

Global 3D Animation Market Growth (Status and Outlook) 2024-2030

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Abstracts

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According to this study, the global 3D Animation market size will reach US\$ 19170 million by 2030.

3D Animation is the process of generating three-dimensional moving images in a digital environment. Careful manipulation of 3D models or objects is carried out within 3D software for exporting picture sequences giving them the illusion of animation or movement. However, this is completely based on the technique used for manipulating the objects. The procedure of generating 3D is sequentially categorized into three main sections and these are modeling, layout and animation and rendering. Modeling is the phase that describes the procedure of generating 3D objects within a certain scene. Layout and animation phase describes the process followed for positioning and animating the objects within a certain scene. Lastly, rendering described the end result or output of completed computer graphics. The process of production is successfully completed with the careful combination of the sections mentioned above and also some other sub-sections.

3D animation technology segment is categorized into modelling, motion graphics, rendering, visual effects (VFX), and others. 3D modelling holds the largest market share in the technology segment, as it is the most important stage for developing a 3D animation project.

This report presents a comprehensive overview, market shares, and growth opportunities of 3D Animation market by product type, application, key players and key regions and countries.

Segmentation by product type:

3D Modeling

Motion Graphics

3D Rendering

Visual Effects(VFX)

Others

Segmentation by Application:

Media and Entertainment

Construction and Architecture

Healthcare and Lifesciences

Manufacturing

Education and Academia

Others

This report also splits the market by region:

United States

China

Europe

Other regions:

Japan

South Korea

Southeast Asia

Rest of world

The report also presents the market competition landscape and a corresponding detailed analysis of the major players in the market. The key players covered in this report:

Adobe Systems

Autodesk

Autodesk

Corel

Maxon Computer

Newtek

Nvidia

Pixologic

Sidefx Software

The Foundry Visionmongers Ltd.

Trimble Navigation

Toon Boom Animation

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