

Global Anime Figure Market Growth 2025-2031

<https://marketpublishers.com/r/G277E5C9AE86EN.html>

Date: August 2025

Pages: 182

Price: US\$ 3,660.00 (Single User License)

ID: G277E5C9AE86EN

Abstracts

The global Anime Figure market size is predicted to grow from US\$ 2405 million in 2025 to US\$ 3106 million in 2031; it is expected to grow at a CAGR of 4.4% from 2025 to 2031.

The impact of the latest U.S. tariff measures and the corresponding policy responses from countries worldwide on market competitiveness, regional economic performance, and supply chain configurations will be comprehensively evaluated in this report.

An anime figure is a three - dimensional collectible model inspired by characters, settings, or objects from anime, manga, video games, or other forms of Japanese popular culture. These figures are meticulously crafted to capture the distinctive art styles, expressions, and details of the original source material, often replicating elaborate costumes, unique hairstyles, and characteristic poses. They can range in size from small, palm - sized figurines to large, life - sized statues, and are made from various materials such as PVC, resin, and ABS plastic. Anime figures serve multiple purposes: for fans, they are a way to express their love and admiration for beloved characters and series, allowing them to bring a piece of the fictional world into their real - life spaces. They are also highly sought - after collectibles, with some rare or limited - edition figures appreciating in value over time, attracting collectors who trade, display, and curate extensive collections. Additionally, they act as promotional items for the anime industry, helping to boost the popularity and commercial success of various anime and related media.

The anime figure market has been experiencing remarkable growth in recent years, evolving into a significant segment within the global collectibles and entertainment merchandise sector. The market's growth has been propelled by multiple factors. The increasing popularity of anime globally, with a growing fan base across different age groups and regions, has led to a higher demand for related merchandise, of which

figures are a major part. The expansion of the middle - class population in emerging economies has also contributed, as they now have more disposable income to spend on collectibles.

North America has emerged as a key market for anime figures. The region has a strong affinity for Japanese culture, and the prevalence of anime conventions and dedicated stores has boosted sales. For example, in cities like Los Angeles and New York, large populations of devoted fans frequent these stores and conventions, creating a vibrant market. The Asia - Pacific (APAC) region is another dominant market. Japan, being the origin of anime, has a deep - rooted culture of collecting anime figures. South Korea and India in APAC also contribute significantly to the market due to their close association with anime production and consumption. In fact, Japan and South Korea are expected to have a certain CAGR in the coming years. Europe has witnessed a surge in demand as well, driven by a growing fanbase and the convenience of online purchasing platforms. China has also experienced rapid growth, partly due to the relaxation of government regulations on anime content, leading to Chinese consumers increasingly embracing anime culture and avidly collecting figures.

There are numerous opportunities in the anime figure market. The continuous growth of the anime industry, with new series and movies being produced regularly, provides a steady stream of new characters for figure manufacturers to capitalize on. The expansion of e - commerce platforms has also made it easier for manufacturers to reach a global customer base. However, there are challenges as well. High production costs, especially for figures with intricate designs and high - quality materials, can put pressure on profit margins. Additionally, the market is highly sensitive to changes in consumer preferences. If a particular anime series loses popularity quickly, it can lead to a surplus of related figures.

In the future, we can expect to see more innovative and interactive anime figures. For example, figures with augmented reality (AR) or virtual reality (VR) features that allow fans to have a more immersive experience with their collectibles. There will also likely be an increase in the production of limited - edition and exclusive figures to cater to the demand of collectors who value uniqueness. Moreover, as environmental concerns grow, there may be a shift towards more sustainable materials in figure production.

LP Information, Inc. (LPI) ' newest research report, the "Anime Figure Industry Forecast" looks at past sales and reviews total world Anime Figure sales in 2024, providing a comprehensive analysis by region and market sector of projected Anime Figure sales for 2025 through 2031. With Anime Figure sales broken down by region,

market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Anime Figure industry.

This Insight Report provides a comprehensive analysis of the global Anime Figure landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyzes the strategies of leading global companies with a focus on Anime Figure portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Anime Figure market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Anime Figure and breaks down the forecast by Type, by Application, geography, and market size to highlight emerging pockets of opportunity. With a transparent methodology based on hundreds of bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global Anime Figure.

This report presents a comprehensive overview, market shares, and growth opportunities of Anime Figure market by product type, application, key manufacturers and key regions and countries.

Segmentation by Type:

Resin

Clay

Other

Segmentation by Application:

Personal

Commercial

This report also splits the market 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

The below companies that are profiled have been selected based on inputs gathered from primary experts and analysing the company's coverage, product portfolio, its market penetration.

Premium Bandai

Aniplex

Banpresto

Kotobukiya

Kaiyodo

Alter

Good Smile Company

Max Factory

SEGA

Union Creative

Hot Toys

Hobby Max Japan

MegaHouse

Guangdong Audi Animation Toys

Hasbro

JakksPacific

Medicom Toy

Beijing Dream City

Guangzhou Linkage Creative Culture Technology

Figma

Tamashii

FuRyu

Funko

Animegami

Apex

Square Enix

Final Fantasy

Rolife

Kidrobot

Key Questions Addressed in this Report

What is the 10-year outlook for the global Anime Figure market?

What factors are driving Anime Figure market growth, globally and by region?

Which technologies are poised for the fastest growth by market and region?

How do Anime Figure market opportunities vary by end market size?
How does Anime Figure break out by Type, by Application?

Contents

1 SCOPE OF THE REPORT

- 1.1 Market Introduction
- 1.2 Years Considered
- 1.3 Research Objectives
- 1.4 Market Research Methodology
- 1.5 Research Process and Data Source
- 1.6 Economic Indicators
- 1.7 Currency Considered
- 1.8 Market Estimation Caveats

2 EXECUTIVE SUMMARY

- 2.1 World Market Overview
 - 2.1.1 Global Anime Figure Annual Sales 2020-2031
 - 2.1.2 World Current & Future Analysis for Anime Figure by Geographic Region, 2020, 2024 & 2031
 - 2.1.3 World Current & Future Analysis for Anime Figure by Country/Region, 2020, 2024 & 2031
- 2.2 Anime Figure Segment by Type
 - 2.2.1 Resin
 - 2.2.2 Clay
 - 2.2.3 Other
- 2.3 Anime Figure Sales by Type
 - 2.3.1 Global Anime Figure Sales Market Share by Type (2020-2025)
 - 2.3.2 Global Anime Figure Revenue and Market Share by Type (2020-2025)
 - 2.3.3 Global Anime Figure Sale Price by Type (2020-2025)
- 2.4 Anime Figure Segment by Application
 - 2.4.1 Personal
 - 2.4.2 Commercial
- 2.5 Anime Figure Sales by Application
 - 2.5.1 Global Anime Figure Sale Market Share by Application (2020-2025)
 - 2.5.2 Global Anime Figure Revenue and Market Share by Application (2020-2025)
 - 2.5.3 Global Anime Figure Sale Price by Application (2020-2025)

3 GLOBAL BY COMPANY

- 3.1 Global Anime Figure Breakdown Data by Company
 - 3.1.1 Global Anime Figure Annual Sales by Company (2020-2025)
 - 3.1.2 Global Anime Figure Sales Market Share by Company (2020-2025)
- 3.2 Global Anime Figure Annual Revenue by Company (2020-2025)
 - 3.2.1 Global Anime Figure Revenue by Company (2020-2025)
 - 3.2.2 Global Anime Figure Revenue Market Share by Company (2020-2025)
- 3.3 Global Anime Figure Sale Price by Company
- 3.4 Key Manufacturers Anime Figure Producing Area Distribution, Sales Area, Product Type
 - 3.4.1 Key Manufacturers Anime Figure Product Location Distribution
 - 3.4.2 Players Anime Figure Products Offered
- 3.5 Market Concentration Rate Analysis
 - 3.5.1 Competition Landscape Analysis
 - 3.5.2 Concentration Ratio (CR3, CR5 and CR10) & (2023-2025)
- 3.6 New Products and Potential Entrants
- 3.7 Market M&A Activity & Strategy

4 WORLD HISTORIC REVIEW FOR ANIME FIGURE BY GEOGRAPHIC REGION

- 4.1 World Historic Anime Figure Market Size by Geographic Region (2020-2025)
 - 4.1.1 Global Anime Figure Annual Sales by Geographic Region (2020-2025)
 - 4.1.2 Global Anime Figure Annual Revenue by Geographic Region (2020-2025)
- 4.2 World Historic Anime Figure Market Size by Country/Region (2020-2025)
 - 4.2.1 Global Anime Figure Annual Sales by Country/Region (2020-2025)
 - 4.2.2 Global Anime Figure Annual Revenue by Country/Region (2020-2025)
- 4.3 Americas Anime Figure Sales Growth
- 4.4 APAC Anime Figure Sales Growth
- 4.5 Europe Anime Figure Sales Growth
- 4.6 Middle East & Africa Anime Figure Sales Growth

5 AMERICAS

- 5.1 Americas Anime Figure Sales by Country
 - 5.1.1 Americas Anime Figure Sales by Country (2020-2025)
 - 5.1.2 Americas Anime Figure Revenue by Country (2020-2025)
- 5.2 Americas Anime Figure Sales by Type (2020-2025)
- 5.3 Americas Anime Figure Sales by Application (2020-2025)
- 5.4 United States
- 5.5 Canada

5.6 Mexico

5.7 Brazil

6 APAC

6.1 APAC Anime Figure Sales by Region

6.1.1 APAC Anime Figure Sales by Region (2020-2025)

6.1.2 APAC Anime Figure Revenue by Region (2020-2025)

6.2 APAC Anime Figure Sales by Type (2020-2025)

6.3 APAC Anime Figure Sales by Application (2020-2025)

6.4 China

6.5 Japan

6.6 South Korea

6.7 Southeast Asia

6.8 India

6.9 Australia

6.10 China Taiwan

7 EUROPE

7.1 Europe Anime Figure by Country

7.1.1 Europe Anime Figure Sales by Country (2020-2025)

7.1.2 Europe Anime Figure Revenue by Country (2020-2025)

7.2 Europe Anime Figure Sales by Type (2020-2025)

7.3 Europe Anime Figure Sales by Application (2020-2025)

7.4 Germany

7.5 France

7.6 UK

7.7 Italy

7.8 Russia

8 MIDDLE EAST & AFRICA

8.1 Middle East & Africa Anime Figure by Country

8.1.1 Middle East & Africa Anime Figure Sales by Country (2020-2025)

8.1.2 Middle East & Africa Anime Figure Revenue by Country (2020-2025)

8.2 Middle East & Africa Anime Figure Sales by Type (2020-2025)

8.3 Middle East & Africa Anime Figure Sales by Application (2020-2025)

8.4 Egypt

8.5 South Africa

8.6 Israel

8.7 Turkey

8.8 GCC Countries

9 MARKET DRIVERS, CHALLENGES AND TRENDS

9.1 Market Drivers & Growth Opportunities

9.2 Market Challenges & Risks

9.3 Industry Trends

10 MANUFACTURING COST STRUCTURE ANALYSIS

10.1 Raw Material and Suppliers

10.2 Manufacturing Cost Structure Analysis of Anime Figure

10.3 Manufacturing Process Analysis of Anime Figure

10.4 Industry Chain Structure of Anime Figure

11 MARKETING, DISTRIBUTORS AND CUSTOMER

11.1 Sales Channel

11.1.1 Direct Channels

11.1.2 Indirect Channels

11.2 Anime Figure Distributors

11.3 Anime Figure Customer

12 WORLD FORECAST REVIEW FOR ANIME FIGURE BY GEOGRAPHIC REGION

12.1 Global Anime Figure Market Size Forecast by Region

12.1.1 Global Anime Figure Forecast by Region (2026-2031)

12.1.2 Global Anime Figure Annual Revenue Forecast by Region (2026-2031)

12.2 Americas Forecast by Country (2026-2031)

12.3 APAC Forecast by Region (2026-2031)

12.4 Europe Forecast by Country (2026-2031)

12.5 Middle East & Africa Forecast by Country (2026-2031)

12.6 Global Anime Figure Forecast by Type (2026-2031)

12.7 Global Anime Figure Forecast by Application (2026-2031)

13 KEY PLAYERS ANALYSIS

13.1 Premium Bandai

13.1.1 Premium Bandai Company Information

13.1.2 Premium Bandai Anime Figure Product Portfolios and Specifications

13.1.3 Premium Bandai Anime Figure Sales, Revenue, Price and Gross Margin
(2020-2025)

13.1.4 Premium Bandai Main Business Overview

13.1.5 Premium Bandai Latest Developments

13.2 Aniplex

13.2.1 Aniplex Company Information

13.2.2 Aniplex Anime Figure Product Portfolios and Specifications

13.2.3 Aniplex Anime Figure Sales, Revenue, Price and Gross Margin (2020-2025)

13.2.4 Aniplex Main Business Overview

13.2.5 Aniplex Latest Developments

13.3 Banpresto

13.3.1 Banpresto Company Information

13.3.2 Banpresto Anime Figure Product Portfolios and Specifications

13.3.3 Banpresto Anime Figure Sales, Revenue, Price and Gross Margin (2020-2025)

13.3.4 Banpresto Main Business Overview

13.3.5 Banpresto Latest Developments

13.4 Kotobukiya

13.4.1 Kotobukiya Company Information

13.4.2 Kotobukiya Anime Figure Product Portfolios and Specifications

13.4.3 Kotobukiya Anime Figure Sales, Revenue, Price and Gross Margin (2020-2025)

13.4.4 Kotobukiya Main Business Overview

13.4.5 Kotobukiya Latest Developments

13.5 Kaiyodo

13.5.1 Kaiyodo Company Information

13.5.2 Kaiyodo Anime Figure Product Portfolios and Specifications

13.5.3 Kaiyodo Anime Figure Sales, Revenue, Price and Gross Margin (2020-2025)

13.5.4 Kaiyodo Main Business Overview

13.5.5 Kaiyodo Latest Developments

13.6 Alter

13.6.1 Alter Company Information

13.6.2 Alter Anime Figure Product Portfolios and Specifications

13.6.3 Alter Anime Figure Sales, Revenue, Price and Gross Margin (2020-2025)

13.6.4 Alter Main Business Overview

13.6.5 Alter Latest Developments

13.7 Good Smile Company

- 13.7.1 Good Smile Company Company Information
- 13.7.2 Good Smile Company Anime Figure Product Portfolios and Specifications
- 13.7.3 Good Smile Company Anime Figure Sales, Revenue, Price and Gross Margin (2020-2025)
- 13.7.4 Good Smile Company Main Business Overview
- 13.7.5 Good Smile Company Latest Developments
- 13.8 Max Factory
 - 13.8.1 Max Factory Company Information
 - 13.8.2 Max Factory Anime Figure Product Portfolios and Specifications
 - 13.8.3 Max Factory Anime Figure Sales, Revenue, Price and Gross Margin (2020-2025)
 - 13.8.4 Max Factory Main Business Overview
 - 13.8.5 Max Factory Latest Developments
- 13.9 SEGA
 - 13.9.1 SEGA Company Information
 - 13.9.2 SEGA Anime Figure Product Portfolios and Specifications
 - 13.9.3 SEGA Anime Figure Sales, Revenue, Price and Gross Margin (2020-2025)
 - 13.9.4 SEGA Main Business Overview
 - 13.9.5 SEGA Latest Developments
- 13.10 Union Creative
 - 13.10.1 Union Creative Company Information
 - 13.10.2 Union Creative Anime Figure Product Portfolios and Specifications
 - 13.10.3 Union Creative Anime Figure Sales, Revenue, Price and Gross Margin (2020-2025)
 - 13.10.4 Union Creative Main Business Overview
 - 13.10.5 Union Creative Latest Developments
- 13.11 Hot Toys
 - 13.11.1 Hot Toys Company Information
 - 13.11.2 Hot Toys Anime Figure Product Portfolios and Specifications
 - 13.11.3 Hot Toys Anime Figure Sales, Revenue, Price and Gross Margin (2020-2025)
 - 13.11.4 Hot Toys Main Business Overview
 - 13.11.5 Hot Toys Latest Developments
- 13.12 Hobby Max Japan
 - 13.12.1 Hobby Max Japan Company Information
 - 13.12.2 Hobby Max Japan Anime Figure Product Portfolios and Specifications
 - 13.12.3 Hobby Max Japan Anime Figure Sales, Revenue, Price and Gross Margin (2020-2025)
 - 13.12.4 Hobby Max Japan Main Business Overview
 - 13.12.5 Hobby Max Japan Latest Developments

13.13 MegaHouse

13.13.1 MegaHouse Company Information

13.13.2 MegaHouse Anime Figure Product Portfolios and Specifications

13.13.3 MegaHouse Anime Figure Sales, Revenue, Price and Gross Margin (2020-2025)

13.13.4 MegaHouse Main Business Overview

13.13.5 MegaHouse Latest Developments

13.14 Guangdong Audi Animation Toys

13.14.1 Guangdong Audi Animation Toys Company Information

13.14.2 Guangdong Audi Animation Toys Anime Figure Product Portfolios and Specifications

13.14.3 Guangdong Audi Animation Toys Anime Figure Sales, Revenue, Price and Gross Margin (2020-2025)

13.14.4 Guangdong Audi Animation Toys Main Business Overview

13.14.5 Guangdong Audi Animation Toys Latest Developments

13.15 Hasbro

13.15.1 Hasbro Company Information

13.15.2 Hasbro Anime Figure Product Portfolios and Specifications

13.15.3 Hasbro Anime Figure Sales, Revenue, Price and Gross Margin (2020-2025)

13.15.4 Hasbro Main Business Overview

13.15.5 Hasbro Latest Developments

13.16 JakksPacific

13.16.1 JakksPacific Company Information

13.16.2 JakksPacific Anime Figure Product Portfolios and Specifications

13.16.3 JakksPacific Anime Figure Sales, Revenue, Price and Gross Margin (2020-2025)

13.16.4 JakksPacific Main Business Overview

13.16.5 JakksPacific Latest Developments

13.17 Medicom Toy

13.17.1 Medicom Toy Company Information

13.17.2 Medicom Toy Anime Figure Product Portfolios and Specifications

13.17.3 Medicom Toy Anime Figure Sales, Revenue, Price and Gross Margin (2020-2025)

13.17.4 Medicom Toy Main Business Overview

13.17.5 Medicom Toy Latest Developments

13.18 Beijing Dream City

13.18.1 Beijing Dream City Company Information

13.18.2 Beijing Dream City Anime Figure Product Portfolios and Specifications

13.18.3 Beijing Dream City Anime Figure Sales, Revenue, Price and Gross Margin

(2020-2025)

13.18.4 Beijing Dream City Main Business Overview

13.18.5 Beijing Dream City Latest Developments

13.19 Guangzhou Linkage Creative Culture Technology

13.19.1 Guangzhou Linkage Creative Culture Technology Company Information

13.19.2 Guangzhou Linkage Creative Culture Technology Anime Figure Product

Portfolios and Specifications

13.19.3 Guangzhou Linkage Creative Culture Technology Anime Figure Sales, Revenue, Price and Gross Margin (2020-2025)

13.19.4 Guangzhou Linkage Creative Culture Technology Main Business Overview

13.19.5 Guangzhou Linkage Creative Culture Technology Latest Developments

13.20 Figma

13.20.1 Figma Company Information

13.20.2 Figma Anime Figure Product Portfolios and Specifications

13.20.3 Figma Anime Figure Sales, Revenue, Price and Gross Margin (2020-2025)

13.20.4 Figma Main Business Overview

13.20.5 Figma Latest Developments

13.21 Tamashii

13.21.1 Tamashii Company Information

13.21.2 Tamashii Anime Figure Product Portfolios and Specifications

13.21.3 Tamashii Anime Figure Sales, Revenue, Price and Gross Margin (2020-2025)

13.21.4 Tamashii Main Business Overview

13.21.5 Tamashii Latest Developments

13.22 FuRyu

13.22.1 FuRyu Company Information

13.22.2 FuRyu Anime Figure Product Portfolios and Specifications

13.22.3 FuRyu Anime Figure Sales, Revenue, Price and Gross Margin (2020-2025)

13.22.4 FuRyu Main Business Overview

13.22.5 FuRyu Latest Developments

13.23 Funko

13.23.1 Funko Company Information

13.23.2 Funko Anime Figure Product Portfolios and Specifications

13.23.3 Funko Anime Figure Sales, Revenue, Price and Gross Margin (2020-2025)

13.23.4 Funko Main Business Overview

13.23.5 Funko Latest Developments

13.24 Animegami

13.24.1 Animegami Company Information

13.24.2 Animegami Anime Figure Product Portfolios and Specifications

13.24.3 Animegami Anime Figure Sales, Revenue, Price and Gross Margin

(2020-2025)

13.24.4 Animegami Main Business Overview

13.24.5 Animegami Latest Developments

13.25 Apex

13.25.1 Apex Company Information

13.25.2 Apex Anime Figure Product Portfolios and Specifications

13.25.3 Apex Anime Figure Sales, Revenue, Price and Gross Margin (2020-2025)

13.25.4 Apex Main Business Overview

13.25.5 Apex Latest Developments

13.26 Square Enix

13.26.1 Square Enix Company Information

13.26.2 Square Enix Anime Figure Product Portfolios and Specifications

13.26.3 Square Enix Anime Figure Sales, Revenue, Price and Gross Margin

(2020-2025)

13.26.4 Square Enix Main Business Overview

13.26.5 Square Enix Latest Developments

13.27 Final Fantasy

13.27.1 Final Fantasy Company Information

13.27.2 Final Fantasy Anime Figure Product Portfolios and Specifications

13.27.3 Final Fantasy Anime Figure Sales, Revenue, Price and Gross Margin

(2020-2025)

13.27.4 Final Fantasy Main Business Overview

13.27.5 Final Fantasy Latest Developments

13.28 Rolife

13.28.1 Rolife Company Information

13.28.2 Rolife Anime Figure Product Portfolios and Specifications

13.28.3 Rolife Anime Figure Sales, Revenue, Price and Gross Margin (2020-2025)

13.28.4 Rolife Main Business Overview

13.28.5 Rolife Latest Developments

13.29 Kidrobot

13.29.1 Kidrobot Company Information

13.29.2 Kidrobot Anime Figure Product Portfolios and Specifications

13.29.3 Kidrobot Anime Figure Sales, Revenue, Price and Gross Margin (2020-2025)

13.29.4 Kidrobot Main Business Overview

13.29.5 Kidrobot Latest Developments

14 RESEARCH FINDINGS AND CONCLUSION

List Of Tables

LIST OF TABLES

- Table 1. AnimeFigure Annual Sales CAGR by Geographic Region (2020, 2024 & 2031) & (\$ millions)
- Table 2. AnimeFigure Annual Sales CAGR by Country/Region (2020, 2024 & 2031) & (\$ millions)
- Table 3. Major Players of Resin
- Table 4. Major Players of Clay
- Table 5. Major Players of Other
- Table 6. Global AnimeFigure Sales by Type (2020-2025) & (K Units)
- Table 7. Global AnimeFigure Sales Market Share by Type (2020-2025)
- Table 8. Global AnimeFigure Revenue by Type (2020-2025) & (\$ million)
- Table 9. Global AnimeFigure Revenue Market Share by Type (2020-2025)
- Table 10. Global AnimeFigure Sale Price by Type (2020-2025) & (US\$/Unit)
- Table 11. Global AnimeFigure Sale by Application (2020-2025) & (K Units)
- Table 12. Global AnimeFigure Sale Market Share by Application (2020-2025)
- Table 13. Global AnimeFigure Revenue by Application (2020-2025) & (\$ million)
- Table 14. Global AnimeFigure Revenue Market Share by Application (2020-2025)
- Table 15. Global AnimeFigure Sale Price by Application (2020-2025) & (US\$/Unit)
- Table 16. Global AnimeFigure Sales by Company (2020-2025) & (K Units)
- Table 17. Global AnimeFigure Sales Market Share by Company (2020-2025)
- Table 18. Global AnimeFigure Revenue by Company (2020-2025) & (\$ millions)
- Table 19. Global AnimeFigure Revenue Market Share by Company (2020-2025)
- Table 20. Global AnimeFigure Sale Price by Company (2020-2025) & (US\$/Unit)
- Table 21. Key Manufacturers AnimeFigure Producing Area Distribution and Sales Area
- Table 22. Players AnimeFigure Products Offered
- Table 23. AnimeFigure Concentration Ratio (CR3, CR5 and CR10) & (2023-2025)
- Table 24. New Products and Potential Entrants
- Table 25. Market M&A Activity & Strategy
- Table 26. Global AnimeFigure Sales by Geographic Region (2020-2025) & (K Units)
- Table 27. Global AnimeFigure Sales Market Share Geographic Region (2020-2025)
- Table 28. Global AnimeFigure Revenue by Geographic Region (2020-2025) & (\$ millions)
- Table 29. Global AnimeFigure Revenue Market Share by Geographic Region (2020-2025)
- Table 30. Global AnimeFigure Sales by Country/Region (2020-2025) & (K Units)
- Table 31. Global AnimeFigure Sales Market Share by Country/Region (2020-2025)

Table 32. Global AnimeFigure Revenue by Country/Region (2020-2025) & (\$ millions)
Table 33. Global AnimeFigure Revenue Market Share by Country/Region (2020-2025)
Table 34. Americas AnimeFigure Sales by Country (2020-2025) & (K Units)
Table 35. Americas AnimeFigure Sales Market Share by Country (2020-2025)
Table 36. Americas AnimeFigure Revenue by Country (2020-2025) & (\$ millions)
Table 37. Americas AnimeFigure Sales by Type (2020-2025) & (K Units)
Table 38. Americas AnimeFigure Sales by Application (2020-2025) & (K Units)
Table 39. APAC AnimeFigure Sales by Region (2020-2025) & (K Units)
Table 40. APAC AnimeFigure Sales Market Share by Region (2020-2025)
Table 41. APAC AnimeFigure Revenue by Region (2020-2025) & (\$ millions)
Table 42. APAC AnimeFigure Sales by Type (2020-2025) & (K Units)
Table 43. APAC AnimeFigure Sales by Application (2020-2025) & (K Units)
Table 44. Europe AnimeFigure Sales by Country (2020-2025) & (K Units)
Table 45. Europe AnimeFigure Revenue by Country (2020-2025) & (\$ millions)
Table 46. Europe AnimeFigure Sales by Type (2020-2025) & (K Units)
Table 47. Europe AnimeFigure Sales by Application (2020-2025) & (K Units)
Table 48. Middle East & Africa AnimeFigure Sales by Country (2020-2025) & (K Units)
Table 49. Middle East & Africa AnimeFigure Revenue Market Share by Country (2020-2025)
Table 50. Middle East & Africa AnimeFigure Sales by Type (2020-2025) & (K Units)
Table 51. Middle East & Africa AnimeFigure Sales by Application (2020-2025) & (K Units)
Table 52. Key Market Drivers & Growth Opportunities of AnimeFigure
Table 53. Key Market Challenges & Risks of AnimeFigure
Table 54. Key Industry Trends of AnimeFigure
Table 55. AnimeFigure Raw Material
Table 56. Key Suppliers of Raw Materials
Table 57. AnimeFigure Distributors List
Table 58. AnimeFigure Customer List
Table 59. Global AnimeFigure Sales Forecast by Region (2026-2031) & (K Units)
Table 60. Global AnimeFigure Revenue Forecast by Region (2026-2031) & (\$ millions)
Table 61. Americas AnimeFigure Sales Forecast by Country (2026-2031) & (K Units)
Table 62. Americas AnimeFigure Annual Revenue Forecast by Country (2026-2031) & (\$ millions)
Table 63. APAC AnimeFigure Sales Forecast by Region (2026-2031) & (K Units)
Table 64. APAC AnimeFigure Annual Revenue Forecast by Region (2026-2031) & (\$ millions)
Table 65. Europe AnimeFigure Sales Forecast by Country (2026-2031) & (K Units)
Table 66. Europe AnimeFigure Revenue Forecast by Country (2026-2031) & (\$ millions)

Table 67. Middle East & Africa AnimeFigure Sales Forecast by Country (2026-2031) & (K Units)

Table 68. Middle East & Africa AnimeFigure Revenue Forecast by Country (2026-2031) & (\$ millions)

Table 69. Global AnimeFigure Sales Forecast by Type (2026-2031) & (K Units)

Table 70. Global AnimeFigure Revenue Forecast by Type (2026-2031) & (\$ millions)

Table 71. Global AnimeFigure Sales Forecast by Application (2026-2031) & (K Units)

Table 72. Global AnimeFigure Revenue Forecast by Application (2026-2031) & (\$ millions)

Table 73. Premium Bandai Basic Information, AnimeFigure Manufacturing Base, Sales Area and Its Competitors

Table 74. Premium Bandai AnimeFigure Product Portfolios and Specifications

Table 75. Premium Bandai AnimeFigure Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 76. Premium Bandai Main Business

Table 77. Premium Bandai Latest Developments

Table 78. Aniplex Basic Information, AnimeFigure Manufacturing Base, Sales Area and Its Competitors

Table 79. Aniplex AnimeFigure Product Portfolios and Specifications

Table 80. Aniplex AnimeFigure Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 81. Aniplex Main Business

Table 82. Aniplex Latest Developments

Table 83. Banpresto Basic Information, AnimeFigure Manufacturing Base, Sales Area and Its Competitors

Table 84. Banpresto AnimeFigure Product Portfolios and Specifications

Table 85. Banpresto AnimeFigure Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 86. Banpresto Main Business

Table 87. Banpresto Latest Developments

Table 88. Kotobukiya Basic Information, AnimeFigure Manufacturing Base, Sales Area and Its Competitors

Table 89. Kotobukiya AnimeFigure Product Portfolios and Specifications

Table 90. Kotobukiya AnimeFigure Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 91. Kotobukiya Main Business

Table 92. Kotobukiya Latest Developments

Table 93. Kaiyodo Basic Information, AnimeFigure Manufacturing Base, Sales Area and Its Competitors

Table 94. Kaiyodo AnimeFigure Product Portfolios and Specifications

Table 95. Kaiyodo AnimeFigure Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 96. Kaiyodo Main Business

Table 97. Kaiyodo Latest Developments

Table 98. Alter Basic Information, AnimeFigure Manufacturing Base, Sales Area and Its Competitors

Table 99. Alter AnimeFigure Product Portfolios and Specifications

Table 100. Alter AnimeFigure Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 101. Alter Main Business

Table 102. Alter Latest Developments

Table 103. Good Smile Company Basic Information, AnimeFigure Manufacturing Base, Sales Area and Its Competitors

Table 104. Good Smile Company AnimeFigure Product Portfolios and Specifications

Table 105. Good Smile Company AnimeFigure Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 106. Good Smile Company Main Business

Table 107. Good Smile Company Latest Developments

Table 108. Max Factory Basic Information, AnimeFigure Manufacturing Base, Sales Area and Its Competitors

Table 109. Max Factory AnimeFigure Product Portfolios and Specifications

Table 110. Max Factory AnimeFigure Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 111. Max Factory Main Business

Table 112. Max Factory Latest Developments

Table 113. SEGA Basic Information, AnimeFigure Manufacturing Base, Sales Area and Its Competitors

Table 114. SEGA AnimeFigure Product Portfolios and Specifications

Table 115. SEGA AnimeFigure Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 116. SEGA Main Business

Table 117. SEGA Latest Developments

Table 118. Union Creative Basic Information, AnimeFigure Manufacturing Base, Sales Area and Its Competitors

Table 119. Union Creative AnimeFigure Product Portfolios and Specifications

Table 120. Union Creative AnimeFigure Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 121. Union Creative Main Business

Table 122. Union Creative Latest Developments

Table 123. Hot Toys Basic Information, AnimeFigure Manufacturing Base, Sales Area and Its Competitors

Table 124. Hot Toys AnimeFigure Product Portfolios and Specifications

Table 125. Hot Toys AnimeFigure Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 126. Hot Toys Main Business

Table 127. Hot Toys Latest Developments

Table 128. Hobby Max Japan Basic Information, AnimeFigure Manufacturing Base, Sales Area and Its Competitors

Table 129. Hobby Max Japan AnimeFigure Product Portfolios and Specifications

Table 130. Hobby Max Japan AnimeFigure Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 131. Hobby Max Japan Main Business

Table 132. Hobby Max Japan Latest Developments

Table 133. MegaHouse Basic Information, AnimeFigure Manufacturing Base, Sales Area and Its Competitors

Table 134. MegaHouse AnimeFigure Product Portfolios and Specifications

Table 135. MegaHouse AnimeFigure Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 136. MegaHouse Main Business

Table 137. MegaHouse Latest Developments

Table 138. Guangdong Audi Animation Toys Basic Information, AnimeFigure Manufacturing Base, Sales Area and Its Competitors

Table 139. Guangdong Audi Animation Toys AnimeFigure Product Portfolios and Specifications

Table 140. Guangdong Audi Animation Toys AnimeFigure Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 141. Guangdong Audi Animation Toys Main Business

Table 142. Guangdong Audi Animation Toys Latest Developments

Table 143. Hasbro Basic Information, AnimeFigure Manufacturing Base, Sales Area and Its Competitors

Table 144. Hasbro AnimeFigure Product Portfolios and Specifications

Table 145. Hasbro AnimeFigure Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 146. Hasbro Main Business

Table 147. Hasbro Latest Developments

Table 148. JakksPacific Basic Information, AnimeFigure Manufacturing Base, Sales Area and Its Competitors

Table 149. JakksPacific AnimeFigure Product Portfolios and Specifications
Table 150. JakksPacific AnimeFigure Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)
Table 151. JakksPacific Main Business
Table 152. JakksPacific Latest Developments
Table 153. Medicom Toy Basic Information, AnimeFigure Manufacturing Base, Sales Area and Its Competitors
Table 154. Medicom Toy AnimeFigure Product Portfolios and Specifications
Table 155. Medicom Toy AnimeFigure Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)
Table 156. Medicom Toy Main Business
Table 157. Medicom Toy Latest Developments
Table 158. Beijing Dream City Basic Information, AnimeFigure Manufacturing Base, Sales Area and Its Competitors
Table 159. Beijing Dream City AnimeFigure Product Portfolios and Specifications
Table 160. Beijing Dream City AnimeFigure Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)
Table 161. Beijing Dream City Main Business
Table 162. Beijing Dream City Latest Developments
Table 163. Guangzhou Linkage Creative Culture Technology Basic Information, AnimeFigure Manufacturing Base, Sales Area and Its Competitors
Table 164. Guangzhou Linkage Creative Culture Technology AnimeFigure Product Portfolios and Specifications
Table 165. Guangzhou Linkage Creative Culture Technology AnimeFigure Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)
Table 166. Guangzhou Linkage Creative Culture Technology Main Business
Table 167. Guangzhou Linkage Creative Culture Technology Latest Developments
Table 168. Figma Basic Information, AnimeFigure Manufacturing Base, Sales Area and Its Competitors
Table 169. Figma AnimeFigure Product Portfolios and Specifications
Table 170. Figma AnimeFigure Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)
Table 171. Figma Main Business
Table 172. Figma Latest Developments
Table 173. Tamashii Basic Information, AnimeFigure Manufacturing Base, Sales Area and Its Competitors
Table 174. Tamashii AnimeFigure Product Portfolios and Specifications
Table 175. Tamashii AnimeFigure Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 176. Tamashii Main Business

Table 177. Tamashii Latest Developments

Table 178. FuRyu Basic Information, AnimeFigure Manufacturing Base, Sales Area and Its Competitors

Table 179. FuRyu AnimeFigure Product Portfolios and Specifications

Table 180. FuRyu AnimeFigure Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 181. FuRyu Main Business

Table 182. FuRyu Latest Developments

Table 183. Funko Basic Information, AnimeFigure Manufacturing Base, Sales Area and Its Competitors

Table 184. Funko AnimeFigure Product Portfolios and Specifications

Table 185. Funko AnimeFigure Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 186. Funko Main Business

Table 187. Funko Latest Developments

Table 188. Animegami Basic Information, AnimeFigure Manufacturing Base, Sales Area and Its Competitors

Table 189. Animegami AnimeFigure Product Portfolios and Specifications

Table 190. Animegami AnimeFigure Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 191. Animegami Main Business

Table 192. Animegami Latest Developments

Table 193. Apex Basic Information, AnimeFigure Manufacturing Base, Sales Area and Its Competitors

Table 194. Apex AnimeFigure Product Portfolios and Specifications

Table 195. Apex AnimeFigure Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 196. Apex Main Business

Table 197. Apex Latest Developments

Table 198. Square Enix Basic Information, AnimeFigure Manufacturing Base, Sales Area and Its Competitors

Table 199. Square Enix AnimeFigure Product Portfolios and Specifications

Table 200. Square Enix AnimeFigure Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 201. Square Enix Main Business

Table 202. Square Enix Latest Developments

Table 203. Final Fantasy Basic Information, AnimeFigure Manufacturing Base, Sales Area and Its Competitors

Table 204.	Final Fantasy AnimeFigure Product Portfolios and Specifications
Table 205.	Final Fantasy AnimeFigure Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)
Table 206.	Final Fantasy Main Business
Table 207.	Final Fantasy Latest Developments
Table 208.	Rolife Basic Information, AnimeFigure Manufacturing Base, Sales Area and Its Competitors
Table 209.	Rolife AnimeFigure Product Portfolios and Specifications
Table 210.	Rolife AnimeFigure Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)
Table 211.	Rolife Main Business
Table 212.	Rolife Latest Developments
Table 213.	Kidrobot Basic Information, AnimeFigure Manufacturing Base, Sales Area and Its Competitors
Table 214.	Kidrobot AnimeFigure Product Portfolios and Specifications
Table 215.	Kidrobot AnimeFigure Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)
Table 216.	Kidrobot Main Business
Table 217.	Kidrobot Latest Developments

List Of Figures

LIST OF FIGURES

- Figure 1. Picture of AnimeFigure
- Figure 2. AnimeFigure Report Years Considered
- Figure 3. Research Objectives
- Figure 4. Research Methodology
- Figure 5. Research Process and Data Source
- Figure 6. Global AnimeFigure Sales Growth Rate 2020-2031 (K Units)
- Figure 7. Global AnimeFigure Revenue Growth Rate 2020-2031 (\$ millions)
- Figure 8. AnimeFigure Sales by Geographic Region (2020, 2024 & 2031) & (\$ millions)
- Figure 9. AnimeFigure Sales Market Share by Country/Region (2024)
- Figure 10. AnimeFigure Sales Market Share by Country/Region (2020, 2024 & 2031)
- Figure 11. Product Picture of Resin
- Figure 12. Product Picture of Clay
- Figure 13. Product Picture of Other
- Figure 14. Global AnimeFigure Sales Market Share by Type in 2025
- Figure 15. Global AnimeFigure Revenue Market Share by Type (2020-2025)
- Figure 16. AnimeFigure Consumed in Personal
- Figure 17. Global AnimeFigure Market: Personal (2020-2025) & (K Units)
- Figure 18. AnimeFigure Consumed in Commercial
- Figure 19. Global AnimeFigure Market: Commercial (2020-2025) & (K Units)
- Figure 20. Global AnimeFigure Sale Market Share by Application (2024)
- Figure 21. Global AnimeFigure Revenue Market Share by Application in 2025
- Figure 22. AnimeFigure Sales by Company in 2025 (K Units)
- Figure 23. Global AnimeFigure Sales Market Share by Company in 2025
- Figure 24. AnimeFigure Revenue by Company in 2025 (\$ millions)
- Figure 25. Global AnimeFigure Revenue Market Share by Company in 2025
- Figure 26. Global AnimeFigure Sales Market Share by Geographic Region (2020-2025)
- Figure 27. Global AnimeFigure Revenue Market Share by Geographic Region in 2025
- Figure 28. Americas AnimeFigure Sales 2020-2025 (K Units)
- Figure 29. Americas AnimeFigure Revenue 2020-2025 (\$ millions)
- Figure 30. APAC AnimeFigure Sales 2020-2025 (K Units)
- Figure 31. APAC AnimeFigure Revenue 2020-2025 (\$ millions)
- Figure 32. Europe AnimeFigure Sales 2020-2025 (K Units)
- Figure 33. Europe AnimeFigure Revenue 2020-2025 (\$ millions)
- Figure 34. Middle East & Africa AnimeFigure Sales 2020-2025 (K Units)
- Figure 35. Middle East & Africa AnimeFigure Revenue 2020-2025 (\$ millions)

- Figure 36. Americas AnimeFigure Sales Market Share by Country in 2025
- Figure 37. Americas AnimeFigure Revenue Market Share by Country (2020-2025)
- Figure 38. Americas AnimeFigure Sales Market Share by Type (2020-2025)
- Figure 39. Americas AnimeFigure Sales Market Share by Application (2020-2025)
- Figure 40. United States AnimeFigure Revenue Growth 2020-2025 (\$ millions)
- Figure 41. Canada AnimeFigure Revenue Growth 2020-2025 (\$ millions)
- Figure 42. Mexico AnimeFigure Revenue Growth 2020-2025 (\$ millions)
- Figure 43. Brazil AnimeFigure Revenue Growth 2020-2025 (\$ millions)
- Figure 44. APAC AnimeFigure Sales Market Share by Region in 2025
- Figure 45. APAC AnimeFigure Revenue Market Share by Region (2020-2025)
- Figure 46. APAC AnimeFigure Sales Market Share by Type (2020-2025)
- Figure 47. APAC AnimeFigure Sales Market Share by Application (2020-2025)
- Figure 48. China AnimeFigure Revenue Growth 2020-2025 (\$ millions)
- Figure 49. Japan AnimeFigure Revenue Growth 2020-2025 (\$ millions)
- Figure 50. South Korea AnimeFigure Revenue Growth 2020-2025 (\$ millions)
- Figure 51. Southeast Asia AnimeFigure Revenue Growth 2020-2025 (\$ millions)
- Figure 52. India AnimeFigure Revenue Growth 2020-2025 (\$ millions)
- Figure 53. Australia AnimeFigure Revenue Growth 2020-2025 (\$ millions)
- Figure 54. China Taiwan AnimeFigure Revenue Growth 2020-2025 (\$ millions)
- Figure 55. Europe AnimeFigure Sales Market Share by Country in 2025
- Figure 56. Europe AnimeFigure Revenue Market Share by Country (2020-2025)
- Figure 57. Europe AnimeFigure Sales Market Share by Type (2020-2025)
- Figure 58. Europe AnimeFigure Sales Market Share by Application (2020-2025)
- Figure 59. Germany AnimeFigure Revenue Growth 2020-2025 (\$ millions)
- Figure 60. France AnimeFigure Revenue Growth 2020-2025 (\$ millions)
- Figure 61. UK AnimeFigure Revenue Growth 2020-2025 (\$ millions)
- Figure 62. Italy AnimeFigure Revenue Growth 2020-2025 (\$ millions)
- Figure 63. Russia AnimeFigure Revenue Growth 2020-2025 (\$ millions)
- Figure 64. Middle East & Africa AnimeFigure Sales Market Share by Country (2020-2025)
- Figure 65. Middle East & Africa AnimeFigure Sales Market Share by Type (2020-2025)
- Figure 66. Middle East & Africa AnimeFigure Sales Market Share by Application (2020-2025)
- Figure 67. Egypt AnimeFigure Revenue Growth 2020-2025 (\$ millions)
- Figure 68. South Africa AnimeFigure Revenue Growth 2020-2025 (\$ millions)
- Figure 69. Israel AnimeFigure Revenue Growth 2020-2025 (\$ millions)
- Figure 70. Turkey AnimeFigure Revenue Growth 2020-2025 (\$ millions)
- Figure 71. GCC Countries AnimeFigure Revenue Growth 2020-2025 (\$ millions)
- Figure 72. Manufacturing Cost Structure Analysis of AnimeFigure in 2025

Figure 73. Manufacturing Process Analysis of AnimeFigure

Figure 74. Industry Chain Structure of AnimeFigure

Figure 75. Channels of Distribution

Figure 76. Global AnimeFigure Sales Market Forecast by Region (2026-2031)

Figure 77. Global AnimeFigure Revenue Market Share Forecast by Region (2026-2031)

Figure 78. Global AnimeFigure Sales Market Share Forecast by Type (2026-2031)

Figure 79. Global AnimeFigure Revenue Market Share Forecast by Type (2026-2031)

Figure 80. Global AnimeFigure Sales Market Share Forecast by Application
(2026-2031)

Figure 81. Global AnimeFigure Revenue Market Share Forecast by Application
(2026-2031)

I would like to order

Product name: Global Anime Figure Market Growth 2025-2031

Product link: <https://marketpublishers.com/r/G277E5C9AE86EN.html>

Price: US\$ 3,660.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G277E5C9AE86EN.html>