

3D Animation Software Market: Global Industry Trends, Share, Size, Growth, Opportunity and Forecast 2023-2028

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Abstracts

Market Overview 2023-2028:

The global 3D animation software market size reached US\$ 12.3 Billion in 2022. Looking forward, IMARC Group expects the market to reach US\$ 23.4 Billion by 2028, exhibiting a growth rate (CAGR) of 11.14% during 2023-2028.

The 3D animation software refers to computer-generated imagery (CGI) application that is used for visualizing, developing and modifying static and dynamic 3D images and animations. The software integrates video footage and artificial images to create realistic objects and scenes through various technologies, such as visual effects (VFX), 3D modeling, motion graphics and 3D rendering. The software consists of customizable characters, libraries of animations, automatic lip-syncing and pre-defined sets. It is widely used for developing creative effects in brand advertisements and product promotions, visualization of scientific, product and system information, and visual analytics. It finds extensive applications across various industries, including media & entertainment, architecture, healthcare and life sciences.

3D Animation Software Market Trends:

The emerging trend of virtual reality (VR) and artificial intelligence (AI), along with the increasing demand for 3D mobile applications and games, is one of the key factors driving the growth of the 3D animation software market. In line with this, there is widespread adoption of animation software and stereoscopic 3D gaming platforms to create visually enhanced and immersive animations, along with life-like characters and scenarios, which is contributing to the market growth. Furthermore, various technological advancements and increasing utilization of the animation software for

educational and academic applications are also providing a boost to the market growth. Educational content and e-learning platform developers are incorporating 3D animated videos in their curriculum to create an effective and engaging learning environment. Additionally, increasing utilization of this software for 3D mapping and laser screening for geospatial, geological, geophysical and mining applications is projected to drive the market further.

Key Market Segmentation:

IMARC Group provides an analysis of the key trends in each sub-segment of the global 3D animation software market report, along with forecasts at the global, regional and country level from 2023-2028. Our report has categorized the market based on technology, service, deployment and vertical.

Breakup by Technology:

- 3D Modeling
- Motion Graphics
- 3D Rendering
- Visual Effects (VFX)
- Others

Breakup by Service:

- Consulting
- Support and Maintenance
- Integration and Deployment
- Education and Training

Breakup by Deployment:

- On-premises
- Cloud-based

Breakup by Vertical:

- Media and Entertainment
- Construction and Architecture
- Healthcare and Lifesciences
- Manufacturing

Education and Research
Others

Breakup by Region:

North America

United States

Canada

Asia Pacific

China

Japan

India

South Korea

Australia

Indonesia

Others

Europe

Germany

France

United Kingdom

Italy

Spain

Russia

Others

Latin America

Brazil

Mexico

Others

Middle East and Africa

Competitive Landscape:

The report has also analysed the competitive landscape of the market with some of the key players being Adobe Systems Inc., Autodesk Inc., Autodesk Inc., Corel Corporation, Maxon Computer, Newtek Inc., Nvidia Corporation, Pixologic Inc., Sidefx Software, The Foundry Visionmongers Ltd., Toon Boom Animation Inc., Trimble Navigation Ltd., Zco Corporation, etc.

Key Questions Answered in This Report

1. What is the expected growth rate of the global 3D animation software market?
2. What are the key factors driving the global 3D animation software market?
3. What has been the impact of COVID-19 on the global 3D animation software market?
4. What is the breakup of the global 3D animation software market based on the deployment?
5. What is the breakup of the global 3D animation software market based on the vertical?
6. What are the key regions in the global 3D animation software market?
7. Who are the key players/companies in the global 3D animation software market?

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