

Global 3D Model Libraries Market Growth (Status and Outlook) 2022-2028

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Abstracts

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3D models are used to portray real-world and conceptual visuals for art, 3D models are used by game developers, news agencies, architects, visual effects studios, advertisers and creative professionals around the world, 3D models for download, files in 3ds, max, c4d, maya, blend, obj, fbx with low poly, animated, rigged, game, and VR options.

The global market for 3D Model Libraries is estimated to increase from US\$ million in 2021 to reach US\$ million by 2028, exhibiting a CAGR of % during 2022-2028. Keeping in mind the uncertainties of COVID-19 and Russia-Ukraine War, we are continuously tracking and evaluating the direct as well as the indirect influence of the pandemic on different end use sectors. These insights are included in the report as a major market contributor.

The APAC 3D Model Libraries market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

The United States 3D Model Libraries market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

The Europe 3D Model Libraries market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

The China 3D Model Libraries market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

Global key 3D Model Libraries players cover TurboSquid (Shutterstock), Sketchfab (Epic Games), CGTrader, Envato and Creative Market, etc. In terms of revenue, the global largest two companies occupy a share nearly % in 2021.

Report Coverage

This latest report provides a deep insight into the global 3D Model Libraries market covering all its essential aspects. This ranges from a macro overview of the market to micro details of the market size, competitive landscape, development trend, niche market, key market drivers and challenges, value chain analysis, etc.

This report aims to provide a comprehensive picture of the global 3D Model Libraries market, with both quantitative and qualitative data, to help readers understand how the 3D Model Libraries market scenario changed across the globe during the pandemic and Russia-Ukraine War.

The base year considered for analyses is 2021, while the market estimates and forecasts are given from 2022 to 2028. The market estimates are provided in terms of revenue in USD millions.

Market Segmentation:

The study segments the 3D Model Libraries market and forecasts the market size by Type (3ds Max Models, Maya Models and Cinema 4D Models), by Application (Film and Television, Retail, Game and News Media), and region (APAC, Americas, Europe, and Middle East & Africa).

Segmentation by type

3ds Max Models

Maya Models

Cinema 4D Models

Blender Models

Obj Models

FBX Models

Others

Segmentation by application

Film and Television

Retail

Game

News Media

Advertising

Architecture

Others

Segmentation by region

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

Major companies covered

TurboSquid (Shutterstock)

Sketchfab (Epic Games)

CGTrader

Envato

Creative Market

Cubebrush

Fippednormals

Unity Asset Store

Unreal Engine Marketplace (Epic Games)

Hun3D

CGAxis

Crytek

3DXia

CGModel

3D66

OUMOO

Xiadele

Sheyi

Qingmo

Chapter Introduction

Chapter 1: Scope of 3D Model Libraries, Research Methodology, etc.

Chapter 2: Executive Summary, global 3D Model Libraries market size and CAGR, 3D Model Libraries market size by region, by type, by application, historical data from 2017 to 2022, and forecast to 2028.

Chapter 3: 3D Model Libraries revenue, global market share, and industry ranking by company, 2017-2022

Chapter 4: Global 3D Model Libraries revenue by region and by country. Country specific data and market value analysis for the U.S., Canada, Europe, China, Japan, South Korea, Southeast Asia, India, Latin America and Middle East & Africa.

Chapter 5, 6, 7, 8: Americas, APAC, Europe, Middle East & Africa, revenue segment by country, by type, and application.

Chapter 9: Analysis of the current market trends, market forecast, opportunities and economic trends that are affecting the future marketplace

Chapter 10: Manufacturing cost structure analysis

Chapter 11: Sales channel, distributors, and customers

Chapter 12: Global 3D Model Libraries market size forecast by region, by country, by type, and application

Chapter 13: Comprehensive company profiles of the leading players, including TurboSquid (Shutterstock), Sketchfab (Epic Games), CGTrader, Envato, Creative Market, Cubebrush, Fippednormals, Unity Asset Store and Unreal Engine Marketplace (Epic Games), etc.

Chapter 14: Research Findings and Conclusion

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