+357 96 030922
info@marketpublishers.com

Visual Cloud Market Size, Share, & Trends Analysis Report By Offering (Solution, Services), By Service Model (IaaS, PaaS), By Deployment, By Organization Size, By End Use (BFSI, IT & Telecom, Education), And Segment Forecasts, 2025 - 2030

https://marketpublishers.com/r/V8603939FEECEN.html
Date: April 2025
Pages: 120
Price: US$ 4,950.00 (Single User License)
ID: V8603939FEECEN

Abstracts

This report can be delivered to the clients within 3 Business days

Visual Cloud Market Size & Trends

The global visual cloud market size was estimated at USD 124.93 billion in 2024 and is anticipated t%li%grow at a CAGR of 12.7% from 2025 t%li%2030. The market is experiencing rapid expansion, driven by increasing demand for cloud-based solutions that support vide%li%streaming, gaming, AI-driven vide%li%analytics, AR/VR applications, and enterprise vide%li%solutions. The growing consumption of high-definition and ultra-high-definition (UHD) vide%li%content, coupled with advancements in cloud infrastructure, has fueled market growth. Cloud computing providers, such as AWS, Microsoft Azure, and Google Cloud, are enhancing their capabilities t%li%deliver low-latency, high-performance visual processing services. The rise of 5G networks and edge computing has further strengthened the adoption of visual cloud technologies, enabling real-time streaming and analytics.

With the growing popularity of Over-the-Top (OTT) platforms like Netflix, Disney+, and Amazon Prime Video, consumers are shifting from traditional cable TV t%li%on-demand, cloud-based streaming services. The rise of live streaming for sports, concerts, gaming (Twitch, YouTube Gaming), and business events has further fueled this demand.CDNs ensure seamless vide%li%delivery by optimizing bandwidth usage, reducing latency, and improving load balancing. As users expect 4K, 8K, and VR content, cloud-based vide%li%processing becomes essential for real-time transcoding, adaptive bitrate streaming, and AI-driven recommendations. In addition, 5G deployment enhances streaming capabilities, allowing for faster and buffer-free content delivery. With increasing digital consumption, integrating AI, edge computing, and multi-cloud video-streaming strategies will further accelerate market growth.

The proliferation of AR/VR solutions significantly contributes t%li%market expansion as industries increasingly adopt these technologies for immersive gaming, training simulations, and virtual AR/VR Solutions. In gaming, cloud-powered AR/VR experiences enhance realism by delivering high-quality, low-latency visuals without requiring high-end hardware. Similarly, businesses and educational institutions leverage VR simulations for employee training, medical procedures, and remote learning, improving engagement and efficiency. The rise of metaverse applications further accelerates the adoption of AR/VR solutions across industries. Moreover, advancements in 5G and edge computing are revolutionizing real-time vide%li%processing, allowing data t%li%be processed closer t%li%the user rather than in centralized cloud servers. This reduces latency, lowers bandwidth costs, and improves performance, making real-time AR/VR streaming, AI-driven vide%li%analytics, and cloud gaming more seamless. As 5G networks expand, the combination of AR/VR, edge computing, and AI will further drive visual cloud innovation and adoption.

Hybrid and multi-cloud strategies are becoming prevalent as organizations seek flexibility and cost efficiency in managing visual workloads. Furthermore, industries such as healthcare, automotive, and retail are integrating visual cloud solutions for telemedicine, autonomous driving, and AI-powered customer engagement. As security technologies evolve, concerns around data privacy and compliance are being addressed, making visual cloud services more secure and reliable.

Global Visual Cloud Market Report Segmentation

This report forecasts market Size growth at global, regional, and country levels and provides an analysis of the latest industry trends in each of the sub-segments from 2018 t%li%2030. For this study, Grand View Research has segmented the global visual cloud market report based on offering, service model, deployment, organization size, end use, and region:

Offering Outlook (Revenue, USD Billion, 2018 - 2030)

Solution

+357 96 030922
info@marketpublishers.com

Vide%li%Processing

Enterprise Video

AR/VR Solutions

Vide%li%Analytics

Cloud Gaming

Others

Services

Professional Services

Managed Services

Service Model Outlook (Revenue, USD Billion, 2018 - 2030)

IaaS

PaaS

SaaS

Deployment Outlook (Revenue, USD Billion, 2018 - 2030)

Public Cloud

Private Cloud

Hybrid Cloud

Organization Size Outlook (Revenue, USD Billion, 2018 - 2030)

SMEs

+357 96 030922
info@marketpublishers.com

Large enterprises

End Use Outlook (Revenue, USD Billion, 2018 - 2030)

BFSI

Media & Entertainment

IT & Telecom

Healthcare

Retail & E-commerce

Government & Public Sector

Education

Others

Regional Outlook (Revenue, USD Billion, 2018 - 2030)

North America

U.S.

Canada

Mexico

Europe

Germany

UK

France

Asia Pacific

+357 96 030922
info@marketpublishers.com

China

India

Japan

South Korea

Australia

Latin America

Brazil

Middle East & Africa

U.A.E

Saudi Arabia

South Africa

+357 96 030922
info@marketpublishers.com

Contents

+357 96 030922
info@marketpublishers.com

CHAPTER 4. VISUAL CLOUD MARKET: OFFERING ESTIMATES & TREND ANALYSIS

CHAPTER 5. VISUAL CLOUD MARKET: SERVICE MODEL ESTIMATES & TREND ANALYSIS

+357 96 030922
info@marketpublishers.com

CHAPTER 9. VISUAL CLOUD MARKET: REGIONAL ESTIMATES & TREND ANALYSIS

+357 96 030922
info@marketpublishers.com

+357 96 030922
info@marketpublishers.com

CHAPTER 10. COMPETITIVE LANDSCAPE

+357 96 030922
info@marketpublishers.com

+357 96 030922
info@marketpublishers.com

+357 96 030922
info@marketpublishers.com

I would like to order

Product name: Visual Cloud Market Size, Share, & Trends Analysis Report By Offering (Solution, Services), By Service Model (IaaS, PaaS), By Deployment, By Organization Size, By End Use (BFSI, IT & Telecom, Education), And Segment Forecasts, 2025 - 2030

Product link: https://marketpublishers.com/r/V8603939FEECEN.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/V8603939FEECEN.html