

Computer Graphics Market - Forecasts from 2018 to 2023

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Abstracts

The computer graphics market is expected to reach US\$212.418 billion by the end of 2023, increasing from US\$151.206 billion in 2017, growing at a CAGR of 5.83% during the forecast period. Growing internet penetration and mushrooming smartphone users worldwide is augmenting the demand for high-resolution games and graphics, thereby positively impacting the global computer graphics market growth. The demand for computer graphics solutions is also strongly driven by robust growth of IT industry leading to growing adoption and applications of the web. Moreover, booming media and entertainment industry are also fueling the demand for high-end computer graphics software solutions. The automotive industry is also making use of computer graphics for car body design and other relevant applications. Rising investments by enterprises in 4D technology and escalating demand for cloud-based subscription is creating significant opportunities for the expansion of the global computer graphics market in the forthcoming years. However, factor such as concentrated consumer base will hinder the market growth during the forecast period.

This research study examines the current market trends related to the demand, supply, and sales, in addition to the recent developments. Major drivers, restraints, and opportunities have been covered to provide an exhaustive picture of the market. The analysis presents in-depth information regarding the development, trends, and industry policies and regulations implemented in each of the geographical regions. Further, the overall regulatory framework of the market has been exhaustively covered to offer stakeholders a better understanding of the key factors affecting the overall market environment.

Identification of key industry players in the industry and their revenue contribution to the overall business or relevant segment aligned to the study have been covered as a part

of competitive intelligence done through extensive secondary research. Various studies and data published by industry associations, analyst reports, investor presentations, press releases and journals among others have been taken into consideration while conducting the secondary research. Both bottom-up and top-down approaches have been utilized to determine the market size of the overall market and key segments. The values obtained are correlated with the primary inputs of the key stakeholders in the value chain of computer graphics market. The last step involves complete market engineering which includes analyzing the data from different sources and existing proprietary datasets while using various data triangulation methods for market breakdown and forecasting.

Market intelligence is presented in the form of analysis, charts, and graphics to help the clients in gaining faster and efficient understanding of the market.

Major industry players profiled as part of the report are Adobe Systems, NVIDIA Corporation, Autodesk, Mentor Graphics, Pixar, and Artomatix among others.

Segmentation

The computer graphics market has been analyzed through the following segments:

By Application

Imaging

Design

Animation

Digital Video

Others

By Industry Vertical

Automotive

Healthcare

Aerospace and Defense

Media and Entertainment

Manufacturing

Others

By Geography

North America

USA

Canada

Mexico

Others

South America

Brazil

Argentina

Others

Europe

France

Germany

UK

Italy

Others

Middle East and Africa

UAE

Israel

Saudi Arabia

Others

Asia Pacific

China

India

Japan

South Korea

Others

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