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Global Sound Design for Animation Market Growth (Status and Outlook) 2026-2032

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Abstracts

The global Sound Design for Animation market size is predicted to grow from US$ 3801 million in 2025 to US$ 7987 million in 2032; it is expected to grow at a CAGR of 11.4% from 2026 to 2032.

Sound Design for Animation refers to the artistic and technical process of creating, selecting, organizing, and editing all auditory elements specifically for an animated work. Its primary goal is to enhance the narrative, establish atmosphere, bring characters to life, and audibly fill or expand the world presented by the animated visuals. Unlike live-action film, sound design in animation often requires building an entirely fabricated sonic universe from scratch. This includes dialogue, music, and most crucially: Sound Effects, such as footsteps, explosions, magical sounds, ambiance, and Foley. Through these meticulously crafted sounds, the sound designer creates an immersive experience for the audience, guides their emotions, and provides a believable auditory foundation for exaggerated or non-realistic actions.

United States market for Sound Design for Animation 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 Sound Design for Animation 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 Sound Design for Animation is estimated to increase from US$ million in 2025 to US$ million by 2032, at a CAGR of % from 2026 through 2032.

Global key Sound Design for Animation players cover Aoni Production, 81 Produce, Production Baobab, Crunchyroll, Bang Zoom! Studios, etc. In terms of revenue, the

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global two largest companies occupied for a share nearly % in 2025.

Report Scope

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

This Insight Report provides a comprehensive analysis of the global Sound Design for Animation 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 Sound Design for Animation portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms’ unique position in an accelerating global Sound Design for Animation market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Sound Design for Animation 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 Sound Design for Animation.

This report presents a comprehensive overview, market shares, and growth opportunities of Sound Design for Animation market by product type, application, key players and key regions and countries.

Market Segmentation

Segmentation by Type:

Character Voice Acting

Narration/Voice Over

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Special Effects/Creature Voice

Segmentation by Voice Source:

Human Voice Acting

AI-generated Voice Acting

Hybrid Voice Production

Segmentation by Production Method:

Studio Voice Recording

Remote Voice Production

Automated Voice Synthesis

Segmentation by Application:

Anime Production

Video Game Animation

Motion Comics

Others

This report also splits the market by region:

Americas

United States

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- Canada
- Mexico
- Brazil

APAC

- China
- Japan
- Korea
- Southeast Asia
- India
- Australia

Europe

- Germany
- France
- UK
- Italy
- Russia

Middle East & Africa

- Egypt
- South Africa
- Israel

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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.

Aoni Production

81 Produce

Production Baobab

Crunchyroll

Bang Zoom! Studios

Ocean Studios

Sigma Seven

Osawa Office

Ken Production

Haikyo

NYAV Post

Studiopolis

Kinsen Studio

729 Voice

Voice Bear Studio

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Light Cubes Studio

TrioPen Studio

JY Animation

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