

Virtual Production Market Report: Trends, Forecast and Competitive Analysis to 2030

<https://marketpublishers.com/r/V8F0C2EDE397EN.html>

Date: September 2023

Pages: 150

Price: US\$ 4,850.00 (Single User License)

ID: V8F0C2EDE397EN

Abstracts

It will take 2-3 business days to deliver the report upon receipt the order if any customization is not there.

Virtual Production Market Trends and Forecast

The future of the global virtual production market looks promising with opportunities in the movies, TV series, commercial Ad, and online video markets. The global virtual production market is expected to reach an estimated \$7.7 billion by 2030 with a CAGR of 15.1% from 2024 to 2030. The major drivers for this market are significantly growing demand for visual effects in movie and television industries, increasing implementation in virtual production of LED wall technology, and rising demand for digital video streaming like Netfliz and Amazon Prime across the globe.

A more than 150-page report is developed to help in your business decisions. Sample figures with some insights are shown below.

Virtual Production Market by Segment

The study includes a forecast for the global virtual production market by type, component, end use, and region

Virtual Production Market by Type [Shipment Analysis by Value from 2018 to 2030]:

Pre-production

Production

Post-production

Virtual Production Market by Component [Shipment Analysis by Value from 2018 to 2030]:

Hardware

Software

Services

Virtual Production Market by End Use [Shipment Analysis by Value from 2018 to 2030]:

Movies

TV Series

Commercial Ads

Online Videos

Others

Virtual Production Market by Region [Shipment Analysis by Value from 2018 to 2030]:

North America

Europe

Asia Pacific

The Rest of the World

List of Virtual Production Companies

Companies in the market compete on the basis of product quality offered. Major players in this market focus on expanding their manufacturing facilities, R&D investments, infrastructural development, and leverage integration opportunities across the value chain. With these strategies virtual production companies cater increasing demand, ensure competitive effectiveness, develop innovative products & technologies, reduce production costs, and expand their customer base. Some of the virtual production companies profiled in this report include-

360Rize

Adobe

Arashi Vision

Autodesk

BORIS FX

Epic Games

HTC Corporation

HumanEyes Technologies

Mo-Sys Engineering

NVIDIA

Virtual Production Market Insights

Lucintel forecasts that post-production will remain the largest segment over the forecast period.

Within this market, movies will remain the largest segment.

APAC is expected to witness highest growth over the forecast period.

Features of the Global Virtual Production Market

Market Size Estimates: Virtual production market size estimation in terms of value (\$B).

Trend and Forecast Analysis: Market trends (2018 to 2023) and forecast (2024 to 2030) by various segments and regions.

Segmentation Analysis: Virtual production market size by type, component, end use, and region in terms of value (\$B).

Regional Analysis: Virtual production market breakdown by North America, Europe, Asia Pacific, and Rest of the World.

Growth Opportunities: Analysis of growth opportunities in different types, components, end uses, and regions for the virtual production market.

Strategic Analysis: This includes M&A, new product development, and competitive landscape of the virtual production market.

Analysis of competitive intensity of the industry based on Porter's Five Forces model.

FAQ

Q.1 What is the virtual production market size?

Answer: The global virtual production market is expected to reach an estimated \$7.7 billion by 2030.

Q.2 What is the growth forecast for the virtual production market?

Answer: The global virtual production market is expected to grow with a CAGR of 15.1% from 2024 to 2030

Q.3 What are the major drivers influencing the growth of the virtual production market?

Answer: The major drivers for this market are significantly growing demand for visual effects in movie and television industries, increasing implementation in virtual production of LED wall technology, and rising demand for digital video streaming like Netflix and Amazon Prime across the globe.

Q4. What are the major segments for the virtual production market?

Answer: The future of the global virtual production market looks promising with opportunities in the movies, TV series, commercial Ad, and online video markets.

Q5. Who are the key virtual production market companies?

Answer: Some of the key virtual production companies are as follows:

360Rize

Adobe

Arashi Vision

Autodesk

BORIS FX

Epic Games

HTC Corporation

HumanEyes Technologies

Mo-Sys Engineering

NVIDIA

Q6. Which virtual production market segment will be the largest in future?

Answer: Lucintel forecasts that post-production will remain the largest segment over the forecast period.

Q7. In virtual production market, which region is expected to be the largest in next 5 years?

Answer: APAC is expected to witness highest growth over the forecast period.

Q.8 Do we receive customization in this report?

Answer: Yes, Lucintel provides 10% customization without any additional cost.

This report answers following 11 key questions:

Q.1. What are some of the most promising, high-growth opportunities for the virtual production market by type (pre-production, production, and post-production), component (hardware, software, and services), end use (movies, TV series, commercial Ads, online videos, and others), and region (North America, Europe, Asia Pacific, and the Rest of the World)?

Q.2. Which segments will grow at a faster pace and why?

Q.3. Which region will grow at a faster pace and why?

Q.4. What are the key factors affecting market dynamics? What are the key challenges and business risks in this market?

Q.5. What are the business risks and competitive threats in this market?

Q.6. What are the emerging trends in this market and the reasons behind them?

Q.7. What are some of the changing demands of customers in the market?

Q.8. What are the new developments in the market? Which companies are leading these developments?

Q.9. Who are the major players in this market? What strategic initiatives are key players pursuing for business growth?

Q.10. What are some of the competing products in this market and how big of a threat do they pose for loss of market share by material or product substitution?

Q.11. What M&A activity has occurred in the last 5 years and what has its impact been on the industry?

For any questions related to virtual production market or related to virtual production

companies, virtual production market size, virtual production market share, virtual production market growth, virtual production market research, write Lucintel analyst at email: helpdesk@lucintel.com we will be glad to get back to you soon.

Contents

1. EXECUTIVE SUMMARY

2. GLOBAL VIRTUAL PRODUCTION MARKET : MARKET DYNAMICS

2.1: Introduction, Background, and Classifications

2.2: Supply Chain

2.3: Industry Drivers and Challenges

3. MARKET TRENDS AND FORECAST ANALYSIS FROM 2018 TO 2030

3.1. Macroeconomic Trends (2018-2023) and Forecast (2024-2030)

3.2. Global Virtual Production Market Trends (2018-2023) and Forecast (2024-2030)

3.3: Global Virtual Production Market by Type

3.3.1: Pre-production

3.3.2: Production

3.3.3: Post-production

3.4: Global Virtual Production Market by Component

3.4.1: Hardware

3.4.2: Software

3.4.3: Services

3.5: Global Virtual Production Market by End Use

3.5.1: Movies

3.5.2: TV Series

3.5.3: Commercial Ads

3.5.4: Online Videos

3.5.5: Others

4. MARKET TRENDS AND FORECAST ANALYSIS BY REGION FROM 2018 TO 2030

4.1: Global Virtual Production Market by Region

4.2: North American Virtual Production Market

4.2.1: North American Virtual Production Market by Type: Pre-production, Production, and Post-production

4.2.2: North American Virtual Production Market by End Use: Movies, TV Series, Commercial Ads, Online Videos, and Others

4.3: European Virtual Production Market

4.3.1: European Virtual Production Market by Type: Pre-production, Production, and Post-production

4.3.2: European Virtual Production Market by End Use: Movies, TV Series, Commercial Ads, Online Videos, and Others

4.4: APAC Virtual Production Market

4.4.1: APAC Virtual Production Market by Type: Pre-production, Production, and Post-production

4.4.2: APAC Virtual Production Market by End Use: Movies, TV Series, Commercial Ads, Online Videos, and Others

4.5: ROW Virtual Production Market

4.5.1: ROW Virtual Production Market by Type: Pre-production, Production, and Post-production

4.5.2: ROW Virtual Production Market by End Use: Movies, TV Series, Commercial Ads, Online Videos, and Others

5. COMPETITOR ANALYSIS

5.1: Product Portfolio Analysis

5.2: Operational Integration

5.3: Porter's Five Forces Analysis

6. GROWTH OPPORTUNITIES AND STRATEGIC ANALYSIS

6.1: Growth Opportunity Analysis

6.1.1: Growth Opportunities for the Global Virtual Production Market by Type

6.1.2: Growth Opportunities for the Global Virtual Production Market by Component

6.1.3: Growth Opportunities for the Global Virtual Production Market by End Use

6.1.4: Growth Opportunities for the Global Virtual Production Market Region

6.2: Emerging Trends in the Global Virtual Production Market

6.3: Strategic Analysis

6.3.1: New Product Development

6.3.2: Capacity Expansion of the Global Virtual Production Market

6.3.3: Mergers, Acquisitions, and Joint Ventures in the Global Virtual Production Market

6.3.4: Certification and Licensing

7. COMPANY PROFILES OF LEADING PLAYERS

7.1: 360Rize

- 7.2: Adobe
- 7.3: Arashi Vision
- 7.4: Autodesk
- 7.5: BORIS FX
- 7.6: Epic Games
- 7.7: HTC Corporation
- 7.8: HumanEyes Technologies
- 7.9: Mo-Sys Engineering
- 7.10: NVIDIA

I would like to order

Product name: Virtual Production Market Report: Trends, Forecast and Competitive Analysis to 2030

Product link: <https://marketpublishers.com/r/V8F0C2EDE397EN.html>

Price: US\$ 4,850.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/V8F0C2EDE397EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970