

Global Animation, VFX & Game Market Growth (Status and Outlook) 2020-2025

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Abstracts

The report requires updating with new data and is sent in 48 hours after order is placed.

According to this study, over the next five years the Animation, VFX & Game market will register a 2.7%% CAGR in terms of revenue, the global market size will reach \$ 445410 million by 2025, from \$ 399790 million in 2019. In particular, this report presents the global revenue market share of key companies in Animation, VFX & Game business, shared in Chapter 3.

This report presents a comprehensive overview, market shares, and growth opportunities of Animation, VFX & Game market by product type, application, key manufacturers and key regions and countries.

This study specially analyses the impact of Covid-19 outbreak on the Animation, VFX & Game, covering the supply chain analysis, impact assessment to the Animation, VFX & Game market size growth rate in several scenarios, and the measures to be undertaken by Animation, VFX & Game companies in response to the COVID-19 epidemic.

Segmentation by type: breakdown data from 2015 to 2020 in Section 2.3; and forecast to 2025 in section 10.7.

Animation & VFX

Game & VFX

Segmentation by application: breakdown data from 2015 to 2020, in Section 2.4; and

forecast to 2025 in section 10.8.

Anime

Film

Video Game

This report also splits the market by region: Breakdown data in Chapter 4, 5, 6, 7 and 8.

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

The report also presents the market competition landscape and a corresponding detailed analysis of the major vendor/manufacturers in the market. The key manufacturers covered in this report: Breakdown data in in Chapter 3.

Tencent

Framestore

Sony

Microsoft

Nintendo

Activision Blizzard

NBCUniversal

Netease

Warner Bros

Walt Disney Animation Studios

TOEI ANIMATION

In addition, this report discusses the key drivers influencing market growth, opportunities, the challenges and the risks faced by key players and the market as a whole. It also analyzes key emerging trends and their impact on present and future development.

Research objectives

To study and analyze the global Animation, VFX & Game market size by key regions/countries, type and application, history data from 2015 to 2019, and forecast to 2025.

To understand the structure of Animation, VFX & Game market by identifying its various subsegments.

Focuses on the key global Animation, VFX & Game players, to define, describe and analyze the value, market share, market competition landscape, SWOT analysis and development plans in next few years.

To analyze the Animation, VFX & Game with respect to individual growth trends, future prospects, and their contribution to the total market.

To share detailed information about the key factors influencing the growth of the market (growth potential, opportunities, drivers, industry-specific challenges and risks).

To project the size of Animation, VFX & Game submarkets, with respect to key regions (along with their respective key countries).

To analyze competitive developments such as expansions, agreements, new product launches and acquisitions in the market.

To strategically profile the key players and comprehensively analyze their growth strategies.

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