

Global Generative AI in Music Market Growth (Status and Outlook) 2026-2032

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Abstracts

The global Generative AI in Music market size is predicted to grow from US\$ 718 million in 2025 to US\$ 4763 million in 2032; it is expected to grow at a CAGR of 31.6% from 2026 to 2032.

Generative AI in music refers to the use of generative models (such as Generative Adversarial Networks, Transformer models, etc.) to automatically create or assist in the creation of music. Generative AI can analyze large amounts of existing music data, learning its structures, melodies, rhythms, and chord progressions, and then generate new musical pieces or complete works. This technology can be applied in music composition, arranging, sound design, and other fields, helping musicians with creative exploration or providing background music for commercials, films, games, and more.

United States market for Generative AI in Music is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

China market for Generative AI in Music is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Europe market for Generative AI in Music is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Global key Generative AI in Music players cover Aiva Technologies SARL, Boomy Corporation, Ecrett Music, Google LLC, International Business Machines Corporation, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2025.

LPI (LP Information)' newest research report, the 'Generative AI in Music Industry Forecast' looks at past sales and reviews total world Generative AI in Music sales in 2025, providing a comprehensive analysis by region and market sector of projected Generative AI in Music sales for 2026 through 2032. With Generative AI in Music sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Generative AI in Music industry.

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

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Generative AI in Music 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 Generative AI in Music.

This report presents a comprehensive overview, market shares, and growth opportunities of Generative AI in Music market by product type, application, key players and key regions and countries.

Segmentation by Type:

Transformers

Variational Autoencoders (VAEs)

Generative Adversarial Networks (GANs)

Diffusion Models

Others

Segmentation by Application:

- Music Production and Recording
- Film and Television
- Video Games and Interactive Entertainment
- Advertising and Marketing
- Music Education and Training
- Streaming Services and Music Platforms
- Others

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.

Aiva Technologies SARL

Boomy Corporation

Ecret Music

Google LLC

International Business Machines Corporation

LANDR

Meta

Microsoft

OpenAI

Stability AI

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