 7.21.6 Tiltlabs Competitive Strengths & Weaknesses
- 7.22 Creative Technology
 - 7.22.1 Creative Technology Details
 - 7.22.2 Creative Technology Major Business
 - 7.22.3 Creative Technology Virtual Production Service Product and Services
 - 7.22.4 Creative Technology Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023)
 - 7.22.5 Creative Technology Recent Developments/Updates
 - 7.22.6 Creative Technology Competitive Strengths & Weaknesses
- 7.23 Narwhal Studios
 - 7.23.1 Narwhal Studios Details
 - 7.23.2 Narwhal Studios Major Business
 - 7.23.3 Narwhal Studios Virtual Production Service Product and Services
 - 7.23.4 Narwhal Studios Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023)
 - 7.23.5 Narwhal Studios Recent Developments/Updates
 - 7.23.6 Narwhal Studios Competitive Strengths & Weaknesses
- 7.24 Sony
 - 7.24.1 Sony Details
 - 7.24.2 Sony Major Business
 - 7.24.3 Sony Virtual Production Service Product and Services
 - 7.24.4 Sony Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023)
 - 7.24.5 Sony Recent Developments/Updates
 - 7.24.6 Sony Competitive Strengths & Weaknesses

7.25 Solotech

7.25.1 Solotech Details

7.25.2 Solotech Major Business

7.25.3 Solotech Virtual Production Service Product and Services

7.25.4 Solotech Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023)

7.25.5 Solotech Recent Developments/Updates

7.25.6 Solotech Competitive Strengths & Weaknesses

7.26 Fox

7.26.1 Fox Details

7.26.2 Fox Major Business

7.26.3 Fox Virtual Production Service Product and Services

7.26.4 Fox Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023)

7.26.5 Fox Recent Developments/Updates

7.26.6 Fox Competitive Strengths & Weaknesses

8 INDUSTRY CHAIN ANALYSIS

8.1 Virtual Production Service Industry Chain

8.2 Virtual Production Service Upstream Analysis

8.3 Virtual Production Service Midstream Analysis

8.4 Virtual Production Service Downstream Analysis

9 RESEARCH FINDINGS AND CONCLUSION

10 APPENDIX

10.1 Methodology

10.2 Research Process and Data Source

10.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. World Virtual Production Service Revenue by Region (2018, 2022 and 2029) & (USD Million), (by Headquarter Location)

Table 2. World Virtual Production Service Revenue by Region (2018-2023) & (USD Million), (by Headquarter Location)

Table 3. World Virtual Production Service Revenue by Region (2024-2029) & (USD Million), (by Headquarter Location)

Table 4. World Virtual Production Service Revenue Market Share by Region (2018-2023), (by Headquarter Location)

Table 5. World Virtual Production Service Revenue Market Share by Region (2024-2029), (by Headquarter Location)

Table 6. Major Market Trends

Table 7. World Virtual Production Service Consumption Value Growth Rate Forecast by Region (2018 & 2022 & 2029) & (USD Million)

Table 8. World Virtual Production Service Consumption Value by Region (2018-2023) & (USD Million)

Table 9. World Virtual Production Service Consumption Value Forecast by Region (2024-2029) & (USD Million)

Table 10. World Virtual Production Service Revenue by Player (2018-2023) & (USD Million)

Table 11. Revenue Market Share of Key Virtual Production Service Players in 2022

Table 12. World Virtual Production Service Industry Rank of Major Player, Based on Revenue in 2022

Table 13. Global Virtual Production Service Company Evaluation Quadrant

Table 14. Head Office of Key Virtual Production Service Player

Table 15. Virtual Production Service Market: Company Product Type Footprint

Table 16. Virtual Production Service Market: Company Product Application Footprint

Table 17. Virtual Production Service Mergers & Acquisitions Activity

Table 18. United States VS China Virtual Production Service Market Size Comparison, (2018 & 2022 & 2029) & (USD Million)

Table 19. United States VS China Virtual Production Service Consumption Value Comparison, (2018 & 2022 & 2029) & (USD Million)

Table 20. United States Based Virtual Production Service Companies, Headquarters (States, Country)

Table 21. United States Based Companies Virtual Production Service Revenue, (2018-2023) & (USD Million)

- Table 22. United States Based Companies Virtual Production Service Revenue Market Share (2018-2023)
- Table 23. China Based Virtual Production Service Companies, Headquarters (Province, Country)
- Table 24. China Based Companies Virtual Production Service Revenue, (2018-2023) & (USD Million)
- Table 25. China Based Companies Virtual Production Service Revenue Market Share (2018-2023)
- Table 26. Rest of World Based Virtual Production Service Companies, Headquarters (States, Country)
- Table 27. Rest of World Based Companies Virtual Production Service Revenue, (2018-2023) & (USD Million)
- Table 28. Rest of World Based Companies Virtual Production Service Revenue Market Share (2018-2023)
- Table 29. World Virtual Production Service Market Size by Type, (USD Million), 2018 & 2022 & 2029
- Table 30. World Virtual Production Service Market Size by Type (2018-2023) & (USD Million)
- Table 31. World Virtual Production Service Market Size by Type (2024-2029) & (USD Million)
- Table 32. World Virtual Production Service Market Size by Application, (USD Million), 2018 & 2022 & 2029
- Table 33. World Virtual Production Service Market Size by Application (2018-2023) & (USD Million)
- Table 34. World Virtual Production Service Market Size by Application (2024-2029) & (USD Million)
- Table 35. 80six Basic Information, Area Served and Competitors
- Table 36. 80six Major Business
- Table 37. 80six Virtual Production Service Product and Services
- Table 38. 80six Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 39. 80six Recent Developments/Updates
- Table 40. 80six Competitive Strengths & Weaknesses
- Table 41. FuseFX Basic Information, Area Served and Competitors
- Table 42. FuseFX Major Business
- Table 43. FuseFX Virtual Production Service Product and Services
- Table 44. FuseFX Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 45. FuseFX Recent Developments/Updates

Table 46. FuseFX Competitive Strengths & Weaknesses

Table 47. cyd virtual studio Basic Information, Area Served and Competitors

Table 48. cyd virtual studio Major Business

Table 49. cyd virtual studio Virtual Production Service Product and Services

Table 50. cyd virtual studio Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 51. cyd virtual studio Recent Developments/Updates

Table 52. cyd virtual studio Competitive Strengths & Weaknesses

Table 53. NEP GROUP Basic Information, Area Served and Competitors

Table 54. NEP GROUP Major Business

Table 55. NEP GROUP Virtual Production Service Product and Services

Table 56. NEP GROUP Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 57. NEP GROUP Recent Developments/Updates

Table 58. NEP GROUP Competitive Strengths & Weaknesses

Table 59. NantStudios Basic Information, Area Served and Competitors

Table 60. NantStudios Major Business

Table 61. NantStudios Virtual Production Service Product and Services

Table 62. NantStudios Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 63. NantStudios Recent Developments/Updates

Table 64. NantStudios Competitive Strengths & Weaknesses

Table 65. PRG Basic Information, Area Served and Competitors

Table 66. PRG Major Business

Table 67. PRG Virtual Production Service Product and Services

Table 68. PRG Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 69. PRG Recent Developments/Updates

Table 70. PRG Competitive Strengths & Weaknesses

Table 71. SHOWRUNNER Basic Information, Area Served and Competitors

Table 72. SHOWRUNNER Major Business

Table 73. SHOWRUNNER Virtual Production Service Product and Services

Table 74. SHOWRUNNER Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 75. SHOWRUNNER Recent Developments/Updates

Table 76. SHOWRUNNER Competitive Strengths & Weaknesses

Table 77. V? Technologies Basic Information, Area Served and Competitors

Table 78. V? Technologies Major Business

Table 79. V? Technologies Virtual Production Service Product and Services

Table 80. V? Technologies Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 81. V? Technologies Recent Developments/Updates

Table 82. V? Technologies Competitive Strengths & Weaknesses

Table 83. AOIN Basic Information, Area Served and Competitors

Table 84. AOIN Major Business

Table 85. AOIN Virtual Production Service Product and Services

Table 86. AOIN Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 87. AOIN Recent Developments/Updates

Table 88. AOIN Competitive Strengths & Weaknesses

Table 89. Mriya production Basic Information, Area Served and Competitors

Table 90. Mriya production Major Business

Table 91. Mriya production Virtual Production Service Product and Services

Table 92. Mriya production Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 93. Mriya production Recent Developments/Updates

Table 94. Mriya production Competitive Strengths & Weaknesses

Table 95. DNEG Basic Information, Area Served and Competitors

Table 96. DNEG Major Business

Table 97. DNEG Virtual Production Service Product and Services

Table 98. DNEG Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 99. DNEG Recent Developments/Updates

Table 100. DNEG Competitive Strengths & Weaknesses

Table 101. W?t? FX Basic Information, Area Served and Competitors

Table 102. W?t? FX Major Business

Table 103. W?t? FX Virtual Production Service Product and Services

Table 104. W?t? FX Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 105. W?t? FX Recent Developments/Updates

Table 106. W?t? FX Competitive Strengths & Weaknesses

Table 107. Dark Matters Basic Information, Area Served and Competitors

Table 108. Dark Matters Major Business

Table 109. Dark Matters Virtual Production Service Product and Services

Table 110. Dark Matters Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 111. Dark Matters Recent Developments/Updates

Table 112. Dark Matters Competitive Strengths & Weaknesses

- Table 113. Vero Basic Information, Area Served and Competitors
- Table 114. Vero Major Business
- Table 115. Vero Virtual Production Service Product and Services
- Table 116. Vero Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 117. Vero Recent Developments/Updates
- Table 118. Vero Competitive Strengths & Weaknesses
- Table 119. Mo-Sys Basic Information, Area Served and Competitors
- Table 120. Mo-Sys Major Business
- Table 121. Mo-Sys Virtual Production Service Product and Services
- Table 122. Mo-Sys Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 123. Mo-Sys Recent Developments/Updates
- Table 124. Mo-Sys Competitive Strengths & Weaknesses
- Table 125. Framestore Basic Information, Area Served and Competitors
- Table 126. Framestore Major Business
- Table 127. Framestore Virtual Production Service Product and Services
- Table 128. Framestore Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 129. Framestore Recent Developments/Updates
- Table 130. Framestore Competitive Strengths & Weaknesses
- Table 131. Crew In Motion Basic Information, Area Served and Competitors
- Table 132. Crew In Motion Major Business
- Table 133. Crew In Motion Virtual Production Service Product and Services
- Table 134. Crew In Motion Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 135. Crew In Motion Recent Developments/Updates
- Table 136. Crew In Motion Competitive Strengths & Weaknesses
- Table 137. SoFlo Studios Basic Information, Area Served and Competitors
- Table 138. SoFlo Studios Major Business
- Table 139. SoFlo Studios Virtual Production Service Product and Services
- Table 140. SoFlo Studios Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 141. SoFlo Studios Recent Developments/Updates
- Table 142. SoFlo Studios Competitive Strengths & Weaknesses
- Table 143. Lexhag Basic Information, Area Served and Competitors
- Table 144. Lexhag Major Business
- Table 145. Lexhag Virtual Production Service Product and Services
- Table 146. Lexhag Virtual Production Service Revenue, Gross Margin and Market

Share (2018-2023) & (USD Million)

Table 147. Lexhag Recent Developments/Updates

Table 148. Lexhag Competitive Strengths & Weaknesses

Table 149. Pixotope Basic Information, Area Served and Competitors

Table 150. Pixotope Major Business

Table 151. Pixotope Virtual Production Service Product and Services

Table 152. Pixotope Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 153. Pixotope Recent Developments/Updates

Table 154. Pixotope Competitive Strengths & Weaknesses

Table 155. Tiltlabs Basic Information, Area Served and Competitors

Table 156. Tiltlabs Major Business

Table 157. Tiltlabs Virtual Production Service Product and Services

Table 158. Tiltlabs Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 159. Tiltlabs Recent Developments/Updates

Table 160. Tiltlabs Competitive Strengths & Weaknesses

Table 161. Creative Technology Basic Information, Area Served and Competitors

Table 162. Creative Technology Major Business

Table 163. Creative Technology Virtual Production Service Product and Services

Table 164. Creative Technology Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 165. Creative Technology Recent Developments/Updates

Table 166. Creative Technology Competitive Strengths & Weaknesses

Table 167. Narwhal Studios Basic Information, Area Served and Competitors

Table 168. Narwhal Studios Major Business

Table 169. Narwhal Studios Virtual Production Service Product and Services

Table 170. Narwhal Studios Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 171. Narwhal Studios Recent Developments/Updates

Table 172. Narwhal Studios Competitive Strengths & Weaknesses

Table 173. Sony Basic Information, Area Served and Competitors

Table 174. Sony Major Business

Table 175. Sony Virtual Production Service Product and Services

Table 176. Sony Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 177. Sony Recent Developments/Updates

Table 178. Sony Competitive Strengths & Weaknesses

Table 179. Solotech Basic Information, Area Served and Competitors

Table 180. Solotech Major Business

Table 181. Solotech Virtual Production Service Product and Services

Table 182. Solotech Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 183. Solotech Recent Developments/Updates

Table 184. Fox Basic Information, Area Served and Competitors

Table 185. Fox Major Business

Table 186. Fox Virtual Production Service Product and Services

Table 187. Fox Virtual Production Service Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 188. Global Key Players of Virtual Production Service Upstream (Raw Materials)

Table 189. Virtual Production Service Typical Customers

List Of Figures

LIST OF FIGURES

Figure 1. Virtual Production Service Picture

Figure 2. World Virtual Production Service Total Market Size: 2018 & 2022 & 2029, (USD Million)

Figure 3. World Virtual Production Service Total Market Size (2018-2029) & (USD Million)

Figure 4. World Virtual Production Service Revenue Market Share by Region (2018, 2022 and 2029) & (USD Million) , (by Headquarter Location)

Figure 5. World Virtual Production Service Revenue Market Share by Region (2018-2029), (by Headquarter Location)

Figure 6. United States Based Company Virtual Production Service Revenue (2018-2029) & (USD Million)

Figure 7. China Based Company Virtual Production Service Revenue (2018-2029) & (USD Million)

Figure 8. Europe Based Company Virtual Production Service Revenue (2018-2029) & (USD Million)

Figure 9. Japan Based Company Virtual Production Service Revenue (2018-2029) & (USD Million)

Figure 10. South Korea Based Company Virtual Production Service Revenue (2018-2029) & (USD Million)

Figure 11. ASEAN Based Company Virtual Production Service Revenue (2018-2029) & (USD Million)

Figure 12. India Based Company Virtual Production Service Revenue (2018-2029) & (USD Million)

Figure 13. Virtual Production Service Market Drivers

Figure 14. Factors Affecting Demand

Figure 15. World Virtual Production Service Consumption Value (2018-2029) & (USD Million)

Figure 16. World Virtual Production Service Consumption Value Market Share by Region (2018-2029)

Figure 17. United States Virtual Production Service Consumption Value (2018-2029) & (USD Million)

Figure 18. China Virtual Production Service Consumption Value (2018-2029) & (USD Million)

Figure 19. Europe Virtual Production Service Consumption Value (2018-2029) & (USD Million)

Figure 20. Japan Virtual Production Service Consumption Value (2018-2029) & (USD Million)

Figure 21. South Korea Virtual Production Service Consumption Value (2018-2029) & (USD Million)

Figure 22. ASEAN Virtual Production Service Consumption Value (2018-2029) & (USD Million)

Figure 23. India Virtual Production Service Consumption Value (2018-2029) & (USD Million)

Figure 24. Producer Shipments of Virtual Production Service by Player Revenue (\$MM) and Market Share (%): 2022

Figure 25. Global Four-firm Concentration Ratios (CR4) for Virtual Production Service Markets in 2022

Figure 26. Global Four-firm Concentration Ratios (CR8) for Virtual Production Service Markets in 2022

Figure 27. United States VS China: Virtual Production Service Revenue Market Share Comparison (2018 & 2022 & 2029)

Figure 28. United States VS China: Virtual Production Service Consumption Value Market Share Comparison (2018 & 2022 & 2029)

Figure 29. World Virtual Production Service Market Size by Type, (USD Million), 2018 & 2022 & 2029

Figure 30. World Virtual Production Service Market Size Market Share by Type in 2022

Figure 31. Software

Figure 32. Services

Figure 33. World Virtual Production Service Market Size Market Share by Type (2018-2029)

Figure 34. World Virtual Production Service Market Size by Application, (USD Million), 2018 & 2022 & 2029

Figure 35. World Virtual Production Service Market Size Market Share by Application in 2022

Figure 36. Broadcast

Figure 37. Streaming Media

Figure 38. Advertising

Figure 39. Film and TV

Figure 40. Others

Figure 41. Virtual Production Service Industrial Chain

Figure 42. Methodology

Figure 43. Research Process and Data Source

I would like to order

Product name: Global Virtual Production Service Supply, Demand and Key Producers, 2023-2029

Product link: <https://marketpublishers.com/r/G03785D21D89EN.html>

Price: US\$ 4,480.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G03785D21D89EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970