

Global Game VFX Service Market Growth (Status and Outlook) 2024-2030

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Abstracts

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A Game VFX (Visual Effects) service involves creating, designing, and implementing visual effects for video games. These effects enhance the visual experience, making the game more immersive, engaging, and visually stunning.

The global Game VFX Service market size is projected to grow from US\$ million in 2024 to US\$ million in 2030; it is expected to grow at a CAGR of %from 2024 to 2030.

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

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

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Game VFX Service and breaks down the forecast by



Segmentation by Type:

Others

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 Game VFX Service.

United States market for Game VFX Service is estimated to increase from US\$ million in 2023 to US\$ million by 2030, at a CAGR of % from 2024 through 2030.

China market for Game VFX Service is estimated to increase from US\$ million in 2023 to US\$ million by 2030, at a CAGR of % from 2024 through 2030.

Europe market for Game VFX Service is estimated to increase from US\$ million in 2023 to US\$ million by 2030, at a CAGR of % from 2024 through 2030.

Global key Game VFX Service players cover Animal Logic, BUF, The Mill, Weta Digital, Moving Picture Company (MPC), etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2023.

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

Mechanical Effects
Optical Effects
Segmentation by Application:
Movies
Video Games

This report also splits the market by region:



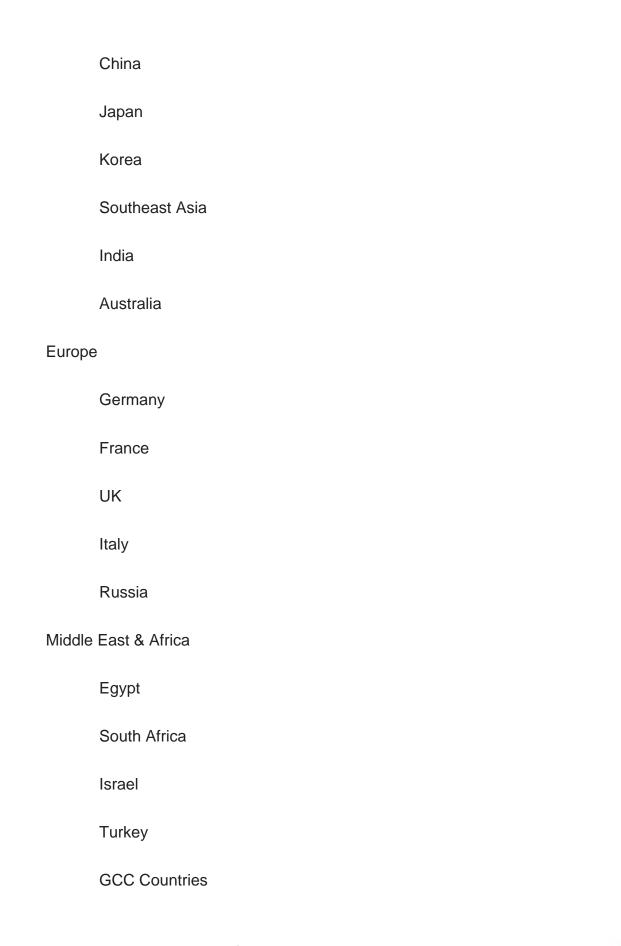
Americas **United States** Canada Mexico Brazil **APAC** China Japan Korea Southeast Asia India Australia Europe Germany France UK Italy Russia Middle East & Africa

Egypt



South Africa	
Israel	
Turkey	
GCC Countries	
Segmentation by Type:	
Mechanical Effects	
Optical Effects	
Segmentation by Application:	
Movies	
Video Games	
Others	
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Americas	
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Canada	
Mexico	
Brazil	





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.

Animal Logic
BUF
The Mill
Weta Digital
Moving Picture Company (MPC)
DNEG
Sony Pictures Imageworks
Cinesite
Digital Domain
Deluxe Entertainment
Framestore
Pixomondo
Digital Idea
Tippett Studio
Pingle



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 Game VFX Service Market Size 2019-2030
 - 2.1.2 Game VFX Service Market Size CAGR by Region (2019 VS 2023 VS 2030)
- 2.1.3 World Current & Future Analysis for Game VFX Service by Country/Region, 2019, 2023 & 2030
- 2.2 Game VFX Service Segment by Type
 - 2.2.1 Mechanical Effects
 - 2.2.2 Optical Effects
- 2.3 Game VFX Service Market Size by Type
 - 2.3.1 Game VFX Service Market Size CAGR by Type (2019 VS 2023 VS 2030)
 - 2.3.2 Global Game VFX Service Market Size Market Share by Type (2019-2024)
- 2.4 Game VFX Service Segment by Application
 - 2.4.1 Movies
 - 2.4.2 Video Games
 - 2.4.3 Others
- 2.5 Game VFX Service Market Size by Application
 - 2.5.1 Game VFX Service Market Size CAGR by Application (2019 VS 2023 VS 2030)
 - 2.5.2 Global Game VFX Service Market Size Market Share by Application (2019-2024)

3 GAME VFX SERVICE MARKET SIZE BY PLAYER

- 3.1 Game VFX Service Market Size Market Share by Player
 - 3.1.1 Global Game VFX Service Revenue by Player (2019-2024)
 - 3.1.2 Global Game VFX Service Revenue Market Share by Player (2019-2024)



- 3.2 Global Game VFX Service Key Players Head office and Products Offered
- 3.3 Market Concentration Rate Analysis
 - 3.3.1 Competition Landscape Analysis
 - 3.3.2 Concentration Ratio (CR3, CR5 and CR10) & (2022-2024)
- 3.4 New Products and Potential Entrants
- 3.5 Mergers & Acquisitions, Expansion

4 GAME VFX SERVICE BY REGION

- 4.1 Game VFX Service Market Size by Region (2019-2024)
- 4.2 Global Game VFX Service Annual Revenue by Country/Region (2019-2024)
- 4.3 Americas Game VFX Service Market Size Growth (2019-2024)
- 4.4 APAC Game VFX Service Market Size Growth (2019-2024)
- 4.5 Europe Game VFX Service Market Size Growth (2019-2024)
- 4.6 Middle East & Africa Game VFX Service Market Size Growth (2019-2024)

5 AMERICAS

- 5.1 Americas Game VFX Service Market Size by Country (2019-2024)
- 5.2 Americas Game VFX Service Market Size by Type (2019-2024)
- 5.3 Americas Game VFX Service Market Size by Application (2019-2024)
- 5.4 United States
- 5.5 Canada
- 5.6 Mexico
- 5.7 Brazil

6 APAC

- 6.1 APAC Game VFX Service Market Size by Region (2019-2024)
- 6.2 APAC Game VFX Service Market Size by Type (2019-2024)
- 6.3 APAC Game VFX Service Market Size by Application (2019-2024)
- 6.4 China
- 6.5 Japan
- 6.6 South Korea
- 6.7 Southeast Asia
- 6.8 India
- 6.9 Australia

7 EUROPE



- 7.1 Europe Game VFX Service Market Size by Country (2019-2024)
- 7.2 Europe Game VFX Service Market Size by Type (2019-2024)
- 7.3 Europe Game VFX Service Market Size by Application (2019-2024)
- 7.4 Germany
- 7.5 France
- 7.6 UK
- 7.7 Italy
- 7.8 Russia

8 MIDDLE EAST & AFRICA

- 8.1 Middle East & Africa Game VFX Service by Region (2019-2024)
- 8.2 Middle East & Africa Game VFX Service Market Size by Type (2019-2024)
- 8.3 Middle East & Africa Game VFX Service Market Size by Application (2019-2024)
- 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 GLOBAL GAME VFX SERVICE MARKET FORECAST

- 10.1 Global Game VFX Service Forecast by Region (2025-2030)
 - 10.1.1 Global Game VFX Service Forecast by Region (2025-2030)
 - 10.1.2 Americas Game VFX Service Forecast
- 10.1.3 APAC Game VFX Service Forecast
- 10.1.4 Europe Game VFX Service Forecast
- 10.1.5 Middle East & Africa Game VFX Service Forecast
- 10.2 Americas Game VFX Service Forecast by Country (2025-2030)
 - 10.2.1 United States Market Game VFX Service Forecast
 - 10.2.2 Canada Market Game VFX Service Forecast
 - 10.2.3 Mexico Market Game VFX Service Forecast



- 10.2.4 Brazil Market Game VFX Service Forecast
- 10.3 APAC Game VFX Service Forecast by Region (2025-2030)
 - 10.3.1 China Game VFX Service Market Forecast
 - 10.3.2 Japan Market Game VFX Service Forecast
 - 10.3.3 Korea Market Game VFX Service Forecast
 - 10.3.4 Southeast Asia Market Game VFX Service Forecast
 - 10.3.5 India Market Game VFX Service Forecast
- 10.3.6 Australia Market Game VFX Service Forecast
- 10.4 Europe Game VFX Service Forecast by Country (2025-2030)
 - 10.4.1 Germany Market Game VFX Service Forecast
 - 10.4.2 France Market Game VFX Service Forecast
 - 10.4.3 UK Market Game VFX Service Forecast
 - 10.4.4 Italy Market Game VFX Service Forecast
 - 10.4.5 Russia Market Game VFX Service Forecast
- 10.5 Middle East & Africa Game VFX Service Forecast by Region (2025-2030)
 - 10.5.1 Egypt Market Game VFX Service Forecast
 - 10.5.2 South Africa Market Game VFX Service Forecast
 - 10.5.3 Israel Market Game VFX Service Forecast
 - 10.5.4 Turkey Market Game VFX Service Forecast
- 10.6 Global Game VFX Service Forecast by Type (2025-2030)
- 10.7 Global Game VFX Service Forecast by Application (2025-2030)
- 10.7.1 GCC Countries Market Game VFX Service Forecast

11 KEY PLAYERS ANALYSIS

- 11.1 Animal Logic
 - 11.1.1 Animal Logic Company Information
 - 11.1.2 Animal Logic Game VFX Service Product Offered
- 11.1.3 Animal Logic Game VFX Service Revenue, Gross Margin and Market Share (2019-2024)
 - 11.1.4 Animal Logic Main Business Overview
- 11.1.5 Animal Logic Latest Developments
- 11.2 BUF
 - 11.2.1 BUF Company Information
 - 11.2.2 BUF Game VFX Service Product Offered
- 11.2.3 BUF Game VFX Service Revenue, Gross Margin and Market Share (2019-2024)
- 11.2.4 BUF Main Business Overview
- 11.2.5 BUF Latest Developments



- 11.3 The Mill
 - 11.3.1 The Mill Company Information
 - 11.3.2 The Mill Game VFX Service Product Offered
- 11.3.3 The Mill Game VFX Service Revenue, Gross Margin and Market Share (2019-2024)
 - 11.3.4 The Mill Main Business Overview
 - 11.3.5 The Mill Latest Developments
- 11.4 Weta Digital
 - 11.4.1 Weta Digital Company Information
 - 11.4.2 Weta Digital Game VFX Service Product Offered
- 11.4.3 Weta Digital Game VFX Service Revenue, Gross Margin and Market Share (2019-2024)
 - 11.4.4 Weta Digital Main Business Overview
 - 11.4.5 Weta Digital Latest Developments
- 11.5 Moving Picture Company (MPC)
 - 11.5.1 Moving Picture Company (MPC) Company Information
 - 11.5.2 Moving Picture Company (MPC) Game VFX Service Product Offered
- 11.5.3 Moving Picture Company (MPC) Game VFX Service Revenue, Gross Margin and Market Share (2019-2024)
 - 11.5.4 Moving Picture Company (MPC) Main Business Overview
 - 11.5.5 Moving Picture Company (MPC) Latest Developments
- 11.6 **DNEG**
 - 11.6.1 DNEG Company Information
 - 11.6.2 DNEG Game VFX Service Product Offered
- 11.6.3 DNEG Game VFX Service Revenue, Gross Margin and Market Share (2019-2024)
 - 11.6.4 DNEG Main Business Overview
 - 11.6.5 DNEG Latest Developments
- 11.7 Sony Pictures Imageworks
 - 11.7.1 Sony Pictures Imageworks Company Information
 - 11.7.2 Sony Pictures Imageworks Game VFX Service Product Offered
- 11.7.3 Sony Pictures Imageworks Game VFX Service Revenue, Gross Margin and Market Share (2019-2024)
 - 11.7.4 Sony Pictures Imageworks Main Business Overview
 - 11.7.5 Sony Pictures Imageworks Latest Developments
- 11.8 Cinesite
 - 11.8.1 Cinesite Company Information
 - 11.8.2 Cinesite Game VFX Service Product Offered
- 11.8.3 Cinesite Game VFX Service Revenue, Gross Margin and Market Share



(2019-2024)

- 11.8.4 Cinesite Main Business Overview
- 11.8.5 Cinesite Latest Developments
- 11.9 Digital Domain
 - 11.9.1 Digital Domain Company Information
 - 11.9.2 Digital Domain Game VFX Service Product Offered
- 11.9.3 Digital Domain Game VFX Service Revenue, Gross Margin and Market Share (2019-2024)
 - 11.9.4 Digital Domain Main Business Overview
 - 11.9.5 Digital Domain Latest Developments
- 11.10 Deluxe Entertainment
 - 11.10.1 Deluxe Entertainment Company Information
 - 11.10.2 Deluxe Entertainment Game VFX Service Product Offered
- 11.10.3 Deluxe Entertainment Game VFX Service Revenue, Gross Margin and Market Share (2019-2024)
 - 11.10.4 Deluxe Entertainment Main Business Overview
 - 11.10.5 Deluxe Entertainment Latest Developments
- 11.11 Framestore
 - 11.11.1 Framestore Company Information
 - 11.11.2 Framestore Game VFX Service Product Offered
- 11.11.3 Framestore Game VFX Service Revenue, Gross Margin and Market Share (2019-2024)
 - 11.11.4 Framestore Main Business Overview
 - 11.11.5 Framestore Latest Developments
- 11.12 Pixomondo
 - 11.12.1 Pixomondo Company Information
 - 11.12.2 Pixomondo Game VFX Service Product Offered
- 11.12.3 Pixomondo Game VFX Service Revenue, Gross Margin and Market Share (2019-2024)
 - 11.12.4 Pixomondo Main Business Overview
 - 11.12.5 Pixomondo Latest Developments
- 11.13 Digital Idea
 - 11.13.1 Digital Idea Company Information
 - 11.13.2 Digital Idea Game VFX Service Product Offered
- 11.13.3 Digital Idea Game VFX Service Revenue, Gross Margin and Market Share (2019-2024)
 - 11.13.4 Digital Idea Main Business Overview
 - 11.13.5 Digital Idea Latest Developments
- 11.14 Tippett Studio



- 11.14.1 Tippett Studio Company Information
- 11.14.2 Tippett Studio Game VFX Service Product Offered
- 11.14.3 Tippett Studio Game VFX Service Revenue, Gross Margin and Market Share (2019-2024)
 - 11.14.4 Tippett Studio Main Business Overview
 - 11.14.5 Tippett Studio Latest Developments
- 11.15 Pingle
 - 11.15.1 Pingle Company Information
 - 11.15.2 Pingle Game VFX Service Product Offered
- 11.15.3 Pingle Game VFX Service Revenue, Gross Margin and Market Share (2019-2024)
 - 11.15.4 Pingle Main Business Overview
 - 11.15.5 Pingle Latest Developments

12 RESEARCH FINDINGS AND CONCLUSION



List Of Tables

LIST OF TABLES

- Table 1. Game VFX Service Market Size CAGR by Region (2019 VS 2023 VS 2030) & (\$ millions)
- Table 2. Game VFX Service Annual Sales CAGR by Country/Region (2019, 2023 & 2030) & (\$ millions)
- Table 3. Major Players of Mechanical Effects
- Table 4. Major Players of Optical Effects
- Table 5. Game VFX Service Market Size CAGR by Type (2019 VS 2023 VS 2030) & (\$ millions)
- Table 6. Global Game VFX Service Market Size by Type (2019-2024) & (\$ millions)
- Table 7. Global Game VFX Service Market Size Market Share by Type (2019-2024)
- Table 8. Game VFX Service Market Size CAGR by Application (2019 VS 2023 VS 2030) & (\$ millions)
- Table 9. Global Game VFX Service Market Size by Application (2019-2024) & (\$ millions)
- Table 10. Global Game VFX Service Market Size Market Share by Application (2019-2024)
- Table 11. Global Game VFX Service Revenue by Player (2019-2024) & (\$ millions)
- Table 12. Global Game VFX Service Revenue Market Share by Player (2019-2024)
- Table 13. Game VFX Service Key Players Head office and Products Offered
- Table 14. Game VFX Service Concentration Ratio (CR3, CR5 and CR10) & (2022-2024)
- Table 15. New Products and Potential Entrants
- Table 16. Mergers & Acquisitions, Expansion
- Table 17. Global Game VFX Service Market Size by Region (2019-2024) & (\$ millions)
- Table 18. Global Game VFX Service Market Size Market Share by Region (2019-2024)
- Table 19. Global Game VFX Service Revenue by Country/Region (2019-2024) & (\$ millions)
- Table 20. Global Game VFX Service Revenue Market Share by Country/Region (2019-2024)
- Table 21. Americas Game VFX Service Market Size by Country (2019-2024) & (\$ millions)
- Table 22. Americas Game VFX Service Market Size Market Share by Country (2019-2024)
- Table 23. Americas Game VFX Service Market Size by Type (2019-2024) & (\$ millions)
- Table 24. Americas Game VFX Service Market Size Market Share by Type (2019-2024)



- Table 25. Americas Game VFX Service Market Size by Application (2019-2024) & (\$ millions)
- Table 26. Americas Game VFX Service Market Size Market Share by Application (2019-2024)
- Table 27. APAC Game VFX Service Market Size by Region (2019-2024) & (\$ millions)
- Table 28. APAC Game VFX Service Market Size Market Share by Region (2019-2024)
- Table 29. APAC Game VFX Service Market Size by Type (2019-2024) & (\$ millions)
- Table 30. APAC Game VFX Service Market Size by Application (2019-2024) & (\$ millions)
- Table 31. Europe Game VFX Service Market Size by Country (2019-2024) & (\$ millions)
- Table 32. Europe Game VFX Service Market Size Market Share by Country (2019-2024)
- Table 33. Europe Game VFX Service Market Size by Type (2019-2024) & (\$ millions)
- Table 34. Europe Game VFX Service Market Size by Application (2019-2024) & (\$ millions)
- Table 35. Middle East & Africa Game VFX Service Market Size by Region (2019-2024) & (\$ millions)
- Table 36. Middle East & Africa Game VFX Service Market Size by Type (2019-2024) & (\$ millions)
- Table 37. Middle East & Africa Game VFX Service Market Size by Application (2019-2024) & (\$ millions)
- Table 38. Key Market Drivers & Growth Opportunities of Game VFX Service
- Table 39. Key Market Challenges & Risks of Game VFX Service
- Table 40. Key Industry Trends of Game VFX Service
- Table 41. Global Game VFX Service Market Size Forecast by Region (2025-2030) & (\$ millions)
- Table 42. Global Game VFX Service Market Size Market Share Forecast by Region (2025-2030)
- Table 43. Global Game VFX Service Market Size Forecast by Type (2025-2030) & (\$ millions)
- Table 44. Global Game VFX Service Market Size Forecast by Application (2025-2030) & (\$ millions)
- Table 45. Animal Logic Details, Company Type, Game VFX Service Area Served and Its Competitors
- Table 46. Animal Logic Game VFX Service Product Offered
- Table 47. Animal Logic Game VFX Service Revenue (\$ million), Gross Margin and Market Share (2019-2024)
- Table 48. Animal Logic Main Business
- Table 49. Animal Logic Latest Developments



Table 50. BUF Details, Company Type, Game VFX Service Area Served and Its Competitors

Table 51. BUF Game VFX Service Product Offered

Table 52. BUF Game VFX Service Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 53. BUF Main Business

Table 54. BUF Latest Developments

Table 55. The Mill Details, Company Type, Game VFX Service Area Served and Its Competitors

Table 56. The Mill Game VFX Service Product Offered

Table 57. The Mill Game VFX Service Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 58. The Mill Main Business

Table 59. The Mill Latest Developments

Table 60. Weta Digital Details, Company Type, Game VFX Service Area Served and Its Competitors

Table 61. Weta Digital Game VFX Service Product Offered

Table 62. Weta Digital Game VFX Service Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 63. Weta Digital Main Business

Table 64. Weta Digital Latest Developments

Table 65. Moving Picture Company (MPC) Details, Company Type, Game VFX Service Area Served and Its Competitors

Table 66. Moving Picture Company (MPC) Game VFX Service Product Offered

Table 67. Moving Picture Company (MPC) Game VFX Service Revenue (\$ million),

Gross Margin and Market Share (2019-2024)

Table 68. Moving Picture Company (MPC) Main Business

Table 69. Moving Picture Company (MPC) Latest Developments

Table 70. DNEG Details, Company Type, Game VFX Service Area Served and Its Competitors

Table 71. DNEG Game VFX Service Product Offered

Table 72. DNEG Game VFX Service Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 73. DNEG Main Business

Table 74. DNEG Latest Developments

Table 75. Sony Pictures Imageworks Details, Company Type, Game VFX Service Area Served and Its Competitors

Table 76. Sony Pictures Imageworks Game VFX Service Product Offered

Table 77. Sony Pictures Imageworks Game VFX Service Revenue (\$ million), Gross



Margin and Market Share (2019-2024)

Table 78. Sony Pictures Imageworks Main Business

Table 79. Sony Pictures Imageworks Latest Developments

Table 80. Cinesite Details, Company Type, Game VFX Service Area Served and Its Competitors

Table 81. Cinesite Game VFX Service Product Offered

Table 82. Cinesite Game VFX Service Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 83. Cinesite Main Business

Table 84. Cinesite Latest Developments

Table 85. Digital Domain Details, Company Type, Game VFX Service Area Served and Its Competitors

Table 86. Digital Domain Game VFX Service Product Offered

Table 87. Digital Domain Game VFX Service Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 88. Digital Domain Main Business

Table 89. Digital Domain Latest Developments

Table 90. Deluxe Entertainment Details, Company Type, Game VFX Service Area Served and Its Competitors

Table 91. Deluxe Entertainment Game VFX Service Product Offered

Table 92. Deluxe Entertainment Game VFX Service Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 93. Deluxe Entertainment Main Business

Table 94. Deluxe Entertainment Latest Developments

Table 95. Framestore Details, Company Type, Game VFX Service Area Served and Its Competitors

Table 96. Framestore Game VFX Service Product Offered

Table 97. Framestore Game VFX Service Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 98. Framestore Main Business

Table 99. Framestore Latest Developments

Table 100. Pixomondo Details, Company Type, Game VFX Service Area Served and Its Competitors

Table 101. Pixomondo Game VFX Service Product Offered

Table 102. Pixomondo Game VFX Service Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 103. Pixomondo Main Business

Table 104. Pixomondo Latest Developments

Table 105. Digital Idea Details, Company Type, Game VFX Service Area Served and Its



Competitors

Table 106. Digital Idea Game VFX Service Product Offered

Table 107. Digital Idea Game VFX Service Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 108. Digital Idea Main Business

Table 109. Digital Idea Latest Developments

Table 110. Tippett Studio Details, Company Type, Game VFX Service Area Served and Its Competitors

Table 111. Tippett Studio Game VFX Service Product Offered

Table 112. Tippett Studio Game VFX Service Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 113. Tippett Studio Main Business

Table 114. Tippett Studio Latest Developments

Table 115. Pingle Details, Company Type, Game VFX Service Area Served and Its Competitors

Table 116. Pingle Game VFX Service Product Offered

Table 117. Pingle Game VFX Service Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 118. Pingle Main Business

Table 119. Pingle Latest Developments



List Of Figures

LIST OF FIGURES

- Figure 1. Game VFX Service Report Years Considered
- Figure 2. Research Objectives
- Figure 3. Research Methodology
- Figure 4. Research Process and Data Source
- Figure 5. Global Game VFX Service Market Size Growth Rate 2019-2030 (\$ millions)
- Figure 6. Game VFX Service Sales by Geographic Region (2019, 2023 & 2030) & (\$ millions)
- Figure 7. Game VFX Service Sales Market Share by Country/Region (2023)
- Figure 8. Game VFX Service Sales Market Share by Country/Region (2019, 2023 & 2030)
- Figure 9. Global Game VFX Service Market Size Market Share by Type in 2023
- Figure 10. Game VFX Service in Movies
- Figure 11. Global Game VFX Service Market: Movies (2019-2024) & (\$ millions)
- Figure 12. Game VFX Service in Video Games
- Figure 13. Global Game VFX Service Market: Video Games (2019-2024) & (\$ millions)
- Figure 14. Game VFX Service in Others
- Figure 15. Global Game VFX Service Market: Others (2019-2024) & (\$ millions)
- Figure 16. Global Game VFX Service Market Size Market Share by Application in 2023
- Figure 17. Global Game VFX Service Revenue Market Share by Player in 2023
- Figure 18. Global Game VFX Service Market Size Market Share by Region (2019-2024)
- Figure 19. Americas Game VFX Service Market Size 2019-2024 (\$ millions)
- Figure 20. APAC Game VFX Service Market Size 2019-2024 (\$ millions)
- Figure 21. Europe Game VFX Service Market Size 2019-2024 (\$ millions)
- Figure 22. Middle East & Africa Game VFX Service Market Size 2019-2024 (\$ millions)
- Figure 23. Americas Game VFX Service Value Market Share by Country in 2023
- Figure 24. United States Game VFX Service Market Size Growth 2019-2024 (\$ millions)
- Figure 25. Canada Game VFX Service Market Size Growth 2019-2024 (\$ millions)
- Figure 26. Mexico Game VFX Service Market Size Growth 2019-2024 (\$ millions)
- Figure 27. Brazil Game VFX Service Market Size Growth 2019-2024 (\$ millions)
- Figure 28. APAC Game VFX Service Market Size Market Share by Region in 2023
- Figure 29. APAC Game VFX Service Market Size Market Share by Type (2019-2024)
- Figure 30. APAC Game VFX Service Market Size Market Share by Application (2019-2024)
- Figure 31. China Game VFX Service Market Size Growth 2019-2024 (\$ millions)
- Figure 32. Japan Game VFX Service Market Size Growth 2019-2024 (\$ millions)



- Figure 33. South Korea Game VFX Service Market Size Growth 2019-2024 (\$ millions)
- Figure 34. Southeast Asia Game VFX Service Market Size Growth 2019-2024 (\$ millions)
- Figure 35. India Game VFX Service Market Size Growth 2019-2024 (\$ millions)
- Figure 36. Australia Game VFX Service Market Size Growth 2019-2024 (\$ millions)
- Figure 37. Europe Game VFX Service Market Size Market Share by Country in 2023
- Figure 38. Europe Game VFX Service Market Size Market Share by Type (2019-2024)
- Figure 39. Europe Game VFX Service Market Size Market Share by Application (2019-2024)
- Figure 40. Germany Game VFX Service Market Size Growth 2019-2024 (\$ millions)
- Figure 41. France Game VFX Service Market Size Growth 2019-2024 (\$ millions)
- Figure 42. UK Game VFX Service Market Size Growth 2019-2024 (\$ millions)
- Figure 43. Italy Game VFX Service Market Size Growth 2019-2024 (\$ millions)
- Figure 44. Russia Game VFX Service Market Size Growth 2019-2024 (\$ millions)
- Figure 45. Middle East & Africa Game VFX Service Market Size Market Share by Region (2019-2024)
- Figure 46. Middle East & Africa Game VFX Service Market Size Market Share by Type (2019-2024)
- Figure 47. Middle East & Africa Game VFX Service Market Size Market Share by Application (2019-2024)
- Figure 48. Egypt Game VFX Service Market Size Growth 2019-2024 (\$ millions)
- Figure 49. South Africa Game VFX Service Market Size Growth 2019-2024 (\$ millions)
- Figure 50. Israel Game VFX Service Market Size Growth 2019-2024 (\$ millions)
- Figure 51. Turkey Game VFX Service Market Size Growth 2019-2024 (\$ millions)
- Figure 52. GCC Countries Game VFX Service Market Size Growth 2019-2024 (\$ millions)
- Figure 53. Americas Game VFX Service Market Size 2025-2030 (\$ millions)
- Figure 54. APAC Game VFX Service Market Size 2025-2030 (\$ millions)
- Figure 55. Europe Game VFX Service Market Size 2025-2030 (\$ millions)
- Figure 56. Middle East & Africa Game VFX Service Market Size 2025-2030 (\$ millions)
- Figure 57. United States Game VFX Service Market Size 2025-2030 (\$ millions)
- Figure 58. Canada Game VFX Service Market Size 2025-2030 (\$ millions)
- Figure 59. Mexico Game VFX Service Market Size 2025-2030 (\$ millions)
- Figure 60. Brazil Game VFX Service Market Size 2025-2030 (\$ millions)
- Figure 61. China Game VFX Service Market Size 2025-2030 (\$ millions)
- Figure 62. Japan Game VFX Service Market Size 2025-2030 (\$ millions)
- Figure 63. Korea Game VFX Service Market Size 2025-2030 (\$ millions)
- Figure 64. Southeast Asia Game VFX Service Market Size 2025-2030 (\$ millions)
- Figure 65. India Game VFX Service Market Size 2025-2030 (\$ millions)



- Figure 66. Australia Game VFX Service Market Size 2025-2030 (\$ millions)
- Figure 67. Germany Game VFX Service Market Size 2025-2030 (\$ millions)
- Figure 68. France Game VFX Service Market Size 2025-2030 (\$ millions)
- Figure 69. UK Game VFX Service Market Size 2025-2030 (\$ millions)
- Figure 70. Italy Game VFX Service Market Size 2025-2030 (\$ millions)
- Figure 71. Russia Game VFX Service Market Size 2025-2030 (\$ millions)
- Figure 72. Egypt Game VFX Service Market Size 2025-2030 (\$ millions)
- Figure 73. South Africa Game VFX Service Market Size 2025-2030 (\$ millions)
- Figure 74. Israel Game VFX Service Market Size 2025-2030 (\$ millions)
- Figure 75. Turkey Game VFX Service Market Size 2025-2030 (\$ millions)
- Figure 76. GCC Countries Game VFX Service Market Size 2025-2030 (\$ millions)
- Figure 77. Global Game VFX Service Market Size Market Share Forecast by Type (2025-2030)
- Figure 78. Global Game VFX Service Market Size Market Share Forecast by Application (2025-2030)



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