

Global Anime Figures Market Growth 2023-2029

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Abstracts

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LPI (LP Information)' newest research report, the "Anime Figures Industry Forecast" looks at past sales and reviews total world Anime Figures sales in 2022, providing a comprehensive analysis by region and market sector of projected Anime Figures sales for 2023 through 2029. With Anime Figures sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Anime Figures industry.

This Insight Report provides a comprehensive analysis of the global Anime Figures 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 Figures portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Anime Figures market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Anime Figures 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 Figures.

The global Anime Figures market size is projected to grow from US\$ million in 2022 to US\$ million in 2029; it is expected to grow at a CAGR of % from 2023 to 2029.

United States market for Anime Figures is estimated to increase from US\$ million in

2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

China market for Anime Figures is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Europe market for Anime Figures is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Global key Anime Figures players cover Good Smile Company, Max Factory, Alter, Aniplex, Bandai, Kaiyodo, Kotobukiya, Funko and Hasbro, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2022.

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

Market Segmentation:

Segmentation by type

Custom Posture

Fixed Posture

Segmentation by application

Online Store

Offline Store

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 analyzing the company's coverage, product portfolio, its market penetration.

Good Smile Company

Max Factory

Alter

Aniplex

Bandai

Kaiyodo

Kotobukiya

Funko

Hasbro

Mattel

HOT TOYS

Sideshow Collectibles

POP MART

Animegami Studios

Key Questions Addressed in this Report

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

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

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

How do Anime Figures market opportunities vary by end market size?

How does Anime Figures break out type, application?

What are the influences of COVID-19 and Russia-Ukraine war?

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