

Global Animation Software Market Report 2019, Competitive Landscape, Trends and Opportunities

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Abstracts

The Animation Software market has witnessed growth from USD XX million to USD XX million from 2014 to 2019. With the CAGR of X.X%, this market is estimated to reach USD XX million in 2026.

The report mainly studies the size, recent trends and development status of the Animation Software market, as well as investment opportunities, government policy, market dynamics (drivers, restraints, opportunities), supply chain and competitive landscape. Technological innovation and advancement will further optimize the performance of the product, making it more widely used in downstream applications. Moreover, Porter's Five Forces Analysis (potential entrants, suppliers, substitutes, buyers, industry competitors) provides crucial information for knowing the Animation Software market.

Major players in the global Animation Software market include:

Pixar, Inc.

Autodesk Media and Entertainment

Adobe Systems Incorporated

Electric Image, Inc.

STRATA

Corel Corporation

Planetside Software LLC

Corus Entertainment, Inc.

BIONATICS

Toon Boom Animation, Inc

Xara Group Limited

Digimania Ltd.

MAGIX Software GmbH

PhaseSpace, Inc.

Smith Micro Software, Inc.

NewTek, Inc

Caligari Corporation

Autodesk, Inc.

MAXON Computer GmbH

Side Effects Software, Inc.

NVIDIA Corporation

NaturalPoint, Inc.

Cosmos-Maya

On the basis of types, the Animation Software market is primarily split into:

2D Animation

3D Animation

Stop Motion

Flipbook Animation

On the basis of applications, the market covers:

Media & Entertainment

Automotive

Online Education

Others

Geographically, the report includes the research on production, consumption, revenue, market share and growth rate, and forecast (2014-2026) of the following regions:

United States

Europe (Germany, UK, France, Italy, Spain, Russia, Poland)

China

Japan

India

Southeast Asia (Malaysia, Singapore, Philippines, Indonesia, Thailand, Vietnam)

Central and South America (Brazil, Mexico, Colombia)

Middle East and Africa (Saudi Arabia, United Arab Emirates, Turkey, Egypt, South Africa, Nigeria)

Other Regions

Chapter 1 provides an overview of Animation Software market, containing global revenue, global production, sales, and CAGR. The forecast and analysis of Animation

Software market by type, application, and region are also presented in this chapter.

Chapter 2 is about the market landscape and major players. It provides competitive situation and market concentration status along with the basic information of these players.

Chapter 3 provides a full-scale analysis of major players in Animation Software industry. The basic information, as well as the profiles, applications and specifications of products market performance along with Business Overview are offered.

Chapter 4 gives a worldwide view of Animation Software market. It includes production, market share revenue, price, and the growth rate by type.

Chapter 5 focuses on the application of Animation Software, by analyzing the consumption and its growth rate of each application.

Chapter 6 is about production, consumption, export, and import of Animation Software in each region.

Chapter 7 pays attention to the production, revenue, price and gross margin of Animation Software in markets of different regions. The analysis on production, revenue, price and gross margin of the global market is covered in this part.

Chapter 8 concentrates on manufacturing analysis, including key raw material analysis, cost structure analysis and process analysis, making up a comprehensive analysis of manufacturing cost.

Chapter 9 introduces the industrial chain of Animation Software. Industrial chain analysis, raw material sources and downstream buyers are analyzed in this chapter.

Chapter 10 provides clear insights into market dynamics.

Chapter 11 prospects the whole Animation Software market, including the global production and revenue forecast, regional forecast. It also foresees the Animation Software market by type and application.

Chapter 12 concludes the research findings and refines all the highlights of the study.

Chapter 13 introduces the research methodology and sources of research data for your

understanding.

Years considered for this report:

Historical Years: 2014-2018

Base Year: 2019

Estimated Year: 2019

Forecast Period: 2019-2026

Contents

1 ANIMATION SOFTWARE MARKET OVERVIEW

- 1.1 Product Overview and Scope of Animation Software
- 1.2 Animation Software Segment by Type
 - 1.2.1 Global Animation Software Production and CAGR (%) Comparison by Type (2014-2026)
 - 1.2.2 The Market Profile of 2D Animation
 - 1.2.3 The Market Profile of 3D Animation
 - 1.2.4 The Market Profile of Stop Motion
 - 1.2.5 The Market Profile of Flipbook Animation
- 1.3 Global Animation Software Segment by Application
 - 1.3.1 Animation Software Consumption (Sales) Comparison by Application (2014-2026)
 - 1.3.2 The Market Profile of Media & Entertainment
 - 1.3.3 The Market Profile of Automotive
 - 1.3.4 The Market Profile of Online Education
 - 1.3.5 The Market Profile of Others
- 1.4 Global Animation Software Market by Region (2014-2026)
 - 1.4.1 Global Animation Software Market Size (Value) and CAGR (%) Comparison by Region (2014-2026)
 - 1.4.2 United States Animation Software Market Status and Prospect (2014-2026)
 - 1.4.3 Europe Animation Software Market Status and Prospect (2014-2026)
 - 1.4.3.1 Germany Animation Software Market Status and Prospect (2014-2026)
 - 1.4.3.2 UK Animation Software Market Status and Prospect (2014-2026)
 - 1.4.3.3 France Animation Software Market Status and Prospect (2014-2026)
 - 1.4.3.4 Italy Animation Software Market Status and Prospect (2014-2026)
 - 1.4.3.5 Spain Animation Software Market Status and Prospect (2014-2026)
 - 1.4.3.6 Russia Animation Software Market Status and Prospect (2014-2026)
 - 1.4.3.7 Poland Animation Software Market Status and Prospect (2014-2026)
 - 1.4.4 China Animation Software Market Status and Prospect (2014-2026)
 - 1.4.5 Japan Animation Software Market Status and Prospect (2014-2026)
 - 1.4.6 India Animation Software Market Status and Prospect (2014-2026)
 - 1.4.7 Southeast Asia Animation Software Market Status and Prospect (2014-2026)
 - 1.4.7.1 Malaysia Animation Software Market Status and Prospect (2014-2026)
 - 1.4.7.2 Singapore Animation Software Market Status and Prospect (2014-2026)
 - 1.4.7.3 Philippines Animation Software Market Status and Prospect (2014-2026)
 - 1.4.7.4 Indonesia Animation Software Market Status and Prospect (2014-2026)

- 1.4.7.5 Thailand Animation Software Market Status and Prospect (2014-2026)
- 1.4.7.6 Vietnam Animation Software Market Status and Prospect (2014-2026)
- 1.4.8 Central and South America Animation Software Market Status and Prospect (2014-2026)
 - 1.4.8.1 Brazil Animation Software Market Status and Prospect (2014-2026)
 - 1.4.8.2 Mexico Animation Software Market Status and Prospect (2014-2026)
 - 1.4.8.3 Colombia Animation Software Market Status and Prospect (2014-2026)
- 1.4.9 Middle East and Africa Animation Software Market Status and Prospect (2014-2026)
 - 1.4.9.1 Saudi Arabia Animation Software Market Status and Prospect (2014-2026)
 - 1.4.9.2 United Arab Emirates Animation Software Market Status and Prospect (2014-2026)
 - 1.4.9.3 Turkey Animation Software Market Status and Prospect (2014-2026)
 - 1.4.9.4 Egypt Animation Software Market Status and Prospect (2014-2026)
 - 1.4.9.5 South Africa Animation Software Market Status and Prospect (2014-2026)
 - 1.4.9.6 Nigeria Animation Software Market Status and Prospect (2014-2026)
- 1.5 Global Market Size (Value) of Animation Software (2014-2026)
 - 1.5.1 Global Animation Software Revenue Status and Outlook (2014-2026)
 - 1.5.2 Global Animation Software Production Status and Outlook (2014-2026)

2 GLOBAL ANIMATION SOFTWARE MARKET LANDSCAPE BY PLAYER

- 2.1 Global Animation Software Production and Share by Player (2014-2019)
- 2.2 Global Animation Software Revenue and Market Share by Player (2014-2019)
- 2.3 Global Animation Software Average Price by Player (2014-2019)
- 2.4 Animation Software Manufacturing Base Distribution, Sales Area and Product Type by Player
- 2.5 Animation Software Market Competitive Situation and Trends
 - 2.5.1 Animation Software Market Concentration Rate
 - 2.5.2 Animation Software Market Share of Top 3 and Top 6 Players
 - 2.5.3 Mergers & Acquisitions, Expansion

3 PLAYERS PROFILES

- 3.1 Pixar, Inc.
 - 3.1.1 Pixar, Inc. Basic Information, Manufacturing Base, Sales Area and Competitors
 - 3.1.2 Animation Software Product Profiles, Application and Specification
 - 3.1.3 Pixar, Inc. Animation Software Market Performance (2014-2019)
 - 3.1.4 Pixar, Inc. Business Overview

3.2 Autodesk Media and Entertainment

3.2.1 Autodesk Media and Entertainment Basic Information, Manufacturing Base, Sales Area and Competitors

3.2.2 Animation Software Product Profiles, Application and Specification

3.2.3 Autodesk Media and Entertainment Animation Software Market Performance (2014-2019)

3.2.4 Autodesk Media and Entertainment Business Overview

3.3 Adobe Systems Incorporated

3.3.1 Adobe Systems Incorporated Basic Information, Manufacturing Base, Sales Area and Competitors

3.3.2 Animation Software Product Profiles, Application and Specification

3.3.3 Adobe Systems Incorporated Animation Software Market Performance (2014-2019)

3.3.4 Adobe Systems Incorporated Business Overview

3.4 Electric Image, Inc.

3.4.1 Electric Image, Inc. Basic Information, Manufacturing Base, Sales Area and Competitors

3.4.2 Animation Software Product Profiles, Application and Specification

3.4.3 Electric Image, Inc. Animation Software Market Performance (2014-2019)

3.4.4 Electric Image, Inc. Business Overview

3.5 STRATA

3.5.1 STRATA Basic Information, Manufacturing Base, Sales Area and Competitors

3.5.2 Animation Software Product Profiles, Application and Specification

3.5.3 STRATA Animation Software Market Performance (2014-2019)

3.5.4 STRATA Business Overview

3.6 Corel Corporation

3.6.1 Corel Corporation Basic Information, Manufacturing Base, Sales Area and Competitors

3.6.2 Animation Software Product Profiles, Application and Specification

3.6.3 Corel Corporation Animation Software Market Performance (2014-2019)

3.6.4 Corel Corporation Business Overview

3.7 Planetside Software LLC

3.7.1 Planetside Software LLC Basic Information, Manufacturing Base, Sales Area and Competitors

3.7.2 Animation Software Product Profiles, Application and Specification

3.7.3 Planetside Software LLC Animation Software Market Performance (2014-2019)

3.7.4 Planetside Software LLC Business Overview

3.8 Corus Entertainment, Inc.

3.8.1 Corus Entertainment, Inc. Basic Information, Manufacturing Base, Sales Area

and Competitors

3.8.2 Animation Software Product Profiles, Application and Specification

3.8.3 Corus Entertainment, Inc. Animation Software Market Performance (2014-2019)

3.8.4 Corus Entertainment, Inc. Business Overview

3.9 BIONATICS

3.9.1 BIONATICS Basic Information, Manufacturing Base, Sales Area and Competitors

3.9.2 Animation Software Product Profiles, Application and Specification

3.9.3 BIONATICS Animation Software Market Performance (2014-2019)

3.9.4 BIONATICS Business Overview

3.10 Toon Boom Animation, Inc

3.10.1 Toon Boom Animation, Inc Basic Information, Manufacturing Base, Sales Area and Competitors

3.10.2 Animation Software Product Profiles, Application and Specification

3.10.3 Toon Boom Animation, Inc Animation Software Market Performance (2014-2019)

3.10.4 Toon Boom Animation, Inc Business Overview

3.11 Xara Group Limited

3.11.1 Xara Group Limited Basic Information, Manufacturing Base, Sales Area and Competitors

3.11.2 Animation Software Product Profiles, Application and Specification

3.11.3 Xara Group Limited Animation Software Market Performance (2014-2019)

3.11.4 Xara Group Limited Business Overview

3.12 Digimania Ltd.

3.12.1 Digimania Ltd. Basic Information, Manufacturing Base, Sales Area and Competitors

3.12.2 Animation Software Product Profiles, Application and Specification

3.12.3 Digimania Ltd. Animation Software Market Performance (2014-2019)

3.12.4 Digimania Ltd. Business Overview

3.13 MAGIX Software GmbH

3.13.1 MAGIX Software GmbH Basic Information, Manufacturing Base, Sales Area and Competitors

3.13.2 Animation Software Product Profiles, Application and Specification

3.13.3 MAGIX Software GmbH Animation Software Market Performance (2014-2019)

3.13.4 MAGIX Software GmbH Business Overview

3.14 PhaseSpace, Inc.

3.14.1 PhaseSpace, Inc. Basic Information, Manufacturing Base, Sales Area and Competitors

3.14.2 Animation Software Product Profiles, Application and Specification

3.14.3 PhaseSpace, Inc. Animation Software Market Performance (2014-2019)

- 3.14.4 PhaseSpace, Inc. Business Overview
- 3.15 Smith Micro Software, Inc.
 - 3.15.1 Smith Micro Software, Inc. Basic Information, Manufacturing Base, Sales Area and Competitors
 - 3.15.2 Animation Software Product Profiles, Application and Specification
 - 3.15.3 Smith Micro Software, Inc. Animation Software Market Performance (2014-2019)
 - 3.15.4 Smith Micro Software, Inc. Business Overview
- 3.16 NewTek, Inc.
 - 3.16.1 NewTek, Inc Basic Information, Manufacturing Base, Sales Area and Competitors
 - 3.16.2 Animation Software Product Profiles, Application and Specification
 - 3.16.3 NewTek, Inc Animation Software Market Performance (2014-2019)
 - 3.16.4 NewTek, Inc Business Overview
- 3.17 Caligari Corporation
 - 3.17.1 Caligari Corporation Basic Information, Manufacturing Base, Sales Area and Competitors
 - 3.17.2 Animation Software Product Profiles, Application and Specification
 - 3.17.3 Caligari Corporation Animation Software Market Performance (2014-2019)
 - 3.17.4 Caligari Corporation Business Overview
- 3.18 Autodesk, Inc.
 - 3.18.1 Autodesk, Inc. Basic Information, Manufacturing Base, Sales Area and Competitors
 - 3.18.2 Animation Software Product Profiles, Application and Specification
 - 3.18.3 Autodesk, Inc. Animation Software Market Performance (2014-2019)
 - 3.18.4 Autodesk, Inc. Business Overview
- 3.19 MAXON Computer GmbH
 - 3.19.1 MAXON Computer GmbH Basic Information, Manufacturing Base, Sales Area and Competitors
 - 3.19.2 Animation Software Product Profiles, Application and Specification
 - 3.19.3 MAXON Computer GmbH Animation Software Market Performance (2014-2019)
 - 3.19.4 MAXON Computer GmbH Business Overview
- 3.20 Side Effects Software, Inc.
 - 3.20.1 Side Effects Software, Inc. Basic Information, Manufacturing Base, Sales Area and Competitors
 - 3.20.2 Animation Software Product Profiles, Application and Specification
 - 3.20.3 Side Effects Software, Inc. Animation Software Market Performance (2014-2019)

- 3.20.4 Side Effects Software, Inc. Business Overview
- 3.21 NVIDIA Corporation
 - 3.21.1 NVIDIA Corporation Basic Information, Manufacturing Base, Sales Area and Competitors
 - 3.21.2 Animation Software Product Profiles, Application and Specification
 - 3.21.3 NVIDIA Corporation Animation Software Market Performance (2014-2019)
 - 3.21.4 NVIDIA Corporation Business Overview
- 3.22 NaturalPoint, Inc.
 - 3.22.1 NaturalPoint, Inc. Basic Information, Manufacturing Base, Sales Area and Competitors
 - 3.22.2 Animation Software Product Profiles, Application and Specification
 - 3.22.3 NaturalPoint, Inc. Animation Software Market Performance (2014-2019)
 - 3.22.4 NaturalPoint, Inc. Business Overview
- 3.23 Cosmos-Maya
 - 3.23.1 Cosmos-Maya Basic Information, Manufacturing Base, Sales Area and Competitors
 - 3.23.2 Animation Software Product Profiles, Application and Specification
 - 3.23.3 Cosmos-Maya Animation Software Market Performance (2014-2019)
 - 3.23.4 Cosmos-Maya Business Overview

4 GLOBAL ANIMATION SOFTWARE PRODUCTION, REVENUE (VALUE), PRICE TREND BY TYPE

- 4.1 Global Animation Software Production and Market Share by Type (2014-2019)
- 4.2 Global Animation Software Revenue and Market Share by Type (2014-2019)
- 4.3 Global Animation Software Price by Type (2014-2019)
- 4.4 Global Animation Software Production Growth Rate by Type (2014-2019)
 - 4.4.1 Global Animation Software Production Growth Rate of 2D Animation (2014-2019)
 - 4.4.2 Global Animation Software Production Growth Rate of 3D Animation (2014-2019)
 - 4.4.3 Global Animation Software Production Growth Rate of Stop Motion (2014-2019)
 - 4.4.4 Global Animation Software Production Growth Rate of Flipbook Animation (2014-2019)

5 GLOBAL ANIMATION SOFTWARE MARKET ANALYSIS BY APPLICATION

- 5.1 Global Animation Software Consumption and Market Share by Application (2014-2019)
- 5.2 Global Animation Software Consumption Growth Rate by Application (2014-2019)
 - 5.2.1 Global Animation Software Consumption Growth Rate of Media & Entertainment

(2014-2019)

5.2.2 Global Animation Software Consumption Growth Rate of Automotive

(2014-2019)

5.2.3 Global Animation Software Consumption Growth Rate of Online Education

(2014-2019)

5.2.4 Global Animation Software Consumption Growth Rate of Others (2014-2019)

6 GLOBAL ANIMATION SOFTWARE PRODUCTION, CONSUMPTION, EXPORT, IMPORT BY REGION (2014-2019)

6.1 Global Animation Software Consumption by Region (2014-2019)

6.2 United States Animation Software Production, Consumption, Export, Import (2014-2019)

6.3 Europe Animation Software Production, Consumption, Export, Import (2014-2019)

6.4 China Animation Software Production, Consumption, Export, Import (2014-2019)

6.5 Japan Animation Software Production, Consumption, Export, Import (2014-2019)

6.6 India Animation Software Production, Consumption, Export, Import (2014-2019)

6.7 Southeast Asia Animation Software Production, Consumption, Export, Import (2014-2019)

6.8 Central and South America Animation Software Production, Consumption, Export, Import (2014-2019)

6.9 Middle East and Africa Animation Software Production, Consumption, Export, Import (2014-2019)

7 GLOBAL ANIMATION SOFTWARE PRODUCTION, REVENUE (VALUE) BY REGION (2014-2019)

7.1 Global Animation Software Production and Market Share by Region (2014-2019)

7.2 Global Animation Software Revenue (Value) and Market Share by Region (2014-2019)

7.3 Global Animation Software Production, Revenue, Price and Gross Margin (2014-2019)

7.4 United States Animation Software Production, Revenue, Price and Gross Margin (2014-2019)

7.5 Europe Animation Software Production, Revenue, Price and Gross Margin (2014-2019)

7.6 China Animation Software Production, Revenue, Price and Gross Margin (2014-2019)

7.7 Japan Animation Software Production, Revenue, Price and Gross Margin

(2014-2019)

7.8 India Animation Software Production, Revenue, Price and Gross Margin

(2014-2019)

7.9 Southeast Asia Animation Software Production, Revenue, Price and Gross Margin

(2014-2019)

7.10 Central and South America Animation Software Production, Revenue, Price and Gross Margin (2014-2019)

7.11 Middle East and Africa Animation Software Production, Revenue, Price and Gross Margin (2014-2019)

8 ANIMATION SOFTWARE MANUFACTURING ANALYSIS

8.1 Animation Software Key Raw Materials Analysis

8.1.1 Key Raw Materials Introduction

8.1.2 Price Trend of Key Raw Materials

8.1.3 Key Suppliers of Raw Materials

8.1.4 Market Concentration Rate of Raw Materials

8.2 Manufacturing Cost Analysis

8.2.1 Labor Cost Analysis

8.2.2 Manufacturing Cost Structure Analysis

8.3 Manufacturing Process Analysis of Animation Software

9 INDUSTRIAL CHAIN, SOURCING STRATEGY AND DOWNSTREAM BUYERS

9.1 Animation Software Industrial Chain Analysis

9.2 Raw Materials Sources of Animation Software Major Players in 2018

9.3 Downstream Buyers

10 MARKET DYNAMICS

10.1 Drivers

10.2 Restraints

10.3 Opportunities

10.3.1 Advances in Innovation and Technology for Animation Software

10.3.2 Increased Demand in Emerging Markets

10.4 Challenges

10.4.1 The Performance of Alternative Product Type is Getting Better and Better

10.4.2 Price Variance Caused by Fluctuations in Raw Material Prices

10.5 Porter's Five Forces Analysis

- 10.5.1 Threat of New Entrants
- 10.5.2 Threat of Substitutes
- 10.5.3 Bargaining Power of Suppliers
- 10.5.4 Bargaining Power of Buyers
- 10.5.5 Intensity of Competitive Rivalry

11 GLOBAL ANIMATION SOFTWARE MARKET FORECAST (2019-2026)

- 11.1 Global Animation Software Production, Revenue Forecast (2019-2026)
 - 11.1.1 Global Animation Software Production and Growth Rate Forecast (2019-2026)
 - 11.1.2 Global Animation Software Revenue and Growth Rate Forecast (2019-2026)
 - 11.1.3 Global Animation Software Price and Trend Forecast (2019-2026)
- 11.2 Global Animation Software Production, Consumption, Export and Import Forecast by Region (2019-2026)
 - 11.2.1 United States Animation Software Production, Consumption, Export and Import Forecast (2019-2026)
 - 11.2.2 Europe Animation Software Production, Consumption, Export and Import Forecast (2019-2026)
 - 11.2.3 China Animation Software Production, Consumption, Export and Import Forecast (2019-2026)
 - 11.2.4 Japan Animation Software Production, Consumption, Export and Import Forecast (2019-2026)
 - 11.2.5 India Animation Software Production, Consumption, Export and Import Forecast (2019-2026)
 - 11.2.6 Southeast Asia Animation Software Production, Consumption, Export and Import Forecast (2019-2026)
 - 11.2.7 Central and South America Animation Software Production, Consumption, Export and Import Forecast (2019-2026)
 - 11.2.8 Middle East and Africa Animation Software Production, Consumption, Export and Import Forecast (2019-2026)
- 11.3 Global Animation Software Production, Revenue and Price Forecast by Type (2019-2026)
- 11.4 Global Animation Software Consumption Forecast by Application (2019-2026)

12 RESEARCH FINDINGS AND CONCLUSION

13 APPENDIX

- 13.1 Methodology

13.2 Research Data Source

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