

3D Animation Market - Forecasts from 2017 to 2022

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Abstracts

Global 3D animation market is projected to expand at a CAGR of 14.27% over the forecast period to reach US\$18.792 billion by 2022, from US\$9.647 billion in 2017. Rapid technological advancement coupled with the availability of computer animation to the animation industry and consumers is bolstering the growth of global 3D animation market. Growing adoption of 3D animation solutions for various applications such as photo imaging, computer gaming, advertisement, commercial production, and fashion and textile is further augmenting the demand for 3D animation software and technologies across the globe. Other growth drivers include favorable government regulations, availability of low-cost compatible 3D hardware, and internet connectivity. The rising use of 3D animation in architecture sector will propel the growth of 3D animation market in the forthcoming years.

North America holds the largest share of global 3D animation market due to the presence of a large number of 3D animation vendors coupled with vast gamer population in the region. Europe will also witness a significant growth of 3D animation market owing to the growing adoption of 3D animation software and solutions by European automotive industry in order to provide an enhanced overall appearance and design of vehicles. APAC region is projected to witness the fastest regional market growth due to the growing presence of market players in emerging economies such as Japan, India, and South Korea.

Research Methodology

Firstly, the report provides a brief introduction of the market and deals with detailed research methodology for calculating market size and forecasts, secondary data sources used and the primary inputs which were taken for data validation. This section also outlines various segmentations which have been covered as part of the report.

Market Dynamics

Next, the section provides comprehensive market dynamics through an overview section along with growth drivers, challenges, and opportunities which exist in the current market. This section of the report also provides supplier and industry outlook as a whole; key industry, global and regional regulations which are determining the market growth and a brief technological aspect of 3D animation. Complete industry analysis has also been covered by Porter's five forces model as a part of this report section.

Segmentation

Thirdly, 3D Animation Market has been segmented by hardware solutions, industry vertical and geography as follows:

By Solutions

- Hardware

- Workstations

- Motion Capturing (MOCAP) Systems

- Video Cards and GPU

- Others

- Software

By Industry Vertical

- Construction

- Media and Entertainment

- Education

- Healthcare

- Military and Defense

- Manufacturing

- Others

By Geography

- Americas

- North America

- South America

- Europe Middle East and Africa

- Europe

- Middle East and Africa

- Asia Pacific

- Market Players

Finally, this section of competitive intelligence deals with major players in the market,

their market shares, products, growth strategies, financials, and recent investments among others. Key industry players profiled in this section are Adobe Systems, Autodesk, Intel, Maxon, and Newtek among others.

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