

3D Modeling for Games and Animation Market, Global Outlook and Forecast 2022-2028

<https://marketpublishers.com/r/3677B59D0D5EEN.html>

Date: April 2022

Pages: 61

Price: US\$ 3,250.00 (Single User License)

ID: 3677B59D0D5EEN

Abstracts

This report contains market size and forecasts of 3D Modeling for Games and Animation in Global, including the following market information:

Global 3D Modeling for Games and Animation Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global 3D Modeling for Games and Animation market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period 2022-2028.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

Modeling Software Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of 3D Modeling for Games and Animation include Autodesk, Adobe, Zbrush, Blender, headus UVLayout, Maxon, Chaos Group, Strata and Pix4D and etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the 3D Modeling for Games and Animation companies, and industry experts on this industry, involving the revenue, demand, product type, recent developments and plans, industry trends, drivers,

challenges, obstacles, and potential risks.

Total Market by Segment:

Global 3D Modeling for Games and Animation Market, by Type, 2017-2022, 2023-2028
(\$ millions)

Global 3D Modeling for Games and Animation Market Segment Percentages, by Type,
2021 (%)

Modeling Software

UV Tools

Others

Global 3D Modeling for Games and Animation Market, by Application, 2017-2022,
2023-2028 (\$ millions)

Global 3D Modeling for Games and Animation Market Segment Percentages, by
Application, 2021 (%)

Mobile Game

Computer Games

Global 3D Modeling for Games and Animation Market, By Region and Country,
2017-2022, 2023-2028 (\$ Millions)

Global 3D Modeling for Games and Animation Market Segment Percentages, By
Region and Country, 2021 (%)

North America

US

Canada

Mexico

Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

Asia

China

Japan

South Korea

Southeast Asia

India

Rest of Asia

South America

Brazil

Argentina

Rest of South America

Middle East & Africa

Turkey

Israel

Saudi Arabia

UAE

Rest of Middle East & Africa

Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies 3D Modeling for Games and Animation revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies 3D Modeling for Games and Animation revenues share in global market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

Autodesk

Adobe

Zbrush

Blender

headus UVLayout

Maxon

Chaos Group

Strata

Pix4D

Rizom-Lab

Contents

1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS

- 1.1 3D Modeling for Games and Animation Market Definition
- 1.2 Market Segments
 - 1.2.1 Market by Type
 - 1.2.2 Market by Application
- 1.3 Global 3D Modeling for Games and Animation Market Overview
- 1.4 Features & Benefits of This Report
- 1.5 Methodology & Sources of Information
 - 1.5.1 Research Methodology
 - 1.5.2 Research Process
 - 1.5.3 Base Year
 - 1.5.4 Report Assumptions & Caveats

2 GLOBAL 3D MODELING FOR GAMES AND ANIMATION OVERALL MARKET SIZE

- 2.1 Global 3D Modeling for Games and Animation Market Size: 2021 VS 2028
- 2.2 Global 3D Modeling for Games and Animation Market Size, Prospects & Forecasts: 2017-2028
- 2.3 Key Market Trends, Opportunity, Drivers and Restraints
 - 2.3.1 Market Opportunities & Trends
 - 2.3.2 Market Drivers
 - 2.3.3 Market Restraints

3 COMPANY LANDSCAPE

- 3.1 Top 3D Modeling for Games and Animation Players in Global Market
- 3.2 Top Global 3D Modeling for Games and Animation Companies Ranked by Revenue
- 3.3 Global 3D Modeling for Games and Animation Revenue by Companies
- 3.4 Top 3 and Top 5 3D Modeling for Games and Animation Companies in Global Market, by Revenue in 2021
- 3.5 Global Companies 3D Modeling for Games and Animation Product Type
- 3.6 Tier 1, Tier 2 and Tier 3 3D Modeling for Games and Animation Players in Global Market
 - 3.6.1 List of Global Tier 1 3D Modeling for Games and Animation Companies
 - 3.6.2 List of Global Tier 2 and Tier 3 3D Modeling for Games and Animation

Companies

4 MARKET SIGHTS BY PRODUCT

4.1 Overview

4.1.1 by Type - Global 3D Modeling for Games and Animation Market Size Markets, 2021 & 2028

4.1.2 Modeling Software

4.1.3 UV Tools

4.1.4 Others

4.2 By Type - Global 3D Modeling for Games and Animation Revenue & Forecasts

4.2.1 By Type - Global 3D Modeling for Games and Animation Revenue, 2017-2022

4.2.2 By Type - Global 3D Modeling for Games and Animation Revenue, 2023-2028

4.2.3 By Type - Global 3D Modeling for Games and Animation Revenue Market Share, 2017-2028

5 SIGHTS BY APPLICATION

5.1 Overview

5.1.1 By Application - Global 3D Modeling for Games and Animation Market Size, 2021 & 2028

5.1.2 Mobile Game

5.1.3 Computer Games

5.2 By Application - Global 3D Modeling for Games and Animation Revenue & Forecasts

5.2.1 By Application - Global 3D Modeling for Games and Animation Revenue, 2017-2022

5.2.2 By Application - Global 3D Modeling for Games and Animation Revenue, 2023-2028

5.2.3 By Application - Global 3D Modeling for Games and Animation Revenue Market Share, 2017-2028

6 SIGHTS BY REGION

6.1 By Region - Global 3D Modeling for Games and Animation Market Size, 2021 & 2028

6.2 By Region - Global 3D Modeling for Games and Animation Revenue & Forecasts

6.2.1 By Region - Global 3D Modeling for Games and Animation Revenue, 2017-2022

6.2.2 By Region - Global 3D Modeling for Games and Animation Revenue, 2023-2028

6.2.3 By Region - Global 3D Modeling for Games and Animation Revenue Market Share, 2017-2028

6.3 North America

6.3.1 By Country - North America 3D Modeling for Games and Animation Revenue, 2017-2028

6.3.2 US 3D Modeling for Games and Animation Market Size, 2017-2028

6.3.3 Canada 3D Modeling for Games and Animation Market Size, 2017-2028

6.3.4 Mexico 3D Modeling for Games and Animation Market Size, 2017-2028

6.4 Europe

6.4.1 By Country - Europe 3D Modeling for Games and Animation Revenue, 2017-2028

6.4.2 Germany 3D Modeling for Games and Animation Market Size, 2017-2028

6.4.3 France 3D Modeling for Games and Animation Market Size, 2017-2028

6.4.4 U.K. 3D Modeling for Games and Animation Market Size, 2017-2028

6.4.5 Italy 3D Modeling for Games and Animation Market Size, 2017-2028

6.4.6 Russia 3D Modeling for Games and Animation Market Size, 2017-2028

6.4.7 Nordic Countries 3D Modeling for Games and Animation Market Size, 2017-2028

6.4.8 Benelux 3D Modeling for Games and Animation Market Size, 2017-2028

6.5 Asia

6.5.1 By Region - Asia 3D Modeling for Games and Animation Revenue, 2017-2028

6.5.2 China 3D Modeling for Games and Animation Market Size, 2017-2028

6.5.3 Japan 3D Modeling for Games and Animation Market Size, 2017-2028

6.5.4 South Korea 3D Modeling for Games and Animation Market Size, 2017-2028

6.5.5 Southeast Asia 3D Modeling for Games and Animation Market Size, 2017-2028

6.5.6 India 3D Modeling for Games and Animation Market Size, 2017-2028

6.6 South America

6.6.1 By Country - South America 3D Modeling for Games and Animation Revenue, 2017-2028

6.6.2 Brazil 3D Modeling for Games and Animation Market Size, 2017-2028

6.6.3 Argentina 3D Modeling for Games and Animation Market Size, 2017-2028

6.7 Middle East & Africa

6.7.1 By Country - Middle East & Africa 3D Modeling for Games and Animation Revenue, 2017-2028

6.7.2 Turkey 3D Modeling for Games and Animation Market Size, 2017-2028

6.7.3 Israel 3D Modeling for Games and Animation Market Size, 2017-2028

6.7.4 Saudi Arabia 3D Modeling for Games and Animation Market Size, 2017-2028

6.7.5 UAE 3D Modeling for Games and Animation Market Size, 2017-2028

7 PLAYERS PROFILES

7.1 Autodesk

7.1.1 Autodesk Corporate Summary

7.1.2 Autodesk Business Overview

7.1.3 Autodesk 3D Modeling for Games and Animation Major Product Offerings

7.1.4 Autodesk 3D Modeling for Games and Animation Revenue in Global Market (2017-2022)

7.1.5 Autodesk Key News

7.2 Adobe

7.2.1 Adobe Corporate Summary

7.2.2 Adobe Business Overview

7.2.3 Adobe 3D Modeling for Games and Animation Major Product Offerings

7.2.4 Adobe 3D Modeling for Games and Animation Revenue in Global Market (2017-2022)

7.2.5 Adobe Key News

7.3 Zbrush

7.3.1 Zbrush Corporate Summary

7.3.2 Zbrush Business Overview

7.3.3 Zbrush 3D Modeling for Games and Animation Major Product Offerings

7.3.4 Zbrush 3D Modeling for Games and Animation Revenue in Global Market (2017-2022)

7.3.5 Zbrush Key News

7.4 Blender

7.4.1 Blender Corporate Summary

7.4.2 Blender Business Overview

7.4.3 Blender 3D Modeling for Games and Animation Major Product Offerings

7.4.4 Blender 3D Modeling for Games and Animation Revenue in Global Market (2017-2022)

7.4.5 Blender Key News

7.5 headus UVLayout

7.5.1 headus UVLayout Corporate Summary

7.5.2 headus UVLayout Business Overview

7.5.3 headus UVLayout 3D Modeling for Games and Animation Major Product Offerings

7.5.4 headus UVLayout 3D Modeling for Games and Animation Revenue in Global Market (2017-2022)

7.5.5 headus UVLayout Key News

7.6 Maxon

7.6.1 Maxon Corporate Summary

- 7.6.2 Maxon Business Overview
- 7.6.3 Maxon 3D Modeling for Games and Animation Major Product Offerings
- 7.6.4 Maxon 3D Modeling for Games and Animation Revenue in Global Market (2017-2022)
- 7.6.5 Maxon Key News
- 7.7 Chaos Group
 - 7.7.1 Chaos Group Corporate Summary
 - 7.7.2 Chaos Group Business Overview
 - 7.7.3 Chaos Group 3D Modeling for Games and Animation Major Product Offerings
 - 7.7.4 Chaos Group 3D Modeling for Games and Animation Revenue in Global Market (2017-2022)
 - 7.7.5 Chaos Group Key News
- 7.8 Strata
 - 7.8.1 Strata Corporate Summary
 - 7.8.2 Strata Business Overview
 - 7.8.3 Strata 3D Modeling for Games and Animation Major Product Offerings
 - 7.8.4 Strata 3D Modeling for Games and Animation Revenue in Global Market (2017-2022)
 - 7.8.5 Strata Key News
- 7.9 Pix4D
 - 7.9.1 Pix4D Corporate Summary
 - 7.9.2 Pix4D Business Overview
 - 7.9.3 Pix4D 3D Modeling for Games and Animation Major Product Offerings
 - 7.9.4 Pix4D 3D Modeling for Games and Animation Revenue in Global Market (2017-2022)
 - 7.9.5 Pix4D Key News
- 7.10 Rizom-Lab
 - 7.10.1 Rizom-Lab Corporate Summary
 - 7.10.2 Rizom-Lab Business Overview
 - 7.10.3 Rizom-Lab 3D Modeling for Games and Animation Major Product Offerings
 - 7.10.4 Rizom-Lab 3D Modeling for Games and Animation Revenue in Global Market (2017-2022)
 - 7.10.5 Rizom-Lab Key News

8 CONCLUSION

9 APPENDIX

9.1 Note

9.2 Examples of Clients

9.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. 3D Modeling for Games and Animation Market Opportunities & Trends in Global Market

Table 2. 3D Modeling for Games and Animation Market Drivers in Global Market

Table 3. 3D Modeling for Games and Animation Market Restraints in Global Market

Table 4. Key Players of 3D Modeling for Games and Animation in Global Market

Table 5. Top 3D Modeling for Games and Animation Players in Global Market, Ranking by Revenue (2021)

Table 6. Global 3D Modeling for Games and Animation Revenue by Companies, (US\$, Mn), 2017-2022

Table 7. Global 3D Modeling for Games and Animation Revenue Share by Companies, 2017-2022

Table 8. Global Companies 3D Modeling for Games and Animation Product Type

Table 9. List of Global Tier 1 3D Modeling for Games and Animation Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 10. List of Global Tier 2 and Tier 3 3D Modeling for Games and Animation Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 11. By Type – Global 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2021 & 2028

Table 12. By Type - 3D Modeling for Games and Animation Revenue in Global (US\$, Mn), 2017-2022

Table 13. By Type - 3D Modeling for Games and Animation Revenue in Global (US\$, Mn), 2023-2028

Table 14. By Application – Global 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2021 & 2028

Table 15. By Application - 3D Modeling for Games and Animation Revenue in Global (US\$, Mn), 2017-2022

Table 16. By Application - 3D Modeling for Games and Animation Revenue in Global (US\$, Mn), 2023-2028

Table 17. By Region – Global 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2021 & 2028

Table 18. By Region - Global 3D Modeling for Games and Animation Revenue (US\$, Mn), 2017-2022

Table 19. By Region - Global 3D Modeling for Games and Animation Revenue (US\$, Mn), 2023-2028

Table 20. By Country - North America 3D Modeling for Games and Animation Revenue,

(US\$, Mn), 2017-2022

Table 21. By Country - North America 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2023-2028

Table 22. By Country - Europe 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2017-2022

Table 23. By Country - Europe 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2023-2028

Table 24. By Region - Asia 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2017-2022

Table 25. By Region - Asia 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2023-2028

Table 26. By Country - South America 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2017-2022

Table 27. By Country - South America 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2023-2028

Table 28. By Country - Middle East & Africa 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2017-2022

Table 29. By Country - Middle East & Africa 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2023-2028

Table 30. Autodesk Corporate Summary

Table 31. Autodesk 3D Modeling for Games and Animation Product Offerings

Table 32. Autodesk 3D Modeling for Games and Animation Revenue (US\$, Mn), (2017-2022)

Table 33. Adobe Corporate Summary

Table 34. Adobe 3D Modeling for Games and Animation Product Offerings

Table 35. Adobe 3D Modeling for Games and Animation Revenue (US\$, Mn), (2017-2022)

Table 36. Zbrush Corporate Summary

Table 37. Zbrush 3D Modeling for Games and Animation Product Offerings

Table 38. Zbrush 3D Modeling for Games and Animation Revenue (US\$, Mn), (2017-2022)

Table 39. Blender Corporate Summary

Table 40. Blender 3D Modeling for Games and Animation Product Offerings

Table 41. Blender 3D Modeling for Games and Animation Revenue (US\$, Mn), (2017-2022)

Table 42. headus UVLayout Corporate Summary

Table 43. headus UVLayout 3D Modeling for Games and Animation Product Offerings

Table 44. headus UVLayout 3D Modeling for Games and Animation Revenue (US\$, Mn), (2017-2022)

Table 45. Maxon Corporate Summary

Table 46. Maxon 3D Modeling for Games and Animation Product Offerings

Table 47. Maxon 3D Modeling for Games and Animation Revenue (US\$, Mn),
(2017-2022)

Table 48. Chaos Group Corporate Summary

Table 49. Chaos Group 3D Modeling for Games and Animation Product Offerings

Table 50. Chaos Group 3D Modeling for Games and Animation Revenue (US\$, Mn),
(2017-2022)

Table 51. Strata Corporate Summary

Table 52. Strata 3D Modeling for Games and Animation Product Offerings

Table 53. Strata 3D Modeling for Games and Animation Revenue (US\$, Mn),
(2017-2022)

Table 54. Pix4D Corporate Summary

Table 55. Pix4D 3D Modeling for Games and Animation Product Offerings

Table 56. Pix4D 3D Modeling for Games and Animation Revenue (US\$, Mn),
(2017-2022)

Table 57. Rizom-Lab Corporate Summary

Table 58. Rizom-Lab 3D Modeling for Games and Animation Product Offerings

Table 59. Rizom-Lab 3D Modeling for Games and Animation Revenue (US\$, Mn),
(2017-2022)

List Of Figures

LIST OF FIGURES

- Figure 1. 3D Modeling for Games and Animation Segment by Type in 2021
- Figure 2. 3D Modeling for Games and Animation Segment by Application in 2021
- Figure 3. Global 3D Modeling for Games and Animation Market Overview: 2021
- Figure 4. Key Caveats
- Figure 5. Global 3D Modeling for Games and Animation Market Size: 2021 VS 2028 (US\$, Mn)
- Figure 6. Global 3D Modeling for Games and Animation Revenue, 2017-2028 (US\$, Mn)
- Figure 7. The Top 3 and 5 Players Market Share by 3D Modeling for Games and Animation Revenue in 2021
- Figure 8. By Type - Global 3D Modeling for Games and Animation Revenue Market Share, 2017-2028
- Figure 9. By Application - Global 3D Modeling for Games and Animation Revenue Market Share, 2017-2028
- Figure 10. By Region - Global 3D Modeling for Games and Animation Revenue Market Share, 2017-2028
- Figure 11. By Country - North America 3D Modeling for Games and Animation Revenue Market Share, 2017-2028
- Figure 12. US 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2017-2028
- Figure 13. Canada 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2017-2028
- Figure 14. Mexico 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2017-2028
- Figure 15. By Country - Europe 3D Modeling for Games and Animation Revenue Market Share, 2017-2028
- Figure 16. Germany 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2017-2028
- Figure 17. France 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2017-2028
- Figure 18. U.K. 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2017-2028
- Figure 19. Italy 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2017-2028
- Figure 20. Russia 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2017-2028
- Figure 21. Nordic Countries 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2017-2028

Figure 22. Benelux 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2017-2028

Figure 23. By Region - Asia 3D Modeling for Games and Animation Revenue Market Share, 2017-2028

Figure 24. China 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2017-2028

Figure 25. Japan 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2017-2028

Figure 26. South Korea 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2017-2028

Figure 27. Southeast Asia 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2017-2028

Figure 28. India 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2017-2028

Figure 29. By Country - South America 3D Modeling for Games and Animation Revenue Market Share, 2017-2028

Figure 30. Brazil 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2017-2028

Figure 31. Argentina 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2017-2028

Figure 32. By Country - Middle East & Africa 3D Modeling for Games and Animation Revenue Market Share, 2017-2028

Figure 33. Turkey 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2017-2028

Figure 34. Israel 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2017-2028

Figure 35. Saudi Arabia 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2017-2028

Figure 36. UAE 3D Modeling for Games and Animation Revenue, (US\$, Mn), 2017-2028

Figure 37. Autodesk 3D Modeling for Games and Animation Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 38. Adobe 3D Modeling for Games and Animation Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 39. Zbrush 3D Modeling for Games and Animation Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 40. Blender 3D Modeling for Games and Animation Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 41. headus UVLayout 3D Modeling for Games and Animation Revenue Year

Over Year Growth (US\$, Mn) & (2017-2022)

Figure 42. Maxon 3D Modeling for Games and Animation Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 43. Chaos Group 3D Modeling for Games and Animation Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 44. Strata 3D Modeling for Games and Animation Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 45. Pix4D 3D Modeling for Games and Animation Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 46. Rizom-Lab 3D Modeling for Games and Animation Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

I would like to order

Product name: 3D Modeling for Games and Animation Market, Global Outlook and Forecast 2022-2028

Product link: <https://marketpublishers.com/r/3677B59D0D5EEN.html>

Price: US\$ 3,250.00 (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/3677B59D0D5EEN.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