

COVID-19 Outbreak-Global Animation, VFX & Game Industry Market Report-Development Trends, Threats, Opportunities and Competitive Landscape in 2020

<https://marketpublishers.com/r/C511161C2D3AEN.html>

Date: November 2020

Pages: 106

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

ID: C511161C2D3AEN

Abstracts

The Animation, VFX & Game market revenue was xx.xx Million USD in 2019, and will reach xx.xx Million USD in 2025, with a CAGR of x.x% during 2020-2025.

Under COVID-19 outbreak globally, this report provides 360 degrees of analysis from supply chain, import and export control to regional government policy and future influence on the industry. Detailed analysis about market status (2015-2020), enterprise competition pattern, advantages and disadvantages of enterprise products, industry development trends (2020-2025), regional industrial layout characteristics and macroeconomic policies, industrial policy has also been included. From raw materials to end users of this industry are analyzed scientifically, the trends of product circulation and sales channel will be presented as well. Considering COVID-19, this report provides comprehensive and in-depth analysis on how the epidemic push this industry transformation and reform.

In COVID-19 outbreak, Chapter 2.2 of this report provides an analysis of the impact of COVID-19 on the global economy and the Animation, VFX & Game industry.

Chapter 3.7 covers the analysis of the impact of COVID-19 from the perspective of the industry chain.

In addition, chapters 7-11 consider the impact of COVID-19 on the regional economy.

The Animation, VFX & Game market can be split based on product types, major applications, and important countries as follows:

Key players in the global Animation, VFX & Game market covered in Chapter 12:

Warner Bros
TOEI ANIMATION
Framestore
Activision Blizzard
Walt Disney Animation Studios
Sony
Microsoft
Nintendo
Tencent
Netease
NBCUniversal

In Chapter 4 and 14.1, on the basis of types, the Animation, VFX & Game market from 2015 to 2025 is primarily split into:

Animation & VFX
Game & VFX

In Chapter 5 and 14.2, on the basis of applications, the Animation, VFX & Game market from 2015 to 2025 covers:

Anime
Film
Video Game

Geographically, the detailed analysis of consumption, revenue, market share and growth rate, historic and forecast (2015-2025) of the following regions are covered in Chapter 6, 7, 8, 9, 10, 11, 14:

North America (Covered in Chapter 7 and 14)

United States

Canada

Mexico

Europe (Covered in Chapter 8 and 14)

Germany

UK

France

Italy

Spain

Russia

Others

Asia-Pacific (Covered in Chapter 9 and 14)

China

Japan

South Korea

Australia

India

Southeast Asia

Others

Middle East and Africa (Covered in Chapter 10 and 14)

Saudi Arabia

UAE

Egypt

Nigeria

South Africa

Others

South America (Covered in Chapter 11 and 14)

Brazil

Argentina

Columbia

Chile

Others

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025

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