

Virtual Human Market, Global Outlook and Forecast 2022-2028

<https://marketpublishers.com/r/V8E37BDEC72BEN.html>

Date: February 2022

Pages: 60

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

ID: V8E37BDEC72BEN

Abstracts

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

Global Virtual Human Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

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

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

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

The global key manufacturers of Virtual Human include Tecent, iFLYTEK, XMOV, Cocohub, Virtro, UneeQ, Alibaba, SenseTime and FaceUnity 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 Virtual Human 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 Virtual Human Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Virtual Human Market Segment Percentages, by Type, 2021 (%)

2D Virtual Human

3D Virtual Human

Global Virtual Human Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Virtual Human Market Segment Percentages, by Application, 2021 (%)

Entertainment Industry

Service Industry

Education Industry

Others

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

Global Virtual Human 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 Virtual Human revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Virtual Human revenues share in global market, 2021 (%)

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

Tecent

iFLYTEK

XMOV

Cocohub

Virtro

UneeQ

Alibaba

SenseTime

FaceUnity

Xiaoice(Microsoft)

Contents

1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS

- 1.1 Virtual Human Market Definition
- 1.2 Market Segments
 - 1.2.1 Market by Type
 - 1.2.2 Market by Application
- 1.3 Global Virtual Human 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 VIRTUAL HUMAN OVERALL MARKET SIZE

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

4 MARKET SIGHTS BY PRODUCT

- 4.1 Overview

- 4.1.1 by Type - Global Virtual Human Market Size Markets, 2021 & 2028
- 4.1.2 2D Virtual Human
- 4.1.3 3D Virtual Human
- 4.2 By Type - Global Virtual Human Revenue & Forecasts
 - 4.2.1 By Type - Global Virtual Human Revenue, 2017-2022
 - 4.2.2 By Type - Global Virtual Human Revenue, 2023-2028
 - 4.2.3 By Type - Global Virtual Human Revenue Market Share, 2017-2028

5 SIGHTS BY APPLICATION

- 5.1 Overview
 - 5.1.1 By Application - Global Virtual Human Market Size, 2021 & 2028
 - 5.1.2 Entertainment Industry
 - 5.1.3 Service Industry
 - 5.1.4 Education Industry
 - 5.1.5 Others
- 5.2 By Application - Global Virtual Human Revenue & Forecasts
 - 5.2.1 By Application - Global Virtual Human Revenue, 2017-2022
 - 5.2.2 By Application - Global Virtual Human Revenue, 2023-2028
 - 5.2.3 By Application - Global Virtual Human Revenue Market Share, 2017-2028

6 SIGHTS BY REGION

- 6.1 By Region - Global Virtual Human Market Size, 2021 & 2028
- 6.2 By Region - Global Virtual Human Revenue & Forecasts
 - 6.2.1 By Region - Global Virtual Human Revenue, 2017-2022
 - 6.2.2 By Region - Global Virtual Human Revenue, 2023-2028
 - 6.2.3 By Region - Global Virtual Human Revenue Market Share, 2017-2028
- 6.3 North America
 - 6.3.1 By Country - North America Virtual Human Revenue, 2017-2028
 - 6.3.2 US Virtual Human Market Size, 2017-2028
 - 6.3.3 Canada Virtual Human Market Size, 2017-2028
 - 6.3.4 Mexico Virtual Human Market Size, 2017-2028
- 6.4 Europe
 - 6.4.1 By Country - Europe Virtual Human Revenue, 2017-2028
 - 6.4.2 Germany Virtual Human Market Size, 2017-2028
 - 6.4.3 France Virtual Human Market Size, 2017-2028
 - 6.4.4 U.K. Virtual Human Market Size, 2017-2028
 - 6.4.5 Italy Virtual Human Market Size, 2017-2028

- 6.4.6 Russia Virtual Human Market Size, 2017-2028
- 6.4.7 Nordic Countries Virtual Human Market Size, 2017-2028
- 6.4.8 Benelux Virtual Human Market Size, 2017-2028

6.5 Asia

- 6.5.1 By Region - Asia Virtual Human Revenue, 2017-2028
- 6.5.2 China Virtual Human Market Size, 2017-2028
- 6.5.3 Japan Virtual Human Market Size, 2017-2028
- 6.5.4 South Korea Virtual Human Market Size, 2017-2028
- 6.5.5 Southeast Asia Virtual Human Market Size, 2017-2028
- 6.5.6 India Virtual Human Market Size, 2017-2028

6.6 South America

- 6.6.1 By Country - South America Virtual Human Revenue, 2017-2028
- 6.6.2 Brazil Virtual Human Market Size, 2017-2028
- 6.6.3 Argentina Virtual Human Market Size, 2017-2028

6.7 Middle East & Africa

- 6.7.1 By Country - Middle East & Africa Virtual Human Revenue, 2017-2028
- 6.7.2 Turkey Virtual Human Market Size, 2017-2028
- 6.7.3 Israel Virtual Human Market Size, 2017-2028
- 6.7.4 Saudi Arabia Virtual Human Market Size, 2017-2028
- 6.7.5 UAE Virtual Human Market Size, 2017-2028

7 PLAYERS PROFILES

7.1 Tencent

- 7.1.1 Tencent Corporate Summary
- 7.1.2 Tencent Business Overview
- 7.1.3 Tencent Virtual Human Major Product Offerings
- 7.1.4 Tencent Virtual Human Revenue in Global Market (2017-2022)
- 7.1.5 Tencent Key News

7.2 iFLYTEK

- 7.2.1 iFLYTEK Corporate Summary
- 7.2.2 iFLYTEK Business Overview
- 7.2.3 iFLYTEK Virtual Human Major Product Offerings
- 7.2.4 iFLYTEK Virtual Human Revenue in Global Market (2017-2022)
- 7.2.5 iFLYTEK Key News

7.3 XMOV

- 7.3.1 XMOV Corporate Summary
- 7.3.2 XMOV Business Overview
- 7.3.3 XMOV Virtual Human Major Product Offerings

- 7.3.4 XMOV Virtual Human Revenue in Global Market (2017-2022)
- 7.3.5 XMOV Key News
- 7.4 Cocohub
 - 7.4.1 Cocohub Corporate Summary
 - 7.4.2 Cocohub Business Overview
 - 7.4.3 Cocohub Virtual Human Major Product Offerings
 - 7.4.4 Cocohub Virtual Human Revenue in Global Market (2017-2022)
 - 7.4.5 Cocohub Key News
- 7.5 Virtro
 - 7.5.1 Virtro Corporate Summary
 - 7.5.2 Virtro Business Overview
 - 7.5.3 Virtro Virtual Human Major Product Offerings
 - 7.5.4 Virtro Virtual Human Revenue in Global Market (2017-2022)
 - 7.5.5 Virtro Key News
- 7.6 UneeQ
 - 7.6.1 UneeQ Corporate Summary
 - 7.6.2 UneeQ Business Overview
 - 7.6.3 UneeQ Virtual Human Major Product Offerings
 - 7.6.4 UneeQ Virtual Human Revenue in Global Market (2017-2022)
 - 7.6.5 UneeQ Key News
- 7.7 Alibaba
 - 7.7.1 Alibaba Corporate Summary
 - 7.7.2 Alibaba Business Overview
 - 7.7.3 Alibaba Virtual Human Major Product Offerings
 - 7.7.4 Alibaba Virtual Human Revenue in Global Market (2017-2022)
 - 7.7.5 Alibaba Key News
- 7.8 SenseTime
 - 7.8.1 SenseTime Corporate Summary
 - 7.8.2 SenseTime Business Overview
 - 7.8.3 SenseTime Virtual Human Major Product Offerings
 - 7.8.4 SenseTime Virtual Human Revenue in Global Market (2017-2022)
 - 7.8.5 SenseTime Key News
- 7.9 FaceUnity
 - 7.9.1 FaceUnity Corporate Summary
 - 7.9.2 FaceUnity Business Overview
 - 7.9.3 FaceUnity Virtual Human Major Product Offerings
 - 7.9.4 FaceUnity Virtual Human Revenue in Global Market (2017-2022)
 - 7.9.5 FaceUnity Key News
- 7.10 Xiaoice(Microsoft)

- 7.10.1 Xiaoice(Microsoft) Corporate Summary
- 7.10.2 Xiaoice(Microsoft) Business Overview
- 7.10.3 Xiaoice(Microsoft) Virtual Human Major Product Offerings
- 7.10.4 Xiaoice(Microsoft) Virtual Human Revenue in Global Market (2017-2022)
- 7.10.5 Xiaoice(Microsoft) 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. Virtual Human Market Opportunities & Trends in Global Market

Table 2. Virtual Human Market Drivers in Global Market

Table 3. Virtual Human Market Restraints in Global Market

Table 4. Key Players of Virtual Human in Global Market

Table 5. Top Virtual Human Players in Global Market, Ranking by Revenue (2021)

Table 6. Global Virtual Human Revenue by Companies, (US\$, Mn), 2017-2022

Table 7. Global Virtual Human Revenue Share by Companies, 2017-2022

Table 8. Global Companies Virtual Human Product Type

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

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

Table 11. By Type – Global Virtual Human Revenue, (US\$, Mn), 2021 & 2028

Table 12. By Type - Virtual Human Revenue in Global (US\$, Mn), 2017-2022

Table 13. By Type - Virtual Human Revenue in Global (US\$, Mn), 2023-2028

Table 14. By Application – Global Virtual Human Revenue, (US\$, Mn), 2021 & 2028

Table 15. By Application - Virtual Human Revenue in Global (US\$, Mn), 2017-2022

Table 16. By Application - Virtual Human Revenue in Global (US\$, Mn), 2023-2028

Table 17. By Region – Global Virtual Human Revenue, (US\$, Mn), 2021 & 2028

Table 18. By Region - Global Virtual Human Revenue (US\$, Mn), 2017-2022

Table 19. By Region - Global Virtual Human Revenue (US\$, Mn), 2023-2028

Table 20. By Country - North America Virtual Human Revenue, (US\$, Mn), 2017-2022

Table 21. By Country - North America Virtual Human Revenue, (US\$, Mn), 2023-2028

Table 22. By Country - Europe Virtual Human Revenue, (US\$, Mn), 2017-2022

Table 23. By Country - Europe Virtual Human Revenue, (US\$, Mn), 2023-2028

Table 24. By Region - Asia Virtual Human Revenue, (US\$, Mn), 2017-2022

Table 25. By Region - Asia Virtual Human Revenue, (US\$, Mn), 2023-2028

Table 26. By Country - South America Virtual Human Revenue, (US\$, Mn), 2017-2022

Table 27. By Country - South America Virtual Human Revenue, (US\$, Mn), 2023-2028

Table 28. By Country - Middle East & Africa Virtual Human Revenue, (US\$, Mn), 2017-2022

Table 29. By Country - Middle East & Africa Virtual Human Revenue, (US\$, Mn), 2023-2028

Table 30. Tecent Corporate Summary

Table 31. Tecent Virtual Human Product Offerings

Table 32. Tecent Virtual Human Revenue (US\$, Mn), (2017-2022)
Table 33. iFLYTEK Corporate Summary
Table 34. iFLYTEK Virtual Human Product Offerings
Table 35. iFLYTEK Virtual Human Revenue (US\$, Mn), (2017-2022)
Table 36. XMOV Corporate Summary
Table 37. XMOV Virtual Human Product Offerings
Table 38. XMOV Virtual Human Revenue (US\$, Mn), (2017-2022)
Table 39. Cocohub Corporate Summary
Table 40. Cocohub Virtual Human Product Offerings
Table 41. Cocohub Virtual Human Revenue (US\$, Mn), (2017-2022)
Table 42. Virtro Corporate Summary
Table 43. Virtro Virtual Human Product Offerings
Table 44. Virtro Virtual Human Revenue (US\$, Mn), (2017-2022)
Table 45. UneeQ Corporate Summary
Table 46. UneeQ Virtual Human Product Offerings
Table 47. UneeQ Virtual Human Revenue (US\$, Mn), (2017-2022)
Table 48. Alibaba Corporate Summary
Table 49. Alibaba Virtual Human Product Offerings
Table 50. Alibaba Virtual Human Revenue (US\$, Mn), (2017-2022)
Table 51. SenseTime Corporate Summary
Table 52. SenseTime Virtual Human Product Offerings
Table 53. SenseTime Virtual Human Revenue (US\$, Mn), (2017-2022)
Table 54. FaceUnity Corporate Summary
Table 55. FaceUnity Virtual Human Product Offerings
Table 56. FaceUnity Virtual Human Revenue (US\$, Mn), (2017-2022)
Table 57. Xiaoice(Microsoft) Corporate Summary
Table 58. Xiaoice(Microsoft) Virtual Human Product Offerings
Table 59. Xiaoice(Microsoft) Virtual Human Revenue (US\$, Mn), (2017-2022)

List Of Figures

LIST OF FIGURES

- Figure 1. Virtual Human Segment by Type in 2021
- Figure 2. Virtual Human Segment by Application in 2021
- Figure 3. Global Virtual Human Market Overview: 2021
- Figure 4. Key Caveats
- Figure 5. Global Virtual Human Market Size: 2021 VS 2028 (US\$, Mn)
- Figure 6. Global Virtual Human Revenue, 2017-2028 (US\$, Mn)
- Figure 7. The Top 3 and 5 Players Market Share by Virtual Human Revenue in 2021
- Figure 8. By Type - Global Virtual Human Revenue Market Share, 2017-2028
- Figure 9. By Application - Global Virtual Human Revenue Market Share, 2017-2028
- Figure 10. By Region - Global Virtual Human Revenue Market Share, 2017-2028
- Figure 11. By Country - North America Virtual Human Revenue Market Share, 2017-2028
- Figure 12. US Virtual Human Revenue, (US\$, Mn), 2017-2028
- Figure 13. Canada Virtual Human Revenue, (US\$, Mn), 2017-2028
- Figure 14. Mexico Virtual Human Revenue, (US\$, Mn), 2017-2028
- Figure 15. By Country - Europe Virtual Human Revenue Market Share, 2017-2028
- Figure 16. Germany Virtual Human Revenue, (US\$, Mn), 2017-2028
- Figure 17. France Virtual Human Revenue, (US\$, Mn), 2017-2028
- Figure 18. U.K. Virtual Human Revenue, (US\$, Mn), 2017-2028
- Figure 19. Italy Virtual Human Revenue, (US\$, Mn), 2017-2028
- Figure 20. Russia Virtual Human Revenue, (US\$, Mn), 2017-2028
- Figure 21. Nordic Countries Virtual Human Revenue, (US\$, Mn), 2017-2028
- Figure 22. Benelux Virtual Human Revenue, (US\$, Mn), 2017-2028
- Figure 23. By Region - Asia Virtual Human Revenue Market Share, 2017-2028
- Figure 24. China Virtual Human Revenue, (US\$, Mn), 2017-2028
- Figure 25. Japan Virtual Human Revenue, (US\$, Mn), 2017-2028
- Figure 26. South Korea Virtual Human Revenue, (US\$, Mn), 2017-2028
- Figure 27. Southeast Asia Virtual Human Revenue, (US\$, Mn), 2017-2028
- Figure 28. India Virtual Human Revenue, (US\$, Mn), 2017-2028
- Figure 29. By Country - South America Virtual Human Revenue Market Share, 2017-2028
- Figure 30. Brazil Virtual Human Revenue, (US\$, Mn), 2017-2028
- Figure 31. Argentina Virtual Human Revenue, (US\$, Mn), 2017-2028
- Figure 32. By Country - Middle East & Africa Virtual Human Revenue Market Share, 2017-2028

Figure 33. Turkey Virtual Human Revenue, (US\$, Mn), 2017-2028

Figure 34. Israel Virtual Human Revenue, (US\$, Mn), 2017-2028

Figure 35. Saudi Arabia Virtual Human Revenue, (US\$, Mn), 2017-2028

Figure 36. UAE Virtual Human Revenue, (US\$, Mn), 2017-2028

Figure 37. Tecent Virtual Human Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 38. iFLYTEK Virtual Human Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 39. XMOV Virtual Human Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 40. Cocohub Virtual Human Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 41. Virtro Virtual Human Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 42. UneeQ Virtual Human Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 43. Alibaba Virtual Human Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 44. SenseTime Virtual Human Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 45. FaceUnity Virtual Human Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 46. Xiaoice(Microsoft) Virtual Human Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

I would like to order

Product name: Virtual Human Market, Global Outlook and Forecast 2022-2028

Product link: <https://marketpublishers.com/r/V8E37BDEC72BEN.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/V8E37BDEC72BEN.html>