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Global and United States Game Engines Market Research by Company, Type & Application 2013-2025

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Abstracts

SUMMARY

A game engine is a software framework designed for the creation and development of video games. Developers use them to create games for consoles, mobile devices and personal computers.Game engines are tools available for game designers to code and plan out a game quickly and easily without building one from the ground up. Whether they are 2D or 3D based, they offer tools to aid in asset creation and placement.

Market Segment as follows:

By Type

3D Game Engines

2.5D Game Engines

2D Game Engines

By Application

PC Games

Mobile Games

TV Games

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Other Games

By Company

Epic Games

Unity Technologies

Chukong Tech

Crytek

Valve Corporation

YoYo Games

The Game Creators

Marmalade Tech

Idea Fabrik

Leadwerks Software

Sony

Amazon

GameSalad

Scirra

Corona Labs (Organization)

Silicon Studio Corp

Garage Games

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Briar Wallace/Blender Foundation (Organization)

The OGRE Team (Organization)

Godot Engine (Community developed)

Mario Zechner (Personal)

The main contents of the report including:

Section 1:
Product definition, type and application, global and United States market overview;
Section 2:
Global and United States Market competition by company;
Section 3:
Global and United States sales revenue, volume and price by type;
Section 4:
Global and United States sales revenue, volume and price by application;
Section 5:
United States export and import;
Section 6:
Company information, business overview, sales data and product specifications;
Section 7:
Industry chain and raw materials;
Section 8:
SWOT and Porter's Five Forces;
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