

Computer Graphics Market - Global Outlook and Forecast 2022-2028

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Abstracts

Computer graphics are becoming relevant as they help in improving the overall productivity. This is done by getting more realistic 3D images of objects or products right from the initial phase. Engineers and graphics designers are able to understand better where they are lacking and what necessary changes are to be made. These graphics have a wide portfolio of applications, Others than the entertainment industry. It is also contributing to the manufacturing and automobile industry via modeling, animation and visualization. Also it is contributing majorly in aerospace and defense industry via its usage in simulation. Recent growth in real estate sector as well as healthcare sector where doctors are taking help of new advanced software that can help in understanding the health issues properly via 3D imaging and animation are propelling the Computer Graphics Market.

This report contains market size and forecasts of Computer Graphics in Global, including the following market information:

Global Computer Graphics Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Computer Graphics market was valued at 8843.7 million in 2021 and is projected to reach US\$ 11030 million by 2028, at a CAGR of 3.2% during the forecast period.

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

CAD/CAM Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Computer Graphics include Adobe Systems, Advanced Micro Devices (AMD), Autodesk, Dassault Systemes, Intel Corporation, Mentor Graphics, Microsoft, Nvidia and Siemens PLM Software 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 Computer Graphics 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 Computer Graphics Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Computer Graphics Market Segment Percentages, by Type, 2021 (%)

CAD/CAM

Visualization / Simulation

Digital Video

Imaging

Modeling / Animation

Others

Global Computer Graphics Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Computer Graphics Market Segment Percentages, by Application, 2021 (%)

Aerospace and Defense

Automobile

Entertainment and Advertising

Academia and Education

Healthcare

Manufacturing

Architecture, Building and Construction

Others

Global Computer Graphics Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Computer Graphics 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 Computer Graphics revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Computer Graphics revenues share in global market, 2021 (%)

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

Adobe Systems

Advanced Micro Devices (AMD)

Autodesk

Dassault Systemes

Intel Corporation

Mentor Graphics

Microsoft

Nvidia

Siemens PLM Software

Sony

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