

Global Animation, VFX and Games Market Growth (Status and Outlook) 2022-2028

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Abstracts

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

As the global economy mends, the 2021 growth of Animation, VFX and Games will have significant change from previous year. According to our (LP Information) latest study, the global Animation, VFX and Games market size is USD million in 2022 from USD 421140 million in 2021, with a change of % between 2021 and 2022. The global Animation, VFX and Games market size will reach USD 523380 million in 2028, growing at a CAGR of 3.2% over the analysis period.

The United States Animation, VFX and Games market is expected at value of US\$ million in 2021 and grow at approximately % CAGR during review period. China constitutes a % market for the global Animation, VFX and Games market, reaching US\$ million by the year 2028. As for the Europe Animation, VFX and Games landscape, Germany is projected to reach US\$ million by 2028 trailing a CAGR of % over the forecast period. In APAC, the growth rates of other notable markets (Japan and South Korea) are projected to be at % and % respectively for the next 5-year period.

Global main Animation, VFX and Games players cover 3ds Max, Motionbuilder, Blender, and Clara.io, etc. In terms of revenue, the global largest two companies occupy a share nearly % in 2021.

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

Segmentation by type: breakdown data from 2017 to 2022 in Section 2.3; and forecast

to 2028 in section 10.7.

2D Animation

Computer-Generated Images (CGI)

Visual Effects (VFX)

Network Animation

Enterprise Service

Segmentation by application: breakdown data from 2017 to 2022, in Section 2.4; and forecast to 2028 in section 10.8.

High Definition Television

Tablet

Smart Phone

Headgear

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 players in the market. The key players covered in this

report: Breakdown data in in Chapter 3.

3ds Max

Motionbuilder

Blender

Clara.io

Faceshift

Houdini Apprentice

Iclone

Ipi Soft

Makehuman

Maya

Mixamo

Poser

Terragen

Smartbody

Boats Animator

Dragonframe

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