

# Global Animation Market Size, Status and Forecast 2020-2026

<https://marketpublishers.com/r/GB78E12D057DEN.html>

Date: May 2020

Pages: 127

Price: US\$ 3,900.00 (Single User License)

ID: GB78E12D057DEN

## Abstracts

This report focuses on the global Animation status, future forecast, growth opportunity, key market and key players. The study objectives are to present the Animation development in North America, Europe, China, Japan, Southeast Asia, India and Central & South America.

The key players covered in this study

Disney

Dreamworks Studios

Blue Sky Studios

Studioghibli

Bones

Sunrise

Gainax

Gonzo

Warner Bros. Entertainment, Inc

Akom

Vooz Club

The Walt Disney company

Dreamworks Animation Animation Skg, Inc

Toei Animation Co

Shanda Games Ltd

Global Digital Creations Holdings

Market segment by Type, the product can be split into

Animation

Caricature

Other

Market segment by Application, split into

Clothes

Toys

Electronic Games

Film and Television

Other

Market segment by Regions/Countries, this report covers

North America

Europe

China

Japan

Southeast Asia

India

Central & South America

The study objectives of this report are:

To analyze global Animation status, future forecast, growth opportunity, key market and key players.

To present the Animation development in North America, Europe, China, Japan, Southeast Asia, India and Central & South America.

To strategically profile the key players and comprehensively analyze their development plan and strategies.

To define, describe and forecast the market by type, market and key regions.

In this study, the years considered to estimate the market size of Animation are as follows:

History Year: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Year 2020 to 2026

For the data information by region, company, type and application, 2019 is considered as the base year. Whenever data information was unavailable for the base year, the prior year has been considered.

## Contents

### **1 REPORT OVERVIEW**

- 1.1 Study Scope
- 1.2 Key Market Segments
- 1.3 Players Covered: Ranking by Animation Revenue
- 1.4 Market Analysis by Type
  - 1.4.1 Global Animation Market Size Growth Rate by Type: 2020 VS 2026
  - 1.4.2 Animation
  - 1.4.3 Caricature
  - 1.4.4 Other
- 1.5 Market by Application
  - 1.5.1 Global Animation Market Share by Application: 2020 VS 2026
  - 1.5.2 Clothes
  - 1.5.3 Toys
  - 1.5.4 Electronic Games
  - 1.5.5 Film and Television
  - 1.5.6 Other
- 1.6 Study Objectives
- 1.7 Years Considered

### **2 GLOBAL GROWTH TRENDS BY REGIONS**

- 2.1 Animation Market Perspective (2015-2026)
- 2.2 Animation Growth Trends by Regions
  - 2.2.1 Animation Market Size by Regions: 2015 VS 2020 VS 2026
  - 2.2.2 Animation Historic Market Share by Regions (2015-2020)
  - 2.2.3 Animation Forecasted Market Size by Regions (2021-2026)
- 2.3 Industry Trends and Growth Strategy
  - 2.3.1 Market Top Trends
  - 2.3.2 Market Drivers
  - 2.3.3 Market Challenges
  - 2.3.4 Porter's Five Forces Analysis
  - 2.3.5 Animation Market Growth Strategy
  - 2.3.6 Primary Interviews with Key Animation Players (Opinion Leaders)

### **3 COMPETITION LANDSCAPE BY KEY PLAYERS**

- 3.1 Global Top Animation Players by Market Size
  - 3.1.1 Global Top Animation Players by Revenue (2015-2020)
  - 3.1.2 Global Animation Revenue Market Share by Players (2015-2020)
  - 3.1.3 Global Animation Market Share by Company Type (Tier 1, Tier 2 and Tier 3)
- 3.2 Global Animation Market Concentration Ratio
  - 3.2.1 Global Animation Market Concentration Ratio (CR5 and HHI)
  - 3.2.2 Global Top 10 and Top 5 Companies by Animation Revenue in 2019
- 3.3 Animation Key Players Head office and Area Served
- 3.4 Key Players Animation Product Solution and Service
- 3.5 Date of Enter into Animation Market
- 3.6 Mergers & Acquisitions, Expansion Plans

## **4 BREAKDOWN DATA BY TYPE (2015-2026)**

- 4.1 Global Animation Historic Market Size by Type (2015-2020)
- 4.2 Global Animation Forecasted Market Size by Type (2021-2026)

## **5 ANIMATION BREAKDOWN DATA BY APPLICATION (2015-2026)**

- 5.1 Global Animation Market Size by Application (2015-2020)
- 5.2 Global Animation Forecasted Market Size by Application (2021-2026)

## **6 NORTH AMERICA**

- 6.1 North America Animation Market Size (2015-2020)
- 6.2 Animation Key Players in North America (2019-2020)
- 6.3 North America Animation Market Size by Type (2015-2020)
- 6.4 North America Animation Market Size by Application (2015-2020)

## **7 EUROPE**

- 7.1 Europe Animation Market Size (2015-2020)
- 7.2 Animation Key Players in Europe (2019-2020)
- 7.3 Europe Animation Market Size by Type (2015-2020)
- 7.4 Europe Animation Market Size by Application (2015-2020)

## **8 CHINA**

- 8.1 China Animation Market Size (2015-2020)

- 8.2 Animation Key Players in China (2019-2020)
- 8.3 China Animation Market Size by Type (2015-2020)
- 8.4 China Animation Market Size by Application (2015-2020)

## **9 JAPAN**

- 9.1 Japan Animation Market Size (2015-2020)
- 9.2 Animation Key Players in Japan (2019-2020)
- 9.3 Japan Animation Market Size by Type (2015-2020)
- 9.4 Japan Animation Market Size by Application (2015-2020)

## **10 SOUTHEAST ASIA**

- 10.1 Southeast Asia Animation Market Size (2015-2020)
- 10.2 Animation Key Players in Southeast Asia (2019-2020)
- 10.3 Southeast Asia Animation Market Size by Type (2015-2020)
- 10.4 Southeast Asia Animation Market Size by Application (2015-2020)

## **11 INDIA**

- 11.1 India Animation Market Size (2015-2020)
- 11.2 Animation Key Players in India (2019-2020)
- 11.3 India Animation Market Size by Type (2015-2020)
- 11.4 India Animation Market Size by Application (2015-2020)

## **12 CENTRAL & SOUTH AMERICA**

- 12.1 Central & South America Animation Market Size (2015-2020)
- 12.2 Animation Key Players in Central & South America (2019-2020)
- 12.3 Central & South America Animation Market Size by Type (2015-2020)
- 12.4 Central & South America Animation Market Size by Application (2015-2020)

## **13 KEY PLAYERS PROFILES**

- 13.1 Disney
  - 13.1.1 Disney Company Details
  - 13.1.2 Disney Business Overview and Its Total Revenue
  - 13.1.3 Disney Animation Introduction
  - 13.1.4 Disney Revenue in Animation Business (2015-2020))

- 13.1.5 Disney Recent Development
- 13.2 Dreamworks Studios
  - 13.2.1 Dreamworks Studios Company Details
  - 13.2.2 Dreamworks Studios Business Overview and Its Total Revenue
  - 13.2.3 Dreamworks Studios Animation Introduction
  - 13.2.4 Dreamworks Studios Revenue in Animation Business (2015-2020)
  - 13.2.5 Dreamworks Studios Recent Development
- 13.3 Blue Sky Studios
  - 13.3.1 Blue Sky Studios Company Details
  - 13.3.2 Blue Sky Studios Business Overview and Its Total Revenue
  - 13.3.3 Blue Sky Studios Animation Introduction
  - 13.3.4 Blue Sky Studios Revenue in Animation Business (2015-2020)
  - 13.3.5 Blue Sky Studios Recent Development
- 13.4 Studioghibli
  - 13.4.1 Studioghibli Company Details
  - 13.4.2 Studioghibli Business Overview and Its Total Revenue
  - 13.4.3 Studioghibli Animation Introduction
  - 13.4.4 Studioghibli Revenue in Animation Business (2015-2020)
  - 13.4.5 Studioghibli Recent Development
- 13.5 Bones
  - 13.5.1 Bones Company Details
  - 13.5.2 Bones Business Overview and Its Total Revenue
  - 13.5.3 Bones Animation Introduction
  - 13.5.4 Bones Revenue in Animation Business (2015-2020)
  - 13.5.5 Bones Recent Development
- 13.6 Sunrise
  - 13.6.1 Sunrise Company Details
  - 13.6.2 Sunrise Business Overview and Its Total Revenue
  - 13.6.3 Sunrise Animation Introduction
  - 13.6.4 Sunrise Revenue in Animation Business (2015-2020)
  - 13.6.5 Sunrise Recent Development
- 13.7 Gainax
  - 13.7.1 Gainax Company Details
  - 13.7.2 Gainax Business Overview and Its Total Revenue
  - 13.7.3 Gainax Animation Introduction
  - 13.7.4 Gainax Revenue in Animation Business (2015-2020)
  - 13.7.5 Gainax Recent Development
- 13.8 Gonzo
  - 13.8.1 Gonzo Company Details



- 13.8.2 Gonzo Business Overview and Its Total Revenue
- 13.8.3 Gonzo Animation Introduction
- 13.8.4 Gonzo Revenue in Animation Business (2015-2020)
- 13.8.5 Gonzo Recent Development
- 13.9 Warner Bros. Entertainment, Inc
  - 13.9.1 Warner Bros. Entertainment, Inc Company Details
  - 13.9.2 Warner Bros. Entertainment, Inc Business Overview and Its Total Revenue
  - 13.9.3 Warner Bros. Entertainment, Inc Animation Introduction
  - 13.9.4 Warner Bros. Entertainment, Inc Revenue in Animation Business (2015-2020)
  - 13.9.5 Warner Bros. Entertainment, Inc Recent Development
- 13.10 Akom
  - 13.10.1 Akom Company Details
  - 13.10.2 Akom Business Overview and Its Total Revenue
  - 13.10.3 Akom Animation Introduction
  - 13.10.4 Akom Revenue in Animation Business (2015-2020)
  - 13.10.5 Akom Recent Development
- 13.11 Vooz Club
  - 10.11.1 Vooz Club Company Details
  - 10.11.2 Vooz Club Business Overview and Its Total Revenue
  - 10.11.3 Vooz Club Animation Introduction
  - 10.11.4 Vooz Club Revenue in Animation Business (2015-2020)
  - 10.11.5 Vooz Club Recent Development
- 13.12 The Walt Disney company
  - 10.12.1 The Walt Disney company Company Details
  - 10.12.2 The Walt Disney company Business Overview and Its Total Revenue
  - 10.12.3 The Walt Disney company Animation Introduction
  - 10.12.4 The Walt Disney company Revenue in Animation Business (2015-2020)
  - 10.12.5 The Walt Disney company Recent Development
- 13.13 Dreamworks Animation Animation Skg, Inc
  - 10.13.1 Dreamworks Animation Animation Skg, Inc Company Details
  - 10.13.2 Dreamworks Animation Animation Skg, Inc Business Overview and Its Total Revenue
  - 10.13.3 Dreamworks Animation Animation Skg, Inc Animation Introduction
  - 10.13.4 Dreamworks Animation Animation Skg, Inc Revenue in Animation Business (2015-2020)
  - 10.13.5 Dreamworks Animation Animation Skg, Inc Recent Development
- 13.14 Toei Animation Co
  - 10.14.1 Toei Animation Co Company Details
  - 10.14.2 Toei Animation Co Business Overview and Its Total Revenue

- 10.14.3 Toei Animation Co Animation Introduction
- 10.14.4 Toei Animation Co Revenue in Animation Business (2015-2020)
- 10.14.5 Toei Animation Co Recent Development
- 13.15 Shanda Games Ltd
  - 10.15.1 Shanda Games Ltd Company Details
  - 10.15.2 Shanda Games Ltd Business Overview and Its Total Revenue
  - 10.15.3 Shanda Games Ltd Animation Introduction
  - 10.15.4 Shanda Games Ltd Revenue in Animation Business (2015-2020)
  - 10.15.5 Shanda Games Ltd Recent Development
- 13.16 Global Digital Creations Holdings
  - 10.16.1 Global Digital Creations Holdings Company Details
  - 10.16.2 Global Digital Creations Holdings Business Overview and Its Total Revenue
  - 10.16.3 Global Digital Creations Holdings Animation Introduction
  - 10.16.4 Global Digital Creations Holdings Revenue in Animation Business (2015-2020)
  - 10.16.5 Global Digital Creations Holdings Recent Development

## **14 ANALYST'S VIEWPOINTS/CONCLUSIONS**

## **15 APPENDIX**

- 15.1 Research Methodology
  - 15.1.1 Methodology/Research Approach
  - 15.1.2 Data Source
- 15.2 Disclaimer
- 15.3 Author Details

## List Of Tables

### LIST OF TABLES

- Table 1. Animation Key Market Segments
- Table 2. Key Players Covered: Ranking by Animation Revenue
- Table 3. Ranking of Global Top Animation Manufacturers by Revenue (US\$ Million) in 2019
- Table 4. Global Animation Market Size Growth Rate by Type (US\$ Million): 2020 VS 2026
- Table 5. Key Players of Animation
- Table 6. Key Players of Caricature
- Table 7. Key Players of Other
- Table 8. Global Animation Market Size Growth by Application (US\$ Million): 2020 VS 2026
- Table 9. Global Animation Market Size by Regions (US\$ Million): 2020 VS 2026
- Table 10. Global Animation Market Size by Regions (2015-2020) (US\$ Million)
- Table 11. Global Animation Market Share by Regions (2015-2020)
- Table 12. Global Animation Forecasted Market Size by Regions (2021-2026) (US\$ Million)
- Table 13. Global Animation Market Share by Regions (2021-2026)
- Table 14. Market Top Trends
- Table 15. Key Drivers: Impact Analysis
- Table 16. Key Challenges
- Table 17. Animation Market Growth Strategy
- Table 18. Main Points Interviewed from Key Animation Players
- Table 19. Global Animation Revenue by Players (2015-2020) (Million US\$)
- Table 20. Global Animation Market Share by Players (2015-2020)
- Table 21. Global Top Animation Players by Company Type (Tier 1, Tier 2 and Tier 3) (based on the Revenue in Animation as of 2019)
- Table 22. Global Animation by Players Market Concentration Ratio (CR5 and HHI)
- Table 23. Key Players Headquarters and Area Served
- Table 24. Key Players Animation Product Solution and Service
- Table 25. Date of Enter into Animation Market
- Table 26. Mergers & Acquisitions, Expansion Plans
- Table 27. Global Animation Market Size by Type (2015-2020) (Million US\$)
- Table 28. Global Animation Market Size Share by Type (2015-2020)
- Table 29. Global Animation Revenue Market Share by Type (2021-2026)
- Table 30. Global Animation Market Size Share by Application (2015-2020)

Table 31. Global Animation Market Size by Application (2015-2020) (Million US\$)

Table 32. Global Animation Market Size Share by Application (2021-2026)

Table 33. North America Key Players Animation Revenue (2019-2020) (Million US\$)

Table 34. North America Key Players Animation Market Share (2019-2020)

Table 35. North America Animation Market Size by Type (2015-2020) (Million US\$)

Table 36. North America Animation Market Share by Type (2015-2020)

Table 37. North America Animation Market Size by Application (2015-2020) (Million US\$)

Table 38. North America Animation Market Share by Application (2015-2020)

Table 39. Europe Key Players Animation Revenue (2019-2020) (Million US\$)

Table 40. Europe Key Players Animation Market Share (2019-2020)

Table 41. Europe Animation Market Size by Type (2015-2020) (Million US\$)

Table 42. Europe Animation Market Share by Type (2015-2020)

Table 43. Europe Animation Market Size by Application (2015-2020) (Million US\$)

Table 44. Europe Animation Market Share by Application (2015-2020)

Table 45. China Key Players Animation Revenue (2019-2020) (Million US\$)

Table 46. China Key Players Animation Market Share (2019-2020)

Table 47. China Animation Market Size by Type (2015-2020) (Million US\$)

Table 48. China Animation Market Share by Type (2015-2020)

Table 49. China Animation Market Size by Application (2015-2020) (Million US\$)

Table 50. China Animation Market Share by Application (2015-2020)

Table 51. Japan Key Players Animation Revenue (2019-2020) (Million US\$)

Table 52. Japan Key Players Animation Market Share (2019-2020)

Table 53. Japan Animation Market Size by Type (2015-2020) (Million US\$)

Table 54. Japan Animation Market Share by Type (2015-2020)

Table 55. Japan Animation Market Size by Application (2015-2020) (Million US\$)

Table 56. Japan Animation Market Share by Application (2015-2020)

Table 57. Southeast Asia Key Players Animation Revenue (2019-2020) (Million US\$)

Table 58. Southeast Asia Key Players Animation Market Share (2019-2020)

Table 59. Southeast Asia Animation Market Size by Type (2015-2020) (Million US\$)

Table 60. Southeast Asia Animation Market Share by Type (2015-2020)

Table 61. Southeast Asia Animation Market Size by Application (2015-2020) (Million US\$)

Table 62. Southeast Asia Animation Market Share by Application (2015-2020)

Table 63. India Key Players Animation Revenue (2019-2020) (Million US\$)

Table 64. India Key Players Animation Market Share (2019-2020)

Table 65. India Animation Market Size by Type (2015-2020) (Million US\$)

Table 66. India Animation Market Share by Type (2015-2020)

Table 67. India Animation Market Size by Application (2015-2020) (Million US\$)

- Table 68. India Animation Market Share by Application (2015-2020)
- Table 69. Central & South America Key Players Animation Revenue (2019-2020) (Million US\$)
- Table 70. Central & South America Key Players Animation Market Share (2019-2020)
- Table 71. Central & South America Animation Market Size by Type (2015-2020) (Million US\$)
- Table 72. Central & South America Animation Market Share by Type (2015-2020)
- Table 73. Central & South America Animation Market Size by Application (2015-2020) (Million US\$)
- Table 74. Central & South America Animation Market Share by Application (2015-2020)
- Table 75. Disney Company Details
- Table 76. Disney Business Overview
- Table 77. Disney Product
- Table 78. Disney Revenue in Animation Business (2015-2020) (Million US\$)
- Table 79. Disney Recent Development
- Table 80. Dreamworks Studios Company Details
- Table 81. Dreamworks Studios Business Overview
- Table 82. Dreamworks Studios Product
- Table 83. Dreamworks Studios Revenue in Animation Business (2015-2020) (Million US\$)
- Table 84. Dreamworks Studios Recent Development
- Table 85. Blue Sky Studios Company Details
- Table 86. Blue Sky Studios Business Overview
- Table 87. Blue Sky Studios Product
- Table 88. Blue Sky Studios Revenue in Animation Business (2015-2020) (Million US\$)
- Table 89. Blue Sky Studios Recent Development
- Table 90. Studioghibli Company Details
- Table 91. Studioghibli Business Overview
- Table 92. Studioghibli Product
- Table 93. Studioghibli Revenue in Animation Business (2015-2020) (Million US\$)
- Table 94. Studioghibli Recent Development
- Table 95. Bones Company Details
- Table 96. Bones Business Overview
- Table 97. Bones Product
- Table 98. Bones Revenue in Animation Business (2015-2020) (Million US\$)
- Table 99. Bones Recent Development
- Table 100. Sunrise Company Details
- Table 101. Sunrise Business Overview
- Table 102. Sunrise Product

- Table 103. Sunrise Revenue in Animation Business (2015-2020) (Million US\$)
- Table 104. Sunrise Recent Development
- Table 105. Gainax Company Details
- Table 106. Gainax Business Overview
- Table 107. Gainax Product
- Table 108. Gainax Revenue in Animation Business (2015-2020) (Million US\$)
- Table 109. Gainax Recent Development
- Table 110. Gonzo Business Overview
- Table 111. Gonzo Product
- Table 112. Gonzo Company Details
- Table 113. Gonzo Revenue in Animation Business (2015-2020) (Million US\$)
- Table 114. Gonzo Recent Development
- Table 115. Warner Bros. Entertainment, Inc Company Details
- Table 116. Warner Bros. Entertainment, Inc Business Overview
- Table 117. Warner Bros. Entertainment, Inc Product
- Table 118. Warner Bros. Entertainment, Inc Revenue in Animation Business (2015-2020) (Million US\$)
- Table 119. Warner Bros. Entertainment, Inc Recent Development
- Table 120. Akom Company Details
- Table 121. Akom Business Overview
- Table 122. Akom Product
- Table 123. Akom Revenue in Animation Business (2015-2020) (Million US\$)
- Table 124. Akom Recent Development
- Table 125. Vooz Club Company Details
- Table 126. Vooz Club Business Overview
- Table 127. Vooz Club Product
- Table 128. Vooz Club Revenue in Animation Business (2015-2020) (Million US\$)
- Table 129. Vooz Club Recent Development
- Table 130. The Walt Disney company Company Details
- Table 131. The Walt Disney company Business Overview
- Table 132. The Walt Disney company Product
- Table 133. The Walt Disney company Revenue in Animation Business (2015-2020) (Million US\$)
- Table 134. The Walt Disney company Recent Development
- Table 135. Dreamworks Animation Animation Skg, Inc Company Details
- Table 136. Dreamworks Animation Animation Skg, Inc Business Overview
- Table 137. Dreamworks Animation Animation Skg, Inc Product
- Table 138. Dreamworks Animation Animation Skg, Inc Revenue in Animation Business (2015-2020) (Million US\$)

- Table 139. Dreamworks Animation Animation Skg, Inc Recent Development
- Table 140. Toei Animation Co Company Details
- Table 141. Toei Animation Co Business Overview
- Table 142. Toei Animation Co Product
- Table 143. Toei Animation Co Revenue in Animation Business (2015-2020) (Million US\$)
- Table 144. Toei Animation Co Recent Development
- Table 145. Shanda Games Ltd Company Details
- Table 146. Shanda Games Ltd Business Overview
- Table 147. Shanda Games Ltd Product
- Table 148. Shanda Games Ltd Revenue in Animation Business (2015-2020) (Million US\$)
- Table 149. Shanda Games Ltd Recent Development
- Table 150. Global Digital Creations Holdings Company Details
- Table 151. Global Digital Creations Holdings Business Overview
- Table 152. Global Digital Creations Holdings Product
- Table 153. Global Digital Creations Holdings Revenue in Animation Business (2015-2020) (Million US\$)
- Table 154. Global Digital Creations Holdings Recent Development
- Table 155. Research Programs/Design for This Report
- Table 156. Key Data Information from Secondary Sources
- Table 157. Key Data Information from Primary Sources

## List Of Figures

### LIST OF FIGURES

- Figure 1. Global Animation Market Share by Type: 2020 VS 2026
- Figure 2. Animation Features
- Figure 3. Caricature Features
- Figure 4. Other Features
- Figure 5. Global Animation Market Share by Application: 2020 VS 2026
- Figure 6. Clothes Case Studies
- Figure 7. Toys Case Studies
- Figure 8. Electronic Games Case Studies
- Figure 9. Film and Television Case Studies
- Figure 10. Other Case Studies
- Figure 11. Animation Report Years Considered
- Figure 12. Global Animation Market Size YoY Growth 2015-2026 (US\$ Million)
- Figure 13. Global Animation Market Share by Regions: 2020 VS 2026
- Figure 14. Global Animation Market Share by Regions (2021-2026)
- Figure 15. Porter's Five Forces Analysis
- Figure 16. Global Animation Market Share by Players in 2019
- Figure 17. Global Top Animation Players by Company Type (Tier 1, Tier 2 and Tier 3)  
(based on the Revenue in Animation as of 2019)
- Figure 18. The Top 10 and 5 Players Market Share by Animation Revenue in 2019
- Figure 19. North America Animation Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 20. Europe Animation Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 21. China Animation Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 22. Japan Animation Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 23. Southeast Asia Animation Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 24. India Animation Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 25. Central & South America Animation Market Size YoY Growth (2015-2020)  
(Million US\$)
- Figure 26. Disney Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 27. Disney Revenue Growth Rate in Animation Business (2015-2020)
- Figure 28. Dreamworks Studios Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 29. Dreamworks Studios Revenue Growth Rate in Animation Business  
(2015-2020)
- Figure 30. Blue Sky Studios Total Revenue (US\$ Million): 2019 Compared with 2018



- Figure 31. Blue Sky Studios Revenue Growth Rate in Animation Business (2015-2020)
- Figure 32. Studioghibli Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 33. Studioghibli Revenue Growth Rate in Animation Business (2015-2020)
- Figure 34. Bones Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 35. Bones Revenue Growth Rate in Animation Business (2015-2020)
- Figure 36. Sunrise Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 37. Sunrise Revenue Growth Rate in Animation Business (2015-2020)
- Figure 38. Gainax Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 39. Gainax Revenue Growth Rate in Animation Business (2015-2020)
- Figure 40. Gonzo Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 41. Gonzo Revenue Growth Rate in Animation Business (2015-2020)
- Figure 42. Warner Bros. Entertainment, Inc Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 43. Warner Bros. Entertainment, Inc Revenue Growth Rate in Animation Business (2015-2020)
- Figure 44. Akom Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 45. Akom Revenue Growth Rate in Animation Business (2015-2020)
- Figure 46. Vooz Club Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 47. Vooz Club Revenue Growth Rate in Animation Business (2015-2020)
- Figure 48. The Walt Disney company Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 49. The Walt Disney company Revenue Growth Rate in Animation Business (2015-2020)
- Figure 50. Dreamworks Animation Animation Skg, Inc Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 51. Dreamworks Animation Animation Skg, Inc Revenue Growth Rate in Animation Business (2015-2020)
- Figure 52. Toei Animation Co Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 53. Toei Animation Co Revenue Growth Rate in Animation Business (2015-2020)
- Figure 54. Shanda Games Ltd Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 55. Shanda Games Ltd Revenue Growth Rate in Animation Business (2015-2020)
- Figure 56. Global Digital Creations Holdings Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 57. Global Digital Creations Holdings Revenue Growth Rate in Animation Business (2015-2020)
- Figure 58. Bottom-up and Top-down Approaches for This Report
- Figure 59. Data Triangulation

## Figure 60. Key Executives Interviewed

## I would like to order

Product name: Global Animation Market Size, Status and Forecast 2020-2026

Product link: <https://marketpublishers.com/r/GB78E12D057DEN.html>

Price: US\$ 3,900.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GB78E12D057DEN.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