

2026-2031 Global 3D-Model Platforms Outlook Market Size, Share & Trends Analysis Report By Player, Type, Application and Region

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Abstracts

HNY Research projects that the 3D-Model Platforms market size will grow from 1396.73 Million USD in 2025 to 3661.25 Million USD by 2031, at an estimated CAGR of 17.42%. The base year considered for the study is 2025, and the market size is projected from 2026 to 2031.

For 2025 regional market size, the North America market size was 261.05 Million USD, the Europe market size was 230.6 Million USD, and the Asia market size was 245.55 Million USD.

This report presents a detailed and holistic analysis of the global 3D-Model Platforms market. It integrates quantitative data with qualitative insights to equip readers with the necessary information for strategic planning, competitive assessment, market positioning, and data-driven decision-making.

All market sizes, estimates, and forecasts are expressed in terms of output/shipments and revenue. With 2025 serving as the base year, the report provides historical context from 2020. and projections up to 2031. It includes a complete segmentation of the global market, along with regional market sizes analyzed by type, application, and key industry participants.

Further enriching the analysis, the report outlines the competitive environment, offering profiles of prominent players and their market standings. It also explores key technological advancements and recent developments in product offerings. Ultimately, this report serves as a vital resource for 3D-Model Platforms manufacturers, prospective entrants, and other stakeholders within the industry value chain. It supplies

comprehensive data on revenues, production, and average pricing for the overall market and its sub-segments, detailed by company, product type, application, and geographic region.

By Market Players:

TurboSquid (Shutterstock)
Unity Asset Store
Adobe Stock
Sketchfab (Epic Games)
Unreal Marketplace (Epic Games)
Envato
CGTrader
Creative Market
Crytek
Mixamo (Adobe)
Quixel (Epic Games)
Gumroad
Hun3D
CGAxis
Sheyi
3D66
Cubebush
Blender Market
OUMOO
CGModel
Fippednormals
3DXia
ArtStation (Epic Games)
Xiadele
Qingmo

By Type

3ds Max Models
Maya Models
Cinema 4D Models
Blender Models
Obj Models
FBX Models
Others

By Application

Film and Television

Animation

Retail

Game

Advertising

Architecture

Others

By Regions/Countries:

North America

East Asia

Europe

South Asia

Southeast Asia

Middle East

Africa

Oceania

South America

Points Covered in The Report

The points that are discussed within the report are the major market players that are involved in the market such as market players, raw material suppliers, equipment suppliers, end users, traders, distributors and etc.

The complete profile of the companies is mentioned. And the capacity, production, price, revenue, cost, gross, gross margin, sales volume, sales revenue, consumption, growth rate, import, export, supply, future strategies, and the technological developments that they are making are also included within the report. This report analyzed 12 years data history and forecast.

The growth factors of the market is discussed in detail wherein the different end users of the market are explained in detail.

Data and information by market player, by region, by type, by application and etc, and custom research can be added according to specific requirements.

The report contains the SWOT analysis of the market. Finally, the report contains the conclusion part where the opinions of the industrial experts are included.

Key Reasons to Purchase

To gain insightful analyses of the market and have comprehensive understanding of the global market and its commercial landscape.

Assess the production processes, major issues, and solutions to mitigate the development risk.

To understand the most affecting driving and restraining forces in the market and its impact in the global market.

Learn about the market strategies that are being adopted by leading respective organizations.

To understand the future outlook and prospects for the market.

Besides the standard structure reports, we also provide custom research according to specific requirements.

Contents

1 REPORT OVERVIEW

- 1.1 Study Scope
- 1.2 Key Market Segments
- 1.3 Global Market Size by Player 2020-2025
- 1.4 Global Market Size by Type in 2026-2031
 - 1.4.1 Global Market Size by Type in 2026-2031
 - 1.4.2 3ds Max Models
 - 1.4.3 Maya Models
 - 1.4.4 Cinema 4D Models
 - 1.4.5 Blender Models
 - 1.4.6 Obj Models
 - 1.4.7 FBX Models
 - 1.4.8 Others
- 1.5 Global Market Size by Application in 2026-2031
 - 1.5.1 Global Market Size by Application in 2026-2031
 - 1.5.2 Film and Television
 - 1.5.3 Animation
 - 1.5.4 Retail
 - 1.5.5 Game
 - 1.5.6 Advertising
 - 1.5.7 Architecture
 - 1.5.8 Others
- 1.6 Global Market Size by Region 2026-2031
 - 1.6.1 Global Market Size Outlook 2026-2031
 - 1.6.2 North America
 - 1.6.3 East Asia
 - 1.6.4 Europe
 - 1.6.5 South Asia
 - 1.6.6 Southeast Asia
 - 1.6.7 Middle East
 - 1.6.8 Africa
 - 1.6.9 Oceania
 - 1.6.10 South America
 - 1.6.11 Rest of the World

2 MANUFACTURING COST STRUCTURE ANALYSIS 2026

2.1 Manufacturing Cost Structure Analysis of 3D-Model Platforms 2026

2.2 Industry Chain Structure Analysis of 3D-Model Platforms 2026

3 MARKET COMPETITION ANALYSIS BY PLAYERS 2020-2025

3.1 Global 3D-Model Platforms Production Capacity by Players 2020-2025

3.2 Global 3D-Model Platforms Production Revenue by Players 2020-2025

3.3 Global 3D-Model Platforms Ex-Factory Price by Players 2020-2025

4 MARKET COMPETITION ANALYSIS BY REGION 2020-2025

4.1 Global 3D-Model Platforms Production by Region 2020-2025

4.1.1 Global 3D-Model Platforms Production Volume by Region 2020-2025

4.1.2 Global 3D-Model Platforms Production Revenue by Region 2020-2025

4.2 Global 3D-Model Platforms Consumption Volume by Region 2020-2025

4.3 North America 3D-Model Platforms Market Competition Analysis 2020-2025

4.3.1 North America 3D-Model Platforms Production Volume Analysis 2020-2025

4.3.2 North America 3D-Model Platforms Production Revenue Analysis 2020-2025

4.3.3 North America 3D-Model Platforms Sales Volume by Key Players 2020-2025

4.3.4 North America 3D-Model Platforms Production, Consumption, Import and Export
2020-2025

4.4 East Asia 3D-Model Platforms Market Competition Analysis 2020-2025

4.4.1 East Asia 3D-Model Platforms Production Volume Analysis 2020-2025

4.4.2 East Asia 3D-Model Platforms Production Revenue Analysis 2020-2025

4.4.3 East Asia 3D-Model Platforms Sales Volume by Key Players 2020-2025

4.4.4 East Asia 3D-Model Platforms Production, Consumption, Import and Export
2020-2025

4.5 Europe 3D-Model Platforms Market Competition Analysis 2020-2025

4.5.1 Europe 3D-Model Platforms Production Volume Analysis 2020-2025

4.5.2 Europe 3D-Model Platforms Production Revenue Analysis 2020-2025

4.5.3 Europe 3D-Model Platforms Sales Volume by Key Players 2020-2025

4.5.4 Europe 3D-Model Platforms Production, Consumption, Import and Export
2020-2025

4.6 South Asia 3D-Model Platforms Market Competition Analysis 2020-2025

4.6.1 South Asia 3D-Model Platforms Production Volume Analysis 2020-2025

4.6.2 South Asia 3D-Model Platforms Production Revenue Analysis 2020-2025

4.6.3 South Asia 3D-Model Platforms Sales Volume by Key Players 2020-2025

4.6.4 South Asia 3D-Model Platforms Production, Consumption, Import and Export

2020-2025

4.7 Southeast Asia 3D-Model Platforms Market Competition Analysis 2020-2025

4.7.1 Southeast Asia 3D-Model Platforms Production Volume Analysis 2020-2025

4.7.2 Southeast Asia 3D-Model Platforms Production Revenue Analysis 2020-2025

4.7.3 Southeast Asia 3D-Model Platforms Sales Volume by Key Players 2020-2025

4.7.4 Southeast Asia 3D-Model Platforms Production, Consumption, Import and Export
2020-2025

4.8 Middle East 3D-Model Platforms Market Competition Analysis 2020-2025

4.8.1 Middle East 3D-Model Platforms Production Volume Analysis 2020-2025

4.8.2 Middle East 3D-Model Platforms Production Revenue Analysis 2020-2025

4.8.3 Middle East 3D-Model Platforms Sales Volume by Key Players 2020-2025

4.8.4 Middle East 3D-Model Platforms Production, Consumption, Import and Export
2020-2025

4.9 Africa 3D-Model Platforms Market Competition Analysis 2020-2025

4.9.1 Africa 3D-Model Platforms Production Volume Analysis 2020-2025

4.9.2 Africa 3D-Model Platforms Production Revenue Analysis 2020-2025

4.9.3 Africa 3D-Model Platforms Sales Volume by Key Players 2020-2025

4.9.4 Africa 3D-Model Platforms Production, Consumption, Import and Export
2020-2025

4.10 Oceania 3D-Model Platforms Market Competition Analysis 2020-2025

4.10.1 Oceania 3D-Model Platforms Production Volume Analysis 2020-2025

4.10.2 Oceania 3D-Model Platforms Production Revenue Analysis 2020-2025

4.10.3 Oceania 3D-Model Platforms Sales Volume by Key Players 2020-2025

4.10.4 Oceania 3D-Model Platforms Production, Consumption, Import and Export
2020-2025

4.11 South America 3D-Model Platforms Market Competition Analysis 2020-2025

4.11.1 South America 3D-Model Platforms Production Volume Analysis 2020-2025

4.11.2 South America 3D-Model Platforms Production Revenue Analysis 2020-2025

4.11.3 South America 3D-Model Platforms Sales Volume by Key Players 2020-2025

4.11.4 South America 3D-Model Platforms Production, Consumption, Import and
Export 2020-2025

5 MARKET COMPETITION ANALYSIS BY TYPE (SALES VIEW) 2020-2031

5.1 Global 3D-Model Platforms Historic Market Size by Type in 2020-2025

5.2 Global 3D-Model Platforms Forecasted Market Size by Type in 2026-2031

6 MARKET COMPETITION ANALYSIS BY APPLICATION (CONSUMPTION VIEW) 2020-2031

6.1 Global 3D-Model Platforms Historic Market Size by Application in 2020-2025

6.2 Global 3D-Model Platforms Forecasted Market Size by Application in 2026-2031

7 LEADING COMPANY PROFILES AND KEY FIGURES IN 3D-MODEL PLATFORMS BUSINESS 2020-2025

7.1 TurboSquid (Shutterstock)

7.1.1 TurboSquid (Shutterstock) Company Profile

7.1.2 TurboSquid (Shutterstock) 3D-Model Platforms Product Specification

7.1.3 TurboSquid (Shutterstock) 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

7.2 Unity Asset Store

7.2.1 Unity Asset Store Company Profile

7.2.2 Unity Asset Store 3D-Model Platforms Product Specification

7.2.3 Unity Asset Store 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

7.3 Adobe Stock

7.3.1 Adobe Stock Company Profile

7.3.2 Adobe Stock 3D-Model Platforms Product Specification

7.3.3 Adobe Stock 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

7.4 Sketchfab (Epic Games)

7.4.1 Sketchfab (Epic Games) Company Profile

7.4.2 Sketchfab (Epic Games) 3D-Model Platforms Product Specification

7.4.3 Sketchfab (Epic Games) 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

7.5 Unreal Marketplace (Epic Games)

7.5.1 Unreal Marketplace (Epic Games) Company Profile

7.5.2 Unreal Marketplace (Epic Games) 3D-Model Platforms Product Specification

7.5.3 Unreal Marketplace (Epic Games) 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

7.6 Envato

7.6.1 Envato Company Profile

7.6.2 Envato 3D-Model Platforms Product Specification

7.6.3 Envato 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

7.7 CGTrader

7.7.1 CGTrader Company Profile

- 7.7.2 CGTrader 3D-Model Platforms Product Specification
- 7.7.3 CGTrader 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025
- 7.8 Creative Market
 - 7.8.1 Creative Market Company Profile
 - 7.8.2 Creative Market 3D-Model Platforms Product Specification
 - 7.8.3 Creative Market 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025
- 7.9 Crytek
 - 7.9.1 Crytek Company Profile
 - 7.9.2 Crytek 3D-Model Platforms Product Specification
 - 7.9.3 Crytek 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025
- 7.10 Mixamo (Adobe)
 - 7.10.1 Mixamo (Adobe) Company Profile
 - 7.10.2 Mixamo (Adobe) 3D-Model Platforms Product Specification
 - 7.10.3 Mixamo (Adobe) 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025
- 7.11 Quixel (Epic Games)
 - 7.11.1 Quixel (Epic Games) Company Profile
 - 7.11.2 Quixel (Epic Games) 3D-Model Platforms Product Specification
 - 7.11.3 Quixel (Epic Games) 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025
- 7.12 Gumroad
 - 7.12.1 Gumroad Company Profile
 - 7.12.2 Gumroad 3D-Model Platforms Product Specification
 - 7.12.3 Gumroad 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025
- 7.13 Hun3D
 - 7.13.1 Hun3D Company Profile
 - 7.13.2 Hun3D 3D-Model Platforms Product Specification
 - 7.13.3 Hun3D 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025
- 7.14 CGAxis
 - 7.14.1 CGAxis Company Profile
 - 7.14.2 CGAxis 3D-Model Platforms Product Specification
 - 7.14.3 CGAxis 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025
- 7.15 Sheyi

- 7.15.1 Sheyi Company Profile
- 7.15.2 Sheyi 3D-Model Platforms Product Specification
- 7.15.3 Sheyi 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025
- 7.16 3D66
 - 7.16.1 3D66 Company Profile
 - 7.16.2 3D66 3D-Model Platforms Product Specification
 - 7.16.3 3D66 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025
- 7.17 Cubebrush
 - 7.17.1 Cubebrush Company Profile
 - 7.17.2 Cubebrush 3D-Model Platforms Product Specification
 - 7.17.3 Cubebrush 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025
- 7.18 Blender Market
 - 7.18.1 Blender Market Company Profile
 - 7.18.2 Blender Market 3D-Model Platforms Product Specification
 - 7.18.3 Blender Market 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025
- 7.19 OUMOO
 - 7.19.1 OUMOO Company Profile
 - 7.19.2 OUMOO 3D-Model Platforms Product Specification
 - 7.19.3 OUMOO 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025
- 7.20 CGModel
 - 7.20.1 CGModel Company Profile
 - 7.20.2 CGModel 3D-Model Platforms Product Specification
 - 7.20.3 CGModel 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025
- 7.21 Fippednormals
 - 7.21.1 Fippednormals Company Profile
 - 7.21.2 Fippednormals 3D-Model Platforms Product Specification
 - 7.21.3 Fippednormals 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025
- 7.22 3DXia
 - 7.22.1 3DXia Company Profile
 - 7.22.2 3DXia 3D-Model Platforms Product Specification
 - 7.22.3 3DXia 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

7.23 ArtStation (Epic Games)

7.23.1 ArtStation (Epic Games) Company Profile

7.23.2 ArtStation (Epic Games) 3D-Model Platforms Product Specification

7.23.3 ArtStation (Epic Games) 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

7.24 Xiadele

7.24.1 Xiadele Company Profile

7.24.2 Xiadele 3D-Model Platforms Product Specification

7.24.3 Xiadele 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

7.25 Qingmo

7.25.1 Qingmo Company Profile

7.25.2 Qingmo 3D-Model Platforms Product Specification

7.25.3 Qingmo 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

8 MARKET FORECAST ANALYSIS ON PRODUCTION AND SUPPLY BY REGION 2026-2031

8.1 Global Forecasted Production Capacity of 3D-Model Platforms 2026-2031

8.2 Global Forecasted Production Revenue of 3D-Model Platforms 2026-2031

8.3 Global Forecasted Production Volume of 3D-Model Platforms by Region 2026-2031

8.3.1 North America Forecasted Production of 3D-Model Platforms 2026-2031

8.3.2 East Asia Forecasted Production of 3D-Model Platforms 2026-2031

8.3.3 Europe Forecasted Production of 3D-Model Platforms 2026-2031

8.3.4 South Asia Forecasted Production of 3D-Model Platforms 2026-2031

8.3.5 Southeast Asia Forecasted Production of 3D-Model Platforms 2026-2031

8.3.6 Middle East Forecasted Production of 3D-Model Platforms 2026-2031

8.3.7 Africa Forecasted Production of 3D-Model Platforms 2026-2031

8.3.8 Oceania Forecasted Production of 3D-Model Platforms 2026-2031

8.3.9 South America Forecasted Production of 3D-Model Platforms 2026-2031

8.3.10 Rest of the World Forecasted Production of 3D-Model Platforms 2026-2031

8.4 Global Forecasted Sales by Type and Consumption by Application in 2026-2031

8.4.1 Global Forecasted Sales Volume, Sales Revenue and Sales Price by Type in 2026-2031

8.4.2 Global Forecasted Consumption Volume and Consumption Value by Application in 2026-2031

9 MARKET FORECAST ANALYSIS ON CONSUMPTION AND DEMAND BY REGION

2026-2031

- 9.1 North America Forecasted Consumption of 3D-Model Platforms by Country
- 9.2 East Asia Forecasted Consumption of 3D-Model Platforms by Country
- 9.3 Europe Market Forecasted Consumption of 3D-Model Platforms by Country
- 9.4 South Asia Forecasted Consumption of 3D-Model Platforms by Country
- 9.5 Southeast Asia Forecasted Consumption of 3D-Model Platforms by Country
- 9.6 Middle East Forecasted Consumption of 3D-Model Platforms by Country
- 9.7 Africa Forecasted Consumption of 3D-Model Platforms by Country
- 9.8 Oceania Forecasted Consumption of 3D-Model Platforms by Country
- 9.9 South America Forecasted Consumption of 3D-Model Platforms by Country
- 9.10 Rest of the World Forecasted Consumption of 3D-Model Platforms by Country

10 MARKETING CHANNEL, DISTRIBUTORS AND CUSTOMERS ANALYSIS

- 10.1 Marketing Channel
 - 10.1.1 Direct Channels
 - 10.1.2 Indirect Channels

11 MARKET DYNAMICS ANALYSIS

- 11.1 Market Trends
- 11.2 Opportunities and Drivers
- 11.3 Challenges
- 11.4 Porter's Five Forces Analysis

12 CONCLUSION**13 APPENDIX**

- 13.1 Methodology/Research Approach
 - 13.1.1 Research Programs/Design
 - 13.1.2 Market Size Estimation
 - 13.1.3 Market Breakdown and Data Triangulation
- 13.2 Data Source
 - 13.2.1 Secondary Sources
 - 13.2.2 Primary Sources
- 13.3 Who Trust HNY Research
- 13.4 Disclaimer

Research Methodology

List Of Tables

LIST OF TABLES

Table Global Market Size in Production Revenue by Player 2020-2025

Table Global Market Size in Sales Revenue by Type in 2026-2031

Table Global Market Size in Consumption Value by Application in 2026-2031

Table Global 3D-Model Platforms Production Capacity by Players 2020-2025

Table Global 3D-Model Platforms Production Volume by Players 2020-2025

Table Global 3D-Model Platforms Production Volume Market Share by Players 2020-2025

Table Global 3D-Model Platforms Production Revenue by Players 2020-2025

Table Global 3D-Model Platforms Production Revenue Share by Players 2020-2025

Table Global 3D-Model Platforms Ex-Factory Price of Key Players 2020-2025

Table Global 3D-Model Platforms Production Volume by Region 2020-2025

Table Global 3D-Model Platforms Production Volume Market Share by Region 2020-2025

Table Global 3D-Model Platforms Production Revenue by Region 2020-2025

Table Global 3D-Model Platforms Production Revenue Market Share by Region 2020-2025

Table Global 3D-Model Platforms Consumption Volume by Region 2020-2025

Table Global 3D-Model Platforms Consumption Volume Market Share by Region 2020-2025

Table North America 3D-Model Platforms Sales Volume by Key Players 2020-2025

Table North America 3D-Model Platforms Production, Consumption, Import and Export 2020-2025

Table East Asia 3D-Model Platforms Sales Volume by Key Players 2020-2025

Table East Asia 3D-Model Platforms Production, Consumption, Import and Export 2020-2025

Table Europe 3D-Model Platforms Sales Volume by Key Players 2020-2025

Table Europe 3D-Model Platforms Production, Consumption, Import and Export 2020-2025

Table South Asia 3D-Model Platforms Sales Volume by Key Players 2020-2025

Table South Asia 3D-Model Platforms Production, Consumption, Import and Export 2020-2025

Table Southeast Asia 3D-Model Platforms Sales Volume by Key Players 2020-2025

Table Southeast Asia 3D-Model Platforms Production, Consumption, Import and Export 2020-2025

Table Middle East 3D-Model Platforms Sales Volume by Key Players 2020-2025

Table Middle East 3D-Model Platforms Production, Consumption, Import and Export 2020-2025

Table Africa 3D-Model Platforms Sales Volume by Key Players 2020-2025

Table Africa 3D-Model Platforms Production, Consumption, Import and Export 2020-2025

Table Oceania 3D-Model Platforms Sales Volume by Key Players 2020-2025

Table Oceania 3D-Model Platforms Production, Consumption, Import and Export 2020-2025

Table South America 3D-Model Platforms Sales Volume by Key Players 2020-2025

Table South America 3D-Model Platforms Production, Consumption, Import and Export 2020-2025

Table Global 3D-Model Platforms Historic Sales Revenue by Type in 2020-2025

Table Global 3D-Model Platforms Historic Sales Revenue Market Share by Type in 2020-2025

Table Global 3D-Model Platforms Forecasted Sales Revenue by Type in 2026-2031

Table Global 3D-Model Platforms Forecasted Sales Revenue Market Share by Type in 2026-2031

Table Global 3D-Model Platforms Historic Consumption Value by Application in 2020-2025

Table Global 3D-Model Platforms Historic Consumption Value Market Share by Application in 2020-2025

Table Global 3D-Model Platforms Forecasted Consumption Value by Application in 2026-2031

Table Global 3D-Model Platforms Forecasted Consumption Value Market Share by Application in 2026-2031

Table TurboSquid (Shutterstock) 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

Table Unity Asset Store 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

Table Adobe Stock 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

Table Sketchfab (Epic Games) 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

Table Unreal Marketplace (Epic Games) 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

Table Envato 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

Table CGTrader 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

Table Creative Market 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

Table Crytek 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

Table Mixamo (Adobe) 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

Table Quixel (Epic Games) 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

Table Gumroad 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

Table Hun3D 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

Table CGAxis 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

Table Sheyi 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

Table 3D66 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

Table Cubebrush 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

Table Blender Market 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

Table OUMOO 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

Table CGModel 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

Table Fippednormals 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

Table 3DXia 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

Table ArtStation (Epic Games) 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

Table Xiadele 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

Table Qingmo 3D-Model Platforms Production Capacity, Revenue, Price and Gross Margin 2020-2025

Table Global Forecasted Production Volume of 3D-Model Platforms by Region 2026-2031

Table Global Forecasted Sales Volume by Type in 2026-2031

Table Global Forecasted Sales Volume Market Share by Type in 2026-2031
Table Global Forecasted Sales Revenue by Type in 2026-2031
Table Global Forecasted Sales Revenue Market Share by Type in 2026-2031
Table Global Forecasted Sales Price by Type in 2026-2031
Table Global Forecasted Consumption Volume by Application in 2026-2031
Table Global Forecasted Consumption Value by Application in 2026-2031
Table Market Key Trends
Table Key Opportunities and Drivers: Impact Analysis 2026-2031
Table Key Challenges
Table Research Programs/Design for This Report
Table Key Data Information from Secondary Sources
Table Key Data Information from Primary Sources

List Of Figures

LIST OF FIGURES

Figure Global Market Share in Sales Revenue by Type in 2025

Figure 3ds Max Models Features

Figure Maya Models Features

Figure Cinema 4D Models Features

Figure Blender Models Features

Figure Obj Models Features

Figure FBX Models Features

Figure Others Features

Figure Global Market Share in Consumption Value by Application in 2025

Figure Film and Television Case Studies

Figure Animation Case Studies

Figure Retail Case Studies

Figure Game Case Studies

Figure Advertising Case Studies

Figure Architecture Case Studies

Figure Others Case Studies

Figure Global Market Size in Sales Revenue Outlook 2026-2031

Figure North America 3D-Model Platforms Sales Revenue and Growth Rate 2026-2031

Figure East Asia 3D-Model Platforms Sales Revenue and Growth Rate 2026-2031

Figure Europe 3D-Model Platforms Sales Revenue and Growth Rate 2026-2031

Figure South Asia 3D-Model Platforms Sales Revenue and Growth Rate 2026-2031

Figure South America 3D-Model Platforms Sales Revenue and Growth Rate 2026-2031

Figure Middle East 3D-Model Platforms Sales Revenue and Growth Rate 2026-2031

Figure Africa 3D-Model Platforms Sales Revenue and Growth Rate 2026-2031

Figure Oceania 3D-Model Platforms Sales Revenue and Growth Rate 2026-2031

Figure South America 3D-Model Platforms Sales Revenue and Growth Rate 2026-2031

Figure Rest of the World 3D-Model Platforms Sales Revenue and Growth Rate 2026-2031

Figure Manufacturing Cost Structure Analysis of 3D-Model Platforms 2026

Figure Industry Chain Structure Analysis of 3D-Model Platforms 2026

Figure Global 3D-Model Platforms Production Volume Market Share by Region in 2025

Figure Global 3D-Model Platforms Production Revenue Market Share by Region in 2025

Figure North America 3D-Model Platforms Production Volume Analysis 2020-2025

Figure North America 3D-Model Platforms Production Revenue Analysis 2020-2025

Figure East Asia 3D-Model Platforms Production Volume Analysis 2020-2025
Figure East Asia 3D-Model Platforms Production Revenue Analysis 2020-2025
Figure Europe 3D-Model Platforms Production Volume Analysis 2020-2025
Figure Europe 3D-Model Platforms Production Revenue Analysis 2020-2025
Figure South Asia 3D-Model Platforms Production Volume Analysis 2020-2025
Figure South Asia 3D-Model Platforms Production Revenue Analysis 2020-2025
Figure Southeast Asia 3D-Model Platforms Production Volume Analysis 2020-2025
Figure Southeast Asia 3D-Model Platforms Production Revenue Analysis 2020-2025
Figure Middle East 3D-Model Platforms Production Volume Analysis 2020-2025
Figure Middle East 3D-Model Platforms Production Revenue Analysis 2020-2025
Figure Africa 3D-Model Platforms Production Volume Analysis 2020-2025
Figure Africa 3D-Model Platforms Production Revenue Analysis 2020-2025
Figure Oceania 3D-Model Platforms Production Volume Analysis 2020-2025
Figure Oceania 3D-Model Platforms Production Revenue Analysis 2020-2025
Figure South America 3D-Model Platforms Production Volume Analysis 2020-2025
Figure South America 3D-Model Platforms Production Revenue Analysis 2020-2025
Figure TurboSquid (Shutterstock) 3D-Model Platforms Product Specification
Figure Unity Asset Store 3D-Model Platforms Product Specification
Figure Adobe Stock 3D-Model Platforms Product Specification
Figure Sketchfab (Epic Games) 3D-Model Platforms Product Specification
Figure Unreal Marketplace (Epic Games) 3D-Model Platforms Product Specification
Figure Envato 3D-Model Platforms Product Specification
Figure CGTrader 3D-Model Platforms Product Specification
Figure Creative Market 3D-Model Platforms Product Specification
Figure Crytek 3D-Model Platforms Product Specification
Figure Mixamo (Adobe) 3D-Model Platforms Product Specification
Figure Quixel (Epic Games) 3D-Model Platforms Product Specification
Figure Gumroad 3D-Model Platforms Product Specification
Figure Hun3D 3D-Model Platforms Product Specification
Figure CGAxis 3D-Model Platforms Product Specification
Figure Sheyi 3D-Model Platforms Product Specification
Figure 3D66 3D-Model Platforms Product Specification
Figure Cubebrush 3D-Model Platforms Product Specification
Figure Blender Market 3D-Model Platforms Product Specification
Figure OUMOO 3D-Model Platforms Product Specification
Figure CGModel 3D-Model Platforms Product Specification
Figure Fippednormals 3D-Model Platforms Product Specification
Figure 3DXia 3D-Model Platforms Product Specification
Figure ArtStation (Epic Games) 3D-Model Platforms Product Specification

Figure Xiadele 3D-Model Platforms Product Specification

Figure Qingmo 3D-Model Platforms Product Specification

Figure Global Forecasted Production Capacity of 3D-Model Platforms 2026-2031

Figure Global Forecasted Production Revenue of 3D-Model Platforms 2026-2031

Figure North America Forecasted Production Capacity of 3D-Model Platforms 2026-2031

Figure North America Forecasted Production Revenue of 3D-Model Platforms 2026-2031

Figure East Asia Forecasted Production Capacity of 3D-Model Platforms 2026-2031

Figure East Asia Forecasted Production Revenue of 3D-Model Platforms 2026-2031

Figure Europe Forecasted Production Capacity of 3D-Model Platforms 2026-2031

Figure Europe Forecasted Production Revenue of 3D-Model Platforms 2026-2031

Figure South Asia Forecasted Production Capacity of 3D-Model Platforms 2026-2031

Figure South Asia Forecasted Production Revenue of 3D-Model Platforms 2026-2031

Figure Southeast Asia Forecasted Production Capacity of 3D-Model Platforms 2026-2031

Figure Southeast Asia Forecasted Production Revenue of 3D-Model Platforms 2026-2031

Figure Middle East Forecasted Production Capacity of 3D-Model Platforms 2026-2031

Figure Middle East Forecasted Production Revenue of 3D-Model Platforms 2026-2031

Figure Africa Forecasted Production Capacity of 3D-Model Platforms 2026-2031

Figure Africa Forecasted Production Revenue of 3D-Model Platforms 2026-2031

Figure Oceania Forecasted Production Capacity of 3D-Model Platforms 2026-2031

Figure Oceania Forecasted Production Revenue of 3D-Model Platforms 2026-2031

Figure South America Forecasted Production Capacity of 3D-Model Platforms 2026-2031

Figure South America Forecasted Production Revenue of 3D-Model Platforms 2026-2031

Figure Rest of the World Forecasted Production Capacity of 3D-Model Platforms 2026-2031

Figure Rest of the World Forecasted Production Revenue of 3D-Model Platforms 2026-2031

Figure North America Forecasted Consumption of 3D-Model Platforms 2026-2031

Figure North America Forecasted Consumption of 3D-Model Platforms 2031 by Country

Figure East Asia Forecasted Consumption of 3D-Model Platforms 2026-2031

Figure East Asia Forecasted Consumption of 3D-Model Platforms 2031 by Country

Figure Europe Forecasted Consumption of 3D-Model Platforms 2026-2031

Figure Europe Forecasted Consumption of 3D-Model Platforms 2031 by Country

Figure South Asia Forecasted Consumption of 3D-Model Platforms 2026-2031

Figure South Asia Forecasted Consumption of 3D-Model Platforms 2031 by Country

Figure Southeast Asia Forecasted Consumption of 3D-Model Platforms 2026-2031

Figure Southeast Asia Forecasted Consumption of 3D-Model Platforms 2031 by Country

Figure Middle East Forecasted Consumption of 3D-Model Platforms 2026-2031

Figure Middle East Forecasted Consumption of 3D-Model Platforms 2031 by Country

Figure Africa Forecasted Consumption of 3D-Model Platforms 2026-2031

Figure Africa Forecasted Consumption of 3D-Model Platforms 2031 by Country

Figure Oceania Forecasted Consumption of 3D-Model Platforms 2026-2031

Figure Oceania Forecasted Consumption of 3D-Model Platforms 2031 by Country

Figure South America Forecasted Consumption of 3D-Model Platforms 2026-2031

Figure South America Forecasted Consumption of 3D-Model Platforms 2031 by Country

Figure Rest of the World Forecasted Consumption of 3D-Model Platforms 2026-2031

Figure Rest of the World Forecasted Consumption of 3D-Model Platforms 2031 by Country

Figure Channels of Distribution

Figure Porter's Five Forces Analysis

Figure Key Executives Interviewed

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