+44 20 8123 2220
info@marketpublishers.com

Animation Software Market Size, Share & Trends Analysis Report By Product (2D Animation, 3D Animation, Flipbook Animation, Stop Motion), By Deployment, By End-use, By Region, And Segment Forecasts, 2024 - 2030

https://marketpublishers.com/r/A1F05E12C880EN.html
Date: July 2024
Pages: 140
Price: US$ 4,950.00 (Single User License)
ID: A1F05E12C880EN

Abstracts

This report can be delivered to the clients within 5 Business Days

Animation Software Market Growth & Trends

The global animation software market size is expected t%li%reach USD 182.42 million by 2030, registering a CAGR of 3.4% from 2024 t%li%2030, according t%li%a new report by Grand View Research, Inc. The rising trend of enhancing the viewing experience in online media, movies, TV shows, and OTT content by including VFX and high-end visuals is driving the market growth. Moreover, the increasing demand for 3D mobile applications and games stimulates the demand for animation software solutions t%li%create engaging and visually appealing experiences, accelerating market expansion.

The increasing demand for animation technology across various industry verticals, including architecture & construction, automotive, healthcare, education, and government, further accelerates market growth. The infrastructure development initiatives across various countries are opening significant growth opportunities for the market. Moreover, the increasing adoption in the healthcare industry as medical professionals realize the benefits of 3D medical animation for education, marketing, and patient communication is als%li%favoring the market growth.

Another crucial factor driving the market's growth is the advent of immersive

technologies. For instance, virtual reality (VR) transforms the landscape of 3D animation and computer-generated imagery (CGI), creating new possibilities. New tools like Quill by Smoothstep LLC and AnimVR allow animating from within VR using motion controllers. These tools allow artists t%li%storyboard, set keyframes, and pose characters while immersed inside the scene. Such developments are positively influencing market growth.

Moreover, the proliferation of the gaming industry is creating lucrative growth avenues for the market. The gaming industry relies heavily on animation t%li%create immersive experiences, from character movements t%li%intricate landscapes. For instance, Adobe Animate is a high-end animation tool used in i-Gaming. This software provides various features, including timeline-based animation, frame-by-frame animation, and motion paths, which are used for creating complex animations for game elements such as card shuffling, dice rolling, and slot machine reels. The development of such solutions by the market layers is expected t%li%create significant growth opportunities.

Animation Software Market Report Highlights

The 3D animation segment accounted for the largest revenue share in 2023 owing t%li%increased adoption across healthcare, manufacturing, and construction industries

Based on deployment, the cloud segment is expected t%li%record the highest CAGR from 2024 t%li%2030 owing t%li%the increasing preference among animators and studios due t%li%the scalability and flexibility offered by cloud solutions

Based on end use, the media & entertainment segment accounted for the largest revenue share in 2023 due t%li%increasing demand for VFX and immersive technologies in this sector

In March 2023, Toon Boom Animation Inc., launched a new version of Toon Boom Harmony, designed especially for game development. The new Harmony 22 Gaming solution has introduced professional 2D animation tools, allowing large studios and independent developers t%li%incorporate sophisticated cut-out character rigs, conventional frame-by-frame

+44 20 8123 2220
info@marketpublishers.com

techniques, and hybrid approaches int%li%the games

+44 20 8123 2220
info@marketpublishers.com

Contents

CHAPTER 1. METHODOLOGY AND SCOPE

1.1. Market Segmentation & Scope
1.2. Market Definitions
1.3. Information Procurement
  1.3.1. Information analysis
  1.3.2. Market formulation & data visualization
  1.3.3. Data validation & publishing
1.4. Research Scope and Assumptions
  1.4.1. List of Data Sources

CHAPTER 2. EXECUTIVE SUMMARY

2.1. Animation Software Market Snapshot
2.2. Animation Software Market - Segment Snapshot (1/2)
2.3. Animation Software Market - Segment Snapshot (2/2)
2.4. Animation Software Market - Competitive Landscape Snapshot

CHAPTER 3. ANIMATION SOFTWARE MARKET - INDUSTRY OUTLOOK

3.1. Market Lineage Outlook
3.2. Industry Value Chain Analysis
3.3. Market Dynamics
  3.3.1. Market Driver Analysis
  3.3.2. Market Restraint Analysis
  3.3.3. Market Opportunity
3.4. Technology Landscape
3.5. Industry Analysis Tools
  3.5.1. Porter’s analysis
  3.5.2. Macroeconomic analysis
3.6. Animation Software Market - COVID-19 Impact Analysis

CHAPTER 4. ANIMATION SOFTWARE MARKET: PRODUCT ESTIMATES & TREND ANALYSIS

4.1. Product Type Movement Analysis & Market Share, 2023 & 2030
4.2. Animation Software Market Estimates & Forecast, By Product (USD Million)

+44 20 8123 2220
info@marketpublishers.com

4.2.1. 2D Animation
4.2.2. 3D Animation
4.2.3. Flipbook Animation
4.2.4. Stop Motion

CHAPTER 5. ANIMATION SOFTWARE MARKET: DEPLOYMENT ESTIMATES & TREND ANALYSIS

5.1. Deployment Movement Analysis & Market Share, 2023 & 2030
5.2. Animation Software Market Estimates & Forecast, By Deployment (USD Million)
5.2.1. On-premise
5.2.2. Cloud-based

CHAPTER 6. ANIMATION SOFTWARE MARKET: END USE ESTIMATES & TREND ANALYSIS

6.1. End Use Movement Analysis & Market Share, 2023 & 2030
6.2. Animation Software Market Estimates & Forecast, By End Use (USD Million)
6.2.1. Media & Entertainment
6.2.2. Architecture & Construction
6.2.3. Automotive
6.2.4. Healthcare & Life Sciences
6.2.5. Education & Academics
6.2.6. Government & Defense
6.2.7. Others

CHAPTER 7. REGIONAL ESTIMATES & TREND ANALYSIS

7.1. Animation Software Market by Region, 2023 & 2030
7.2. North America
7.2.1. North America Animation Software Market Estimates & Forecasts, 2018 - 2030 (USD Million)
7.2.2. U.S.
7.2.3. Canada
7.2.4. Mexico
7.3. Europe
7.3.1. Europe Animation Software Market Estimates & Forecasts, 2018 - 2030 (USD Million)
7.3.2. Germany

+44 20 8123 2220
info@marketpublishers.com

7.3.3. UK
7.3.4. France
7.4. Asia Pacific
7.4.1. Asia Pacific Animation Software Market Estimates & Forecasts, 2018 - 2030 (USD Million)
7.4.2. Japan
7.4.3. China
7.4.4. India
7.4.5. South Korea
7.4.6. Australia
7.5. Latin America
7.5.1. Latin America Animation Software Market Estimates & Forecasts, 2018 - 2030 (USD Million)
7.5.2. Brazil
7.6. Middle East & Africa (MEA)
7.6.1. MEA Animation Software Market Estimates & Forecasts, 2018 - 2030 (USD Million)
7.6.2. UAE
7.6.3. Saudi Arabia
7.6.4. South Africa

CHAPTER 8. ANIMATION SOFTWARE MARKET - COMPETITIVE LANDSCAPE

8.1. Recent Developments & Impact Analysis, By Key Market Participants
8.2. Company Categorization
8.3. Participant’s Overview
8.4. Financial Performance
8.5. Product Benchmarking
8.6. Company Market Positioning
8.7. Company Heat Map Analysis
8.8. Strategy Mapping
8.8.1. Expansion/Divestiture
8.8.2. Merger & Acquisition
8.8.3. Collaborations/Partnerships
8.8.4. New Product Launches
8.9. Company Profiles
8.9.1. Adobe Inc.
8.9.1.1. Participant’s Overview
8.9.1.2. Financial Performance

+44 20 8123 2220
info@marketpublishers.com

8.9.1.3. Product Benchmarking
8.9.1.4. Recent Developments
8.9.2. Autodesk Inc.
8.9.2.1. Participant's Overview
8.9.2.2. Financial Performance
8.9.2.3. Product Benchmarking
8.9.2.4. Recent Developments
8.9.3. Blender Foundation
8.9.3.1. Participant's Overview
8.9.3.2. Financial Performance
8.9.3.3. Product Benchmarking
8.9.3.4. Recent Developments
8.9.4. Alludo (Cascade Parent Limited)
8.9.4.1. Participant's Overview
8.9.4.2. Financial Performance
8.9.4.3. Product Benchmarking
8.9.4.4. Recent Developments
8.9.5. Corus Entertainment Inc.
8.9.5.1. Participant's Overview
8.9.5.2. Financial Performance
8.9.5.3. Product Benchmarking
8.9.5.4. Recent Developments
8.9.6. MAGIX Software GmbH
8.9.6.1. Participant's Overview
8.9.6.2. Financial Performance
8.9.6.3. Product Benchmarking
8.9.6.4. Recent Developments
8.9.7. Maxon Computer GmbH
8.9.7.1. Participant's Overview
8.9.7.2. Financial Performance
8.9.7.3. Product Benchmarking
8.9.7.4. Recent Developments
8.9.8. Vizrt
8.9.8.1. Participant's Overview
8.9.8.2. Financial Performance
8.9.8.3. Product Benchmarking
8.9.8.4. Recent Developments
8.9.9. NVIDIA Corporation
8.9.9.1. Participant's Overview

+44 20 8123 2220
info@marketpublishers.com

8.9.9.2. Financial Performance
8.9.9.3. Product Benchmarking
8.9.9.4. Recent Developments
8.9.10. Pixar (The Walt Disney Company)
8.9.10.1. Participant's Overview
8.9.10.2. Financial Performance
8.9.10.3. Product Benchmarking
8.9.10.4. Recent Developments
8.9.11. Planetside Software LLC
8.9.11.1. Participant's Overview
8.9.11.2. Financial Performance
8.9.11.3. Product Benchmarking
8.9.11.4. Recent Developments
8.9.12. SideFX
8.9.12.1. Participant's Overview
8.9.12.2. Financial Performance
8.9.12.3. Product Benchmarking
8.9.12.4. Recent Developments
8.9.13. The Foundry Visionmongers Ltd
8.9.13.1. Participant's Overview
8.9.13.2. Financial Performance
8.9.13.3. Product Benchmarking
8.9.13.4. Recent Developments
8.9.14. Toon Boom Animation Inc.
8.9.14.1. Participant's Overview
8.9.14.2. Financial Performance
8.9.14.3. Product Benchmarking
8.9.14.4. Recent Developments
8.9.15. Xara GmbH
8.9.15.1. Participant's Overview
8.9.15.2. Financial Performance
8.9.15.3. Product Benchmarking
8.9.15.4. Recent Developments

+44 20 8123 2220
info@marketpublishers.com

List Of Tables

LIST OF TABLES

1. Table 1 Animation Software Market - Key Market Driver Impact
2. Table 2 Animation Software Market - Key Market Restraint Impact
3. Table 3 Animation Software Market Revenue Estimates and Forecast, By Product, 2018 - 2030 (USD Million)
4. Table 4 Animation Software Market Revenue Estimates and Forecast, By Deployment, 2018 - 2030 (USD Million)
5. Table 5 Animation Software Market Revenue Estimates and Forecast, By End Use, 2018 - 2030 (USD Million)
6. Table 6 Recent Developments & Impact Analysis, By Key Market Participants
7. Table 7 Company Heat Map Analysis
8. Table 8 Key companies undergoing expansions/divestitures
9. Table 8 Key companies involved in mergers & acquisitions
10. Table 9 Key Companies undergoing collaborations.
11. Table 10 Key companies launching new productsList of Figure

Fig. 1 Over-the-Air (OTA) Testing Market segmentation
Fig. 2 Information procurement
Fig. 3 Data analysis models
Fig. 4 Market formulation and validation
Fig. 5 Data validating & publishing
Fig. 6 Market snapshot
Fig. 7 Segment snapshot, by component and technology
Fig. 8 Segment snapshot, by end use
Fig. 9 Competitive landscape snapshot
Fig. 10 Over-the-Air (OTA) Testing Market value, 2017 - 2030 (USD Million)
Fig. 11 Over-the-Air (OTA) Testing Market - Industry value chain analysis
Fig. 12 Over-the-Air (OTA) Testing Market - Market trends
Fig. 13 Over-the-Air (OTA) Testing Market: Porter’s analysis
Fig. 14 Over-the-Air (OTA) Testing Market: PESTEL analysis
Fig. 15 Over-the-Air (OTA) Testing Market, by Component: Key takeaways
Fig. 16 Over-the-Air (OTA) Testing Market, by Component: Market share, 2023 & 2030
Fig. 17 Solution Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030 (USD Million)
Fig. 18 Services Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030

+44 20 8123 2220
info@marketpublishers.com

(USD Million)
Fig. 19 Over-the-Air (OTA) Testing Market, by Technology: Key takeaways
Fig. 20 Over-the-Air (OTA) Testing Market, by Technology: Market share, 2023 & 2030
Fig. 21 Cellular Networks Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030 (USD Million)
Fig. 22 Wi-Fi Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030 (USD Million)
Fig. 23 Bluetooth Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030 (USD Million)
Fig. 24 Others Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030 (USD Million)
Fig. 25 Over-the-Air (OTA) Testing Market, by End Use: Key takeaways
Fig. 26 Over-the-Air (OTA) Testing Market, by End Use: Market share, 2023 & 2030
Fig. 27 Consumer Electronics Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030 (USD Million)
Fig. 28 Automotive Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030 (USD Million)
Fig. 29 IT & Telecommunications Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030 (USD Million)
Fig. 30 Aerospace and Defense Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030 (USD Million)
Fig. 31 Healthcare Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030 (USD Million)
Fig. 32 Others Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030 (USD Million)
Fig. 33 Global Over-the-Air (OTA) Testing Market revenue, by Region, 2023 & 2030 (USD Million)
Fig. 34 North America Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030 (USD Million)
Fig. 35 U.S. Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030 (USD Million)
Fig. 36 Canada Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030 (USD Million)
Fig. 37 Mexico Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030 (USD Million)
Fig. 38 Europe Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030 (USD Million)
Fig. 39 UK Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030 (USD Million)

+44 20 8123 2220
info@marketpublishers.com

Fig. 40 Germany Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030 (USD Million)
Fig. 41 France Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030 (USD Million)
Fig. 42 Asia Pacific Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030 (USD Million)
Fig. 43 China Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030 (USD Million)
Fig. 44 India Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030 (USD Million)
Fig. 45 Japan Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030 (USD Million)
Fig. 46 South Korea Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030 (USD Million)
Fig. 47 Australia Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030 (USD Million)
Fig. 48 Latin America Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030 (USD Million)
Fig. 49 Brazil Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030 (USD Million)
Fig. 50 Middle East & Africa Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030 (USD Million)
Fig. 51 Kingdom of Saudi Arabia (KSA) Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030 (USD Million)
Fig. 52 UAE Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030 (USD Million)
Fig. 53 South Africa Over-the-Air (OTA) Testing Market estimates & forecasts, 2017 - 2030 (USD Million)
Fig. 54 Key company categorization
Fig. 55 Over-the-Air (OTA) Testing Market — Key company market share analysis, 2023
Fig. 56 Strategic framework

+44 20 8123 2220
info@marketpublishers.com

I would like to order

Product name: Animation Software Market Size, Share & Trends Analysis Report By Product (2D Animation, 3D Animation, Flipbook Animation, Stop Motion), By Deployment, By End-use, By Region, And Segment Forecasts, 2024 - 2030

Product link: https://marketpublishers.com/r/A1F05E12C880EN.html

Price: US$ 4,950.00 (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/A1F05E12C880EN.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

Custumer 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

+44 20 8123 2220
info@marketpublishers.com

and fax the completed form to +44 20 7900 3970