

Asia-Pacific 3D Animation Market (2016 - 2022)

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Abstracts

Asia Pacific has tremendous potential for growth of 3D animation market, and therefore would register significantly higher CAGR during the forecast period. Countries such as Japan, China, Singapore, Australia, and India have gained tremendous momentum over the years, which have also led to various initiatives in-terms of research & development activities to support animation studios. 3D animation is used to generate three-dimensional moving images within a digital environment. Highly skilled manipulation is used to project 3D models or objects within 3D software to export picture sequences and eventually output an illusion of moving objects. Rapid adoption of visual effects technology in movies, growing demand for 3D mobile applications and games, and rapid uptake of 3D mapping technology in navigation and geospatial analysis are some of the significant factors that drive the growth of 3D animation technology.

Based on the technology type, the 3D Animation market is segmented into 3D Modelling, Motion Graphics, 3D Rendering, Visual Effects and Others. Based on Deployment Type, the market is segmented into Cloud based and On-Premise. The verticals covered under the report include Media & Entertainment, Construction & Architecture, Education, Manufacturing, Healthcare & Life Sciences and Others.

Based on country, 3D Animation market is segmented into China, Japan, India, South Korea, Singapore, Australia and Rest of Asia-Pacific. China remained the dominant country in the Asia-Pacific 3D Animation market in 2015. India and Australia would witness promising CAGR during the forecast period (2016-2022).

The report covers the analysis of key stake holders of the 3D Animation market. Key companies profiled in the report include Nvidia Corporation, Corel Corporation, Adobe Systems Inc., Autodesk Inc., Nemetschek, Newtek Inc., Trimble Navigation Ltd. and Pixologic Inc.



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