

Animation, VFX & Game Market - Global Outlook and Forecast 2021-2027

<https://marketpublishers.com/r/A880F5E4CD65EN.html>

Date: March 2021

Pages: 92

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

ID: A880F5E4CD65EN

Abstracts

This report contains market size and forecasts of Animation, VFX & Game in Global, including the following market information:

Global Animation, VFX & Game Market Revenue, 2016-2021, 2022-2027, (\$ millions)

Global top five companies in 2020 (%)

The global Animation, VFX & Game market was valued at 431440 million in 2020 and is projected to reach US\$ 484960 million by 2027, at a CAGR of 3.0% during the forecast period.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Animation, VFX & Game 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 Animation, VFX & Game Market, By Type, 2016-2021, 2022-2027 (\$ millions)

Global Animation, VFX & Game Market Segment Percentages, By Type, 2020 (%)

Animation & VFX

Game & VFX

China Animation, VFX & Game Market, By Application, 2016-2021, 2022-2027
(\$ millions)

China Animation, VFX & Game Market Segment Percentages, By Application, 2020 (%)

Anime

Film

Video Game

Global Animation, VFX & Game Market, By Region and Country, 2016-2021, 2022-2027
(\$ Millions)

Global Animation, VFX & Game Market Segment Percentages, By Region and Country,
2020 (%)

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:

Total Animation, VFX & Game Market Competitors Revenues in Global, by Players 2016-2021 (Estimated), (\$ millions)

Total Animation, VFX & Game Market Competitors Revenues Share in Global, by Players 2020 (%)

Further, the report presents profiles of competitors in the market, including the following:

Tencent

Sony

Activision Blizzard

Microsoft

Nintendo

Netease

Walt Disney Animation Studios

NBCUniversal

Warner Bros

Framestore

TOEI ANIMATION

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