

Animation, VFX and Games Market, Global Outlook and Forecast 2022-2028

<https://marketpublishers.com/r/A756F4E1539CEN.html>

Date: February 2022

Pages: 100

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

ID: A756F4E1539CEN

Abstracts

Animation, VFX and games can provide high definition visual experiences. Moviegoers are demanding high quality productions with engaging visual effects and realistic animation and studios are including more animation and VFX shots into films. Consumers are consuming more immersive content across channels such as ultra-highdefinition TVs, tablets and smartphones to head mounted devices. They reduce time and cost.

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

Global Animation, VFX and Games Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Animation, VFX and Games market was valued at 442960 million in 2021 and is projected to reach US\$ 541440 million by 2028, at a CAGR of 2.9% during the forecast period.

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

2D Animation Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Animation, VFX and Games include 3ds Max, Motionbuilder, Blender, Clara.io, Faceshift, Houdini Apprentice, Iclone, Ipi Soft and

Makehuman, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Animation, VFX and Games 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 and Games Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Animation, VFX and Games Market Segment Percentages, by Type, 2021 (%)

2D Animation

Computer-Generated Images (CGI)

Visual Effects (VFX)

Network Animation

Enterprise Service

Global Animation, VFX and Games Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Animation, VFX and Games Market Segment Percentages, by Application, 2021 (%)

High Definition Television

Tablet

Smart Phone

Headgear

Global Animation, VFX and Games Market, By Region and Country, 2017-2022,
2023-2028 (\$ Millions)

Global Animation, VFX and Games 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 Animation, VFX and Games revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Animation, VFX and Games revenues share in global market, 2021 (%)

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

3ds Max

Motionbuilder

Blender

Clara.io

Faceshift

Houdini Apprentice

Iclone

Ipi Soft

Makehuman

Maya

Mixamo

Poser

Terragen

Smartbody

Boats Animator

Dragonframe

Contents

1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS

- 1.1 Animation, VFX and Games Market Definition
- 1.2 Market Segments
 - 1.2.1 Market by Type
 - 1.2.2 Market by Application
- 1.3 Global Animation, VFX and Games 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 ANIMATION, VFX AND GAMES OVERALL MARKET SIZE

- 2.1 Global Animation, VFX and Games Market Size: 2021 VS 2028
- 2.2 Global Animation, VFX and Games 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 Animation, VFX and Games Players in Global Market
- 3.2 Top Global Animation, VFX and Games Companies Ranked by Revenue
- 3.3 Global Animation, VFX and Games Revenue by Companies
- 3.4 Top 3 and Top 5 Animation, VFX and Games Companies in Global Market, by Revenue in 2021
- 3.5 Global Companies Animation, VFX and Games Product Type
- 3.6 Tier 1, Tier 2 and Tier 3 Animation, VFX and Games Players in Global Market
 - 3.6.1 List of Global Tier 1 Animation, VFX and Games Companies
 - 3.6.2 List of Global Tier 2 and Tier 3 Animation, VFX and Games Companies

4 MARKET SIGHTS BY PRODUCT

4.1 Overview

4.1.1 by Type - Global Animation, VFX and Games Market Size Markets, 2021 & 2028

4.1.2 2D Animation

4.1.3 Computer-Generated Images (CGI)

4.1.4 Visual Effects (VFX)

4.1.5 Network Animation

4.1.6 Enterprise Service

4.2 By Type - Global Animation, VFX and Games Revenue & Forecasts

4.2.1 By Type - Global Animation, VFX and Games Revenue, 2017-2022

4.2.2 By Type - Global Animation, VFX and Games Revenue, 2023-2028

4.2.3 By Type - Global Animation, VFX and Games Revenue Market Share, 2017-2028

5 SIGHTS BY APPLICATION

5.1 Overview

5.1.1 By Application - Global Animation, VFX and Games Market Size, 2021 & 2028

5.1.2 High Definition Television

5.1.3 Tablet

5.1.4 Smart Phone

5.1.5 Headgear

5.2 By Application - Global Animation, VFX and Games Revenue & Forecasts

5.2.1 By Application - Global Animation, VFX and Games Revenue, 2017-2022

5.2.2 By Application - Global Animation, VFX and Games Revenue, 2023-2028

5.2.3 By Application - Global Animation, VFX and Games Revenue Market Share, 2017-2028

6 SIGHTS BY REGION

6.1 By Region - Global Animation, VFX and Games Market Size, 2021 & 2028

6.2 By Region - Global Animation, VFX and Games Revenue & Forecasts

6.2.1 By Region - Global Animation, VFX and Games Revenue, 2017-2022

6.2.2 By Region - Global Animation, VFX and Games Revenue, 2023-2028

6.2.3 By Region - Global Animation, VFX and Games Revenue Market Share, 2017-2028

6.3 North America

6.3.1 By Country - North America Animation, VFX and Games Revenue, 2017-2028

6.3.2 US Animation, VFX and Games Market Size, 2017-2028

6.3.3 Canada Animation, VFX and Games Market Size, 2017-2028

6.3.4 Mexico Animation, VFX and Games Market Size, 2017-2028

6.4 Europe

6.4.1 By Country - Europe Animation, VFX and Games Revenue, 2017-2028

6.4.2 Germany Animation, VFX and Games Market Size, 2017-2028

6.4.3 France Animation, VFX and Games Market Size, 2017-2028

6.4.4 U.K. Animation, VFX and Games Market Size, 2017-2028

6.4.5 Italy Animation, VFX and Games Market Size, 2017-2028

6.4.6 Russia Animation, VFX and Games Market Size, 2017-2028

6.4.7 Nordic Countries Animation, VFX and Games Market Size, 2017-2028

6.4.8 Benelux Animation, VFX and Games Market Size, 2017-2028

6.5 Asia

6.5.1 By Region - Asia Animation, VFX and Games Revenue, 2017-2028

6.5.2 China Animation, VFX and Games Market Size, 2017-2028

6.5.3 Japan Animation, VFX and Games Market Size, 2017-2028

6.5.4 South Korea Animation, VFX and Games Market Size, 2017-2028

6.5.5 Southeast Asia Animation, VFX and Games Market Size, 2017-2028

6.5.6 India Animation, VFX and Games Market Size, 2017-2028

6.6 South America

6.6.1 By Country - South America Animation, VFX and Games Revenue, 2017-2028

6.6.2 Brazil Animation, VFX and Games Market Size, 2017-2028

6.6.3 Argentina Animation, VFX and Games Market Size, 2017-2028

6.7 Middle East & Africa

6.7.1 By Country - Middle East & Africa Animation, VFX and Games Revenue, 2017-2028

6.7.2 Turkey Animation, VFX and Games Market Size, 2017-2028

6.7.3 Israel Animation, VFX and Games Market Size, 2017-2028

6.7.4 Saudi Arabia Animation, VFX and Games Market Size, 2017-2028

6.7.5 UAE Animation, VFX and Games Market Size, 2017-2028

7 PLAYERS PROFILES

7.1 3ds Max

7.1.1 3ds Max Corporate Summary

7.1.2 3ds Max Business Overview

7.1.3 3ds Max Animation, VFX and Games Major Product Offerings

7.1.4 3ds Max Animation, VFX and Games Revenue in Global Market (2017-2022)

7.1.5 3ds Max Key News

7.2 Motionbuilder

7.2.1 Motionbuilder Corporate Summary

- 7.2.2 Motionbuilder Business Overview
- 7.2.3 Motionbuilder Animation, VFX and Games Major Product Offerings
- 7.2.4 Motionbuilder Animation, VFX and Games Revenue in Global Market (2017-2022)
- 7.2.5 Motionbuilder Key News
- 7.3 Blender
 - 7.3.1 Blender Corporate Summary
 - 7.3.2 Blender Business Overview
 - 7.3.3 Blender Animation, VFX and Games Major Product Offerings
 - 7.3.4 Blender Animation, VFX and Games Revenue in Global Market (2017-2022)
 - 7.3.5 Blender Key News
- 7.4 Clara.io
 - 7.4.1 Clara.io Corporate Summary
 - 7.4.2 Clara.io Business Overview
 - 7.4.3 Clara.io Animation, VFX and Games Major Product Offerings
 - 7.4.4 Clara.io Animation, VFX and Games Revenue in Global Market (2017-2022)
 - 7.4.5 Clara.io Key News
- 7.5 Faceshift
 - 7.5.1 Faceshift Corporate Summary
 - 7.5.2 Faceshift Business Overview
 - 7.5.3 Faceshift Animation, VFX and Games Major Product Offerings
 - 7.5.4 Faceshift Animation, VFX and Games Revenue in Global Market (2017-2022)
 - 7.5.5 Faceshift Key News
- 7.6 Houdini Apprentice
 - 7.6.1 Houdini Apprentice Corporate Summary
 - 7.6.2 Houdini Apprentice Business Overview
 - 7.6.3 Houdini Apprentice Animation, VFX and Games Major Product Offerings
 - 7.6.4 Houdini Apprentice Animation, VFX and Games Revenue in Global Market (2017-2022)
 - 7.6.5 Houdini Apprentice Key News
- 7.7 Iclone
 - 7.7.1 Iclone Corporate Summary
 - 7.7.2 Iclone Business Overview
 - 7.7.3 Iclone Animation, VFX and Games Major Product Offerings
 - 7.7.4 Iclone Animation, VFX and Games Revenue in Global Market (2017-2022)
 - 7.7.5 Iclone Key News
- 7.8 Ipi Soft
 - 7.8.1 Ipi Soft Corporate Summary
 - 7.8.2 Ipi Soft Business Overview

- 7.8.3 Ipi Soft Animation, VFX and Games Major Product Offerings
- 7.8.4 Ipi Soft Animation, VFX and Games Revenue in Global Market (2017-2022)
- 7.8.5 Ipi Soft Key News
- 7.9 Makehuman
 - 7.9.1 Makehuman Corporate Summary
 - 7.9.2 Makehuman Business Overview
 - 7.9.3 Makehuman Animation, VFX and Games Major Product Offerings
 - 7.9.4 Makehuman Animation, VFX and Games Revenue in Global Market (2017-2022)
 - 7.9.5 Makehuman Key News
- 7.10 Maya
 - 7.10.1 Maya Corporate Summary
 - 7.10.2 Maya Business Overview
 - 7.10.3 Maya Animation, VFX and Games Major Product Offerings
 - 7.10.4 Maya Animation, VFX and Games Revenue in Global Market (2017-2022)
 - 7.10.5 Maya Key News
- 7.11 Mixamo
 - 7.11.1 Mixamo Corporate Summary
 - 7.11.2 Mixamo Business Overview
 - 7.11.3 Mixamo Animation, VFX and Games Major Product Offerings
 - 7.11.4 Mixamo Animation, VFX and Games Revenue in Global Market (2017-2022)
 - 7.11.5 Mixamo Key News
- 7.12 Poser
 - 7.12.1 Poser Corporate Summary
 - 7.12.2 Poser Business Overview
 - 7.12.3 Poser Animation, VFX and Games Major Product Offerings
 - 7.12.4 Poser Animation, VFX and Games Revenue in Global Market (2017-2022)
 - 7.12.5 Poser Key News
- 7.13 Terragen
 - 7.13.1 Terragen Corporate Summary
 - 7.13.2 Terragen Business Overview
 - 7.13.3 Terragen Animation, VFX and Games Major Product Offerings
 - 7.13.4 Terragen Animation, VFX and Games Revenue in Global Market (2017-2022)
 - 7.13.5 Terragen Key News
- 7.14 Smartbody
 - 7.14.1 Smartbody Corporate Summary
 - 7.14.2 Smartbody Business Overview
 - 7.14.3 Smartbody Animation, VFX and Games Major Product Offerings
 - 7.14.4 Smartbody Animation, VFX and Games Revenue in Global Market (2017-2022)
 - 7.14.5 Smartbody Key News

7.15 Boats Animator

7.15.1 Boats Animator Corporate Summary

7.15.2 Boats Animator Business Overview

7.15.3 Boats Animator Animation, VFX and Games Major Product Offerings

7.15.4 Boats Animator Animation, VFX and Games Revenue in Global Market (2017-2022)

7.15.5 Boats Animator Key News

7.16 Dragonframe

7.16.1 Dragonframe Corporate Summary

7.16.2 Dragonframe Business Overview

7.16.3 Dragonframe Animation, VFX and Games Major Product Offerings

7.16.4 Dragonframe Animation, VFX and Games Revenue in Global Market (2017-2022)

7.16.5 Dragonframe 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. Animation, VFX and Games Market Opportunities & Trends in Global Market

Table 2. Animation, VFX and Games Market Drivers in Global Market

Table 3. Animation, VFX and Games Market Restraints in Global Market

Table 4. Key Players of Animation, VFX and Games in Global Market

Table 5. Top Animation, VFX and Games Players in Global Market, Ranking by Revenue (2021)

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

Table 7. Global Animation, VFX and Games Revenue Share by Companies, 2017-2022

Table 8. Global Companies Animation, VFX and Games Product Type

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

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

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

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

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

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

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

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

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

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

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

Table 20. By Country - North America Animation, VFX and Games Revenue, (US\$, Mn), 2017-2022

Table 21. By Country - North America Animation, VFX and Games Revenue, (US\$,

Mn), 2023-2028

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

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

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

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

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

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

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

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

Table 30. 3ds Max Corporate Summary

Table 31. 3ds Max Animation, VFX and Games Product Offerings

Table 32. 3ds Max Animation, VFX and Games Revenue (US\$, Mn), (2017-2022)

Table 33. Motionbuilder Corporate Summary

Table 34. Motionbuilder Animation, VFX and Games Product Offerings

Table 35. Motionbuilder Animation, VFX and Games Revenue (US\$, Mn), (2017-2022)

Table 36. Blender Corporate Summary

Table 37. Blender Animation, VFX and Games Product Offerings

Table 38. Blender Animation, VFX and Games Revenue (US\$, Mn), (2017-2022)

Table 39. Clara.io Corporate Summary

Table 40. Clara.io Animation, VFX and Games Product Offerings

Table 41. Clara.io Animation, VFX and Games Revenue (US\$, Mn), (2017-2022)

Table 42. Faceshift Corporate Summary

Table 43. Faceshift Animation, VFX and Games Product Offerings

Table 44. Faceshift Animation, VFX and Games Revenue (US\$, Mn), (2017-2022)

Table 45. Houdini Apprentice Corporate Summary

Table 46. Houdini Apprentice Animation, VFX and Games Product Offerings

Table 47. Houdini Apprentice Animation, VFX and Games Revenue (US\$, Mn), (2017-2022)

Table 48. Iclone Corporate Summary

Table 49. Iclone Animation, VFX and Games Product Offerings

Table 50. Iclone Animation, VFX and Games Revenue (US\$, Mn), (2017-2022)

Table 51. Ipi Soft Corporate Summary
Table 52. Ipi Soft Animation, VFX and Games Product Offerings
Table 53. Ipi Soft Animation, VFX and Games Revenue (US\$, Mn), (2017-2022)
Table 54. Makehuman Corporate Summary
Table 55. Makehuman Animation, VFX and Games Product Offerings
Table 56. Makehuman Animation, VFX and Games Revenue (US\$, Mn), (2017-2022)
Table 57. Maya Corporate Summary
Table 58. Maya Animation, VFX and Games Product Offerings
Table 59. Maya Animation, VFX and Games Revenue (US\$, Mn), (2017-2022)
Table 60. Mixamo Corporate Summary
Table 61. Mixamo Animation, VFX and Games Product Offerings
Table 62. Mixamo Animation, VFX and Games Revenue (US\$, Mn), (2017-2022)
Table 63. Poser Corporate Summary
Table 64. Poser Animation, VFX and Games Product Offerings
Table 65. Poser Animation, VFX and Games Revenue (US\$, Mn), (2017-2022)
Table 66. Terragen Corporate Summary
Table 67. Terragen Animation, VFX and Games Product Offerings
Table 68. Terragen Animation, VFX and Games Revenue (US\$, Mn), (2017-2022)
Table 69. Smartbody Corporate Summary
Table 70. Smartbody Animation, VFX and Games Product Offerings
Table 71. Smartbody Animation, VFX and Games Revenue (US\$, Mn), (2017-2022)
Table 72. Boats Animator Corporate Summary
Table 73. Boats Animator Animation, VFX and Games Product Offerings
Table 74. Boats Animator Animation, VFX and Games Revenue (US\$, Mn), (2017-2022)
Table 75. Dragonframe Corporate Summary
Table 76. Dragonframe Animation, VFX and Games Product Offerings
Table 77. Dragonframe Animation, VFX and Games Revenue (US\$, Mn), (2017-2022)

List Of Figures

LIST OF FIGURES

- Figure 1. Animation, VFX and Games Segment by Type in 2021
- Figure 2. Animation, VFX and Games Segment by Application in 2021
- Figure 3. Global Animation, VFX and Games Market Overview: 2021
- Figure 4. Key Caveats
- Figure 5. Global Animation, VFX and Games Market Size: 2021 VS 2028 (US\$, Mn)
- Figure 6. Global Animation, VFX and Games Revenue, 2017-2028 (US\$, Mn)
- Figure 7. The Top 3 and 5 Players Market Share by Animation, VFX and Games Revenue in 2021
- Figure 8. By Type - Global Animation, VFX and Games Revenue Market Share, 2017-2028
- Figure 9. By Application - Global Animation, VFX and Games Revenue Market Share, 2017-2028
- Figure 10. By Region - Global Animation, VFX and Games Revenue Market Share, 2017-2028
- Figure 11. By Country - North America Animation, VFX and Games Revenue Market Share, 2017-2028
- Figure 12. US Animation, VFX and Games Revenue, (US\$, Mn), 2017-2028
- Figure 13. Canada Animation, VFX and Games Revenue, (US\$, Mn), 2017-2028
- Figure 14. Mexico Animation, VFX and Games Revenue, (US\$, Mn), 2017-2028
- Figure 15. By Country - Europe Animation, VFX and Games Revenue Market Share, 2017-2028
- Figure 16. Germany Animation, VFX and Games Revenue, (US\$, Mn), 2017-2028
- Figure 17. France Animation, VFX and Games Revenue, (US\$, Mn), 2017-2028
- Figure 18. U.K. Animation, VFX and Games Revenue, (US\$, Mn), 2017-2028
- Figure 19. Italy Animation, VFX and Games Revenue, (US\$, Mn), 2017-2028
- Figure 20. Russia Animation, VFX and Games Revenue, (US\$, Mn), 2017-2028
- Figure 21. Nordic Countries Animation, VFX and Games Revenue, (US\$, Mn), 2017-2028
- Figure 22. Benelux Animation, VFX and Games Revenue, (US\$, Mn), 2017-2028
- Figure 23. By Region - Asia Animation, VFX and Games Revenue Market Share, 2017-2028
- Figure 24. China Animation, VFX and Games Revenue, (US\$, Mn), 2017-2028
- Figure 25. Japan Animation, VFX and Games Revenue, (US\$, Mn), 2017-2028
- Figure 26. South Korea Animation, VFX and Games Revenue, (US\$, Mn), 2017-2028
- Figure 27. Southeast Asia Animation, VFX and Games Revenue, (US\$, Mn), 2017-2028

Figure 28. India Animation, VFX and Games Revenue, (US\$, Mn), 2017-2028

Figure 29. By Country - South America Animation, VFX and Games Revenue Market Share, 2017-2028

Figure 30. Brazil Animation, VFX and Games Revenue, (US\$, Mn), 2017-2028

Figure 31. Argentina Animation, VFX and Games Revenue, (US\$, Mn), 2017-2028

Figure 32. By Country - Middle East & Africa Animation, VFX and Games Revenue Market Share, 2017-2028

Figure 33. Turkey Animation, VFX and Games Revenue, (US\$, Mn), 2017-2028

Figure 34. Israel Animation, VFX and Games Revenue, (US\$, Mn), 2017-2028

Figure 35. Saudi Arabia Animation, VFX and Games Revenue, (US\$, Mn), 2017-2028

Figure 36. UAE Animation, VFX and Games Revenue, (US\$, Mn), 2017-2028

Figure 37. 3ds Max Animation, VFX and Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 38. Motionbuilder Animation, VFX and Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 39. Blender Animation, VFX and Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 40. Clara.io Animation, VFX and Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 41. Faceshift Animation, VFX and Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 42. Houdini Apprentice Animation, VFX and Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 43. Iclone Animation, VFX and Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 44. Ipi Soft Animation, VFX and Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 45. Makehuman Animation, VFX and Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 46. Maya Animation, VFX and Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 47. Mixamo Animation, VFX and Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 48. Poser Animation, VFX and Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 49. Terragen Animation, VFX and Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 50. Smartbody Animation, VFX and Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 51. Boats Animator Animation, VFX and Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 52. Dragonframe Animation, VFX and Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

I would like to order

Product name: Animation, VFX and Games Market, Global Outlook and Forecast 2022-2028

Product link: <https://marketpublishers.com/r/A756F4E1539CEN.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/A756F4E1539CEN.html>