

Global Motion Graphic Software Market Growth (Status and Outlook) 2026-2032

<https://marketpublishers.com/r/G02A8E40C379EN.html>

Date: June 2026

Pages: 140

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

ID: G02A8E40C379EN

Abstracts

The global Motion Graphic Software market size is predicted to grow from US\$ 344 million in 2025 to US\$ 553 million in 2032; it is expected to grow at a CAGR of 7.2% from 2026 to 2032.

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

Global key Motion Graphic Software players cover Adobe, Cinema 4D, Mocha Pro, Eagle, Nuke, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2025.

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

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

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Motion Graphic Software 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 Motion Graphic Software.

This report presents a comprehensive overview, market shares, and growth opportunities of Motion Graphic Software market by product type, application, key players and key regions and countries.

Segmentation by Type:

Cloud-based

On Premises

Segmentation by Application:

Film and Television

Web Design

Advertising

Video Gaming

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.

Adobe

Cinema 4D

Mocha Pro

Eagle

Nuke

Maya

Blender

Unreal

Zbrush

3D Coat

TurbulenceFD

EmberGen

Rizomuv

Houdini

Cavalry

The Trapcode Suite

SynthEyes

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