

Global Animation & VFX: Strategies, Trends & Opportunities (2022-26) (Includes Covid-19 impact & projections)

<https://marketpublishers.com/r/GA15040442F3EN.html>

Date: January 2022

Pages: 647

Price: US\$ 7,000.00 (Single User License)

ID: GA15040442F3EN

Abstracts

EXECUTIVE SUMMARY

Global consumers are displaying a growing appetite for engaging, 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-high-definition TVs, tablets and smartphones to head mounted devices. Animation, VFX and games content is being consumed not only on Netflix, Amazon, Hulu and Twitch, but also on YouTube, Twitter and Facebook. With the growing internet penetration and access to multimedia devices, customers are spending more time on streaming digital content. Streaming video is the fastest growing distribution channel for animation and is witnessing double digit growth and the same is expected to continue. This growth is attributed to the exponential growth in the number of online video viewers throughout the world.

The demand for animation, VFX and video gaming has expanded with the increase in targeted broadcasting hours by cable and satellite TV, availability of low cost internet access, penetration of mobile devices along with the growing popularity of streaming video. In addition, the demand for Animation and VFX content to power immersive experiences such as Augmented Reality and Virtual Reality is growing exponentially. The rapid advancement of technology has made animation, VFX & games available to the masses, and this industry has become one of the fastest growing segments in the global media and entertainment market. We are increasingly seeing more of animation, VFX and games production taking place in a globally distributed mode. Production work is becoming global with countries as well as regions offering tax incentives, subsidies,

financial support, regional low labor costs etc. and companies are cutting costs by setting up facilities in such regions. Cloud computing is playing a key role in character rendering and modeling processes as cloud based rendering of animation films is more effective and efficient as it reduces the time and cost compared to traditional rendering.

MARKET SIZE

The market size of Global Animation & VFX was US\$ XX billion in 2021

The market size of Global Animation & VFX Software was US\$ XX billion in 2021

Most of the segments in the animation industry are growing at the rate of XX% YoY

The production cost per animation movie ranges anywhere between US\$ XX to YY million

The spend on special effects as a percent of production cost is about XX%

EMERGING TRENDS IN ANIMATION & VFX INDUSTRY

The combination of live action and animation will alter the form, as well as the content, of film animation.

Animation is no longer a profession limited to animators with increasing participation from computer professionals, programmers, technicians etc.

The evolution of visual effects (VFX), augmented reality (AR) and virtual reality (VR) technologies is dramatically changing both the creation and consumption of films, videos, games, and more.

Augmented Reality and Virtual Reality adoption will drive the demand for animation content.

Production work is moving around the world – tax incentives, regional low labor costs and subsidies put pressure on existing companies to reduce costs and set

up facilities in tax advantaged or low cost regions.

Media consumption habits are changing rapidly, windows for film releases are narrowing, and follow-on markets are shifting from television, cable, DVD and rentals to streaming and digital downloads.

The international film market in several emerging markets is growing quickly and creating new opportunities. Regulations in several countries limit imported animation content without a certain amount of local participation and studios are collaborating with local partners to produce content.

Although 2D animation will survive, it will be largely in the form of hybrid 2D/3D animation. As well as reducing costs, using CGI for backgrounds allows for a more dynamic camera. The training offered to animators are biased in favor of CGI and so artists with traditional 2D skills are becoming harder to find.

The changing viewing habits favour short productions as a form of entertainment. The viewing habits generally favor short-form content that can be turned out quickly and cheaply.

Merchandise is already a major form of revenue generation for animated films and in future it could form a much larger share of revenues.

The cloud offers an elastic and scalable solution as well as a shift from a traditional capital expenditure model to an operational expense one.

Cloud based rendering of animation films is more effective and efficient as it reduces the time and cost compared to traditional rendering machines. Cloud computing offers a flexible and scaleable to the problem faced by studio infrastructures which do not scale well with new workflows.

ANIMATION, VFX & VIDEO GAMES INDUSTRY RESEARCH

Digital Vector is the world's most authoritative source for Animation, VFX & Video Games Industry research. The industry research, in publication since the year 2003 is the primary source of reference for leading global business executives, government leaders, product managers, researchers, analysts, academia and consultants. The report is the result of hundreds of man years of effort involving leading industry analysts

with expertise across various aspects of the Animation, VFX & Games industry value chain. Digital Vector is the source for objective and actionable research to more than 700 plus global Fortune 1000 organizations in more than 40 countries across various value chain and industry functions.

Our research provides insights, information, advice and tools to achieve key priorities and enable the next wave of industry growth by enabling the key decision makers to take the right decisions. The research covers Animation, VFX and Video Games market across 60 plus countries, 6,000 plus Animation, VFX and Games studios and services companies as well as 200 plus animation and games software product companies. It is based on rigorous research methodology, which includes extensive Primary Research supported by in-depth Secondary Research using advanced quantitative and qualitative analysis.

Inputs and insights from our extensive network of Animation, VFX and Video Games industry service provider and consumer stakeholders gives clients a holistic picture of supply and demand they can only get from Digital Vector. Our research offers insights, expert analysis and forecasts about the Animation, VFX & Games industry including value chain analysis, market sizing and forecasting, industry challenges, opportunities, strengths, business models, content demand market size, commercial models, cost structure analysis, talent supply and cost analysis, industry trend, segmentation, government policy analysis, competitive benchmarking, animation software product market analysis, industry eco-system analysis, company profiles, supplier analysis, distributor analysis and product launch strategies.

Clients use Digital Vector's industry research to find answers to questions such as:

What are the emerging market opportunities, market growth factors, annual growth numbers, market size, growth forecasts, content volumes, demand and supply volumes?

Understand the fast-emerging market opportunities and segments and differentiate between them based on size and annual growth.

What are the geography specific industry challenges, characteristics, opportunities and strengths?

What are the risks of entering a new market and how to manage them? How is the market expected to evolve and what could be the future options?

Industry demography of key geographies and their animation landscape

Early identification of changing market conditions and their impact on key industry factors

Benchmark key government policy frameworks across various global markets and make the right partnership choices to make best use of support, subsidies and incentives.

What strategies to adopt for multi-country content collaborations?

Create, formulate and validate business plans towards making a product/service launch or make a buy decision?

What are the key attributes of specific geographical markets and how are the expected to evolve?

Key metrics to measure the differentiators of the industry to succeed at local, regional and global scale

What technology and business model disruptions will impact the Animation, VFX and video games industry in the next 2-5 years? What kind of impact will they have?

METHODOLOGY

Our methodologies and analysis techniques process large volumes of structured and unstructured data into actionable insights and recommendations which empower our clients to take effective business decisions. Our global network of industry experts have deep expertise across various aspects of the Animation, VFX and Video Games industry value chain such as production, pre and post production, technology, machine learning, outsourcing, software products, financial modelling, content marketing, sales, merchandising, content supply chain, distribution channels, risk analysis, studio management, human resource, finance, legal and policy.

PRIMARY AND SECONDARY DATA

Primary data about the animation, VFX and video games industry are collected from animation and game studio managers, software product managers, directors, technology vendors, animators, game designers and developers, end users, academics, government officials, festival organisers, eSports organisers etc. Data is collected through periodic surveys and in-depth interviews (in-person, telephonic, email, video as well as chat based), with government officials, academics, and animation companies' managers. These are structured, unstructured and focused interviews conducted in formal, informal as well as open ended settings. Other sources of data and information include focus group discussions, trade visits, webinars, product demonstrations, as well as direct observation.

Secondary market research data sources include books and journals, annual reports, investment analyst reports, government policy notes, labour statistics, newspaper articles, census and statistical data, databases, trade, marketing and promotional literature, articles, surveys and other publications. The secondary market data is aided by Digital Vector's sophisticated market analysis tools, real-time data collection and aggregation software, proprietary databases and framework.

MACHINE LEARNING BASED ANALYSIS

Digital Vector employs a wide range of research methods and employs multi-method analysis including quantitative, qualitative as well as network analysis. Our proprietary methodologies and analysis frameworks are powered by machine learning, natural language processing, quantitative modelling, trend analysis etc. Pattern recognition is adopted to analyse data from multiple sources to identify emerging patterns within markets, change parameters and simulate scenarios.

Our five-year market forecasts are aimed to provide decision makers with a detailed understanding of the Animation, VFX and Video Games industry. The forecasts are based on machine learning models built on input parameters specific to the characteristics of a particular market or a segment. The industry model parameters and assumptions are powered by several data sources from primary and secondary research, our proprietary databases as well as real-time data from several industry and government sources.

Contents

EXECUTIVE SUMMARY

Impact of Covid-19 on Global Animation & VFX

Impact of Covid-19 on Industry Value Chain

GLOBAL ANIMATION & VFX INDUSTRY

History and Evolution

Industry Differentiators

Industry Characteristics

ANIMATION INDUSTRY SUPPLY CHAIN

ROLE OF TECHNOLOGY

MERCHANDISING OPPORTUNITIES

KEY DISTRIBUTION CHANNELS FOR ANIMATION CONTENT

RISKS FACED BY ANIMATION STUDIOS

DEMAND DRIVERS OF ANIMATION INDUSTRY

DRIVERS FOR SUCCESS

ANIMATION FINANCIAL MODELS

EMERGING TECHNOLOGICAL PLATFORMS

EMERGING APPLICATION AREAS

Competitive Landscape Of Animation Studios

Global Animation & VFX Market Size & Opportunity

Market segmentation of Animation & VFX

Global Animation Studios: Distribution and Capabilities

ANIMATION & VFX MARKET SEGMENTS

Market Segmentation

2D ANIMATION

3D ANIMATION / COMPUTER GENERATED IMAGERY (CGI)

VISUAL EFFECTS (VFX)

WEB ANIMATION

Market Opportunity for 3D Animation/Computer Generated Imagery (CGI)

PRODUCING CGI ANIMATION

ADVANTAGES OF CGI ANIMATION

DISADVANTAGES OF CGI ANIMATION

INFLUENCE OF CGI ON 2D ANIMATION

CHALLENGES FOR CGI ANIMATION
CRITICAL SUCCESS FACTORS FOR CGI PRODUCTIONS
Visual Effects (VFX)
VFX INDUSTRY CHALLENGES & OPPORTUNITIES
Stop Motion Animation
Motion Capture
3D Animation Movies
KEY TRENDS, OPPORTUNITIES, FORECASTS

ANIMATION STREAMING VIDEO ON DEMAND

Market Size
NETFLIX
DISNEY+
HBO MAX
AMAZON PRIME VIDEO
HULU
APPLE TV+
PEACOCK
CRUNCHYROLL
QUIBI

EMERGING TRENDS & FUTURE OF ANIMATION & VFX

Key predictions for the future

GLOBAL TELEVISION ANIMATION CONTENT DEMAND

Television Animation Content demand in Europe
Television Animation Content demand in the United States
Television Animation Content demand in Asia
Television Animation Content demand in South America
Television Animation Content demand in Rest of the World
Global Television Animation Content demand

ANIMATION & VFX SOFTWARE MARKET

Animation Software Market Segments
2D Animation Software Market

INDUSTRY OVERVIEW

Animation Workflow using 2D animation package

Analysis of key 2D Animation Softwares

3D Animation Software Market

INDUSTRY OVERVIEW

3D ANIMATION SOFTWARE MARKET SEGMENTS

FREE ANIMATION SOFTWARES

PLUG-INS TO PRODUCTS

Analysis of key players in 3D Animation & VFX Software Market

Analysis of key 3D Animation & VFX Softwares

Japanese Anime Production Softwares

PROMINENCE OF 2D

RETAS - SOFTWARE FOR ANIME PRODUCTION

MANGA STUDIO - SOFTWARE FOR MANGA PRODUCTION

Proprietary 3D Softwares of Animation studios

Collaboration between Animation Studios and Software Firms

ANIMATION & VFX CONTENT CREATION

Content Creation Workflow in 2D Animation

CONCEPTUALIZATION

PRE-PRODUCTION

PRODUCTION

POST-PRODUCTION

Content Creation Lead Time Calculation in 2D Animation

SCANNING AND FILTERING

INK AND PAINT

COMPOSITING AND DOPESHEET PREPARATION

Digital processing in 2D Animation

WORKFLOW PRECEEDING DIGITAL PROCESSING

Content Creation Workflow in 3D Animation

CONCEPTUALIZATION

PRE-PRODUCTION

PRODUCTION

POST-PRODUCTION

PARALLEL ACTIVITIES

Timeline of a 3D production workflow

ANIMATION SOFTWARE USAGE IN 3D PRODUCTION WORKFLOW

Animation Production Management

GOVERNANCE

TASK DIVISION AND PEOPLE ALLOCATION

TECHNOLOGY

Cloud Computing in Animation & VFX Workflow

AUDIENCE DYNAMICS

Marketing Strategies for Animation Studios

MARKETING PROGRAM

ONLINE PRESENCE

PROFILING AND TARGETING THE RIGHT AUDIENCE

DISTRIBUTION

CONFERENCES, FESTIVALS & EVENTS

Strategies for Successful Animation Films

BEST PRACTICES IN CHARACTER DESIGN

LESSONS FROM PAST MISTAKES

Profile of a 3D Animation Studio: Pixar

PIXAR'S TECHNOLOGICAL ADVANTAGE

ECONOMICS OF ANIMATION & VFX

Revenue break-up across distribution channels

Marketing to Exhibition of Animation Content

MARKETING

LICENSING

MERCHANDISING

DISTRIBUTION

EXHIBITION

Economics of Animation Copyrights

DYNAMICS OF COPYRIGHTS

GUIDELINES FOR SETTING UP AN ANIMATION STUDIO

Investments Needed for Setting up an Animation Studio

Specialized Hardware and Software Investments

Leveraging Cloud Computing for Competitive Advantage

MANAGING AN ANIMATION STUDIO

Key Issues of Concern
Formulating the long-term Strategy

ANIMATION CONTENT OUTSOURCING

Offshore Computer Animation Production
BUSINESS AND REVENUE MODELS
Drivers

EUROPE ANIMATION & VFX

Industry Overview
DEMAND FOR TV CONTENT
FEATURE FILM INDUSTRY IN EUROPE
MARKETING AND MERCHANDISING
Collaboration among European Studios
Drivers for Success
Trends in Europe

GERMANY ANIMATION & VFX

Industry Overview
IMPACT OF COVID-19 ON GERMAN ANIMATION & VFX
MARKET SIZE OF ANIMATION & VFX IN GERMANY
CHANGING STRATEGIES
KEY PLAYERS IN THE INDUSTRY

UK ANIMATION & VFX

Industry Overview
IMPACT OF COVID-19 ON UK ANIMATION & VFX
MARKET SIZE OF ANIMATION & VFX IN THE UK
INDUSTRY SUCCESS
KEY PLAYERS IN THE INDUSTRY

ITALY ANIMATION & VFX

Industry Overview
IMPACT OF COVID-19 ON ITALIAN ANIMATION & VFX

MARKET SIZE OF ANIMATION & VFX IN ITALY KEY PLAYERS IN THE INDUSTRY

FRANCE ANIMATION & VFX

Industry Overview

IMPACT OF COVID-19 ON FRENCH ANIMATION & VFX
MARKET SIZE OF ANIMATION & VFX IN FRANCE
KEY PLAYERS IN THE INDUSTRY

SPAIN ANIMATION & VFX

Industry Overview

IMPACT OF COVID-19 ON SPANISH ANIMATION & VFX
MARKET SIZE OF ANIMATION & VFX IN SPAIN
KEY PLAYERS IN THE INDUSTRY

NORTH AMERICAN ANIMATION & VFX

UNITED STATES ANIMATION & VFX

IMPACT OF COVID-19 ON AMERICAN ANIMATION & VFX
KEY TRENDS IN THE AMERICAN ANIMATION & VFX INDUSTRY
MARKET SIZE OF AMERICAN ANIMATION & VFX
PRODUCTION AND POST-PRODUCTION MARKET
KEY TRENDS
ANIMATION VALUE CHAIN IN THE UNITED STATES
CHALLENGES

CANADA ANIMATION & VFX

Industry Overview

IMPACT OF COVID-19 ON CANADIAN ANIMATION & VFX
INDUSTRY DRIVERS
MARKET SIZE OF ANIMATION & VFX IN CANADA
ANIMATION FUNDING
CHALLENGES
STRATEGIES FOR ANIMATION STUDIOS IN CANADA
ANIMATION STUDIOS IN CANADA

ASIA-PACIFIC ANIMATION & VFX

ANIMATION OUTSOURCING TO ASIA
LOCAL CONTENT PRODUCTIONS
TREND TOWARDS ANIMATION CO-PRODUCTIONS IN ASIA
POPULARITY OF FOREIGN ANIMATION
CONTROVERSIES SURROUNDING FOREIGN ANIMATION
ANIMATION IN ASIAN SOCIETIES
SUCCESSFUL BUSINESS MODELS
ANIMATION STUDIOS IN ASIA
Asia-Pacific Video Games Industry
KEY TRENDS IN THE VIDEO GAMES INDUSTRY IN ASIA
VIDEO GAMES INDUSTRY STRUCTURE IN ASIA
VIDEO GAME BUSINESS MODELS IN ASIA
ONLINE VIDEO GAMING BUSINESS MODELS IN ASIA
VIDEO GAMES INDUSTRY VALUE CHAIN IN ASIA
MOBILE GAMES INDUSTRY VALUE CHAIN IN ASIA
Key Opportunities & Strategies
Asia-Pacific Video Games Market Segments
MOBILE VIDEO GAMES SEGMENTS & GENRES IN ASIA

JAPAN ANIMATION & VFX

Industry Overview
IMPACT OF COVID-19 ON JAPANESE ANIMATION & VFX
KEY TRENDS
MARKET OVERVIEW
COLLABORATION BETWEEN JAPANESE AND OVERSEAS STUDIOS
OUTSOURCING TO OTHER COUNTRIES
SUCCESSFUL BUSINESS MODELS
CHALLENGES
ANIME EXPORTS
OVERSEAS INFLUENCE OF ANIME
GLOBALLY SUCCESSFUL JAPANESE ANIMES
JAPANESE ANIME PRODUCTION MODELS
EMERGING TRENDS
ANIMATION STUDIOS IN JAPAN

SOUTH KOREA ANIMATION & VFX

Industry Overview

IMPACT OF COVID-19 ON KOREAN ANIMATION & VFX

EMERGENCE OF THE INDUSTRY

FUNCTIONING OF KOREAN ANIMATION STUDIOS

CHANGING BUSINESS MODELS

CURRENT STATE OF THE INDUSTRY

GOVERNMENT SUPPORT

COLLABORATION WITH OVERSEAS PARTNERS

EMERGING TRENDS IN THE INDUSTRY

LOCAL CONTENT DEVELOPMENT

CHALLENGES

MARKET SIZE OF KOREAN ANIMATION INDUSTRY

FUTURE OUTLOOK

ANIMATION SCHOOLS IN KOREA

ANIMATION STUDIOS IN KOREA

CHINA ANIMATION & VFX

Industry Overview

IMPACT OF COVID-19 ON CHINESE ANIMATION & VFX

CURRENT STATE OF THE CHINESE ANIMATION INDUSTRY

KEY TRENDS

CHALLENGES

DEMAND FOR LOCAL CONTENT

GOVERNMENT SUPPORT

MARKET OPPORTUNITY

CHINESE MARKET FOR TV ANIMATION

CHINESE TV ANIMATION VALUE CHAIN

KEY CHALLENGES IN THE CHINESE MARKET FOR TV ANIMATION

BUSINESS MODELS OF ANIMATION STUDIOS IN CHINA

REVENUE MODELS

LICENSING

COST STRUCTURE

SIZE OF THE CHINESE ANIMATION INDUSTRY

STRATEGIES FOR ANIMATION STUDIOS IN CHINA

THE RISKS

OVERSEAS EXPANSION

FUTURE OUTLOOK ANIMATION STUDIOS IN CHINA

AUSTRALIA ANIMATION & VFX

Industry Overview

IMPACT OF COVID-19 ON AUSTRALIAN ANIMATION & VFX

RECENT MOVIE TRENDS IN AUSTRALIA

INDUSTRY EVOLUTION AND KEY ANIMATION PRODUCTIONS

CHALLENGES

GOVERNMENT SUPPORT

STRATEGIES FOR ANIMATION STUDIOS IN AUSTRALIA

ANIMATION STUDIOS IN AUSTRALIA

ANIMATION MOVIES IN AUSTRALIA

ANIMATION SCHOOLS IN AUSTRALIA

AFRICA ANIMATION & VFX

SOUTH AFRICA ANIMATION & VFX

Industry Overview

IMPACT OF COVID-19 ON SOUTH AFRICAN ANIMATION & VFX

KEY TRENDS IN SOUTH AFRICAN ANIMATION INDUSTRY

INDUSTRY DRIVERS

CHALLENGES

INDUSTRY OPPORTUNITIES

ANIMATION STUDIOS IN SOUTH AFRICA

STRATEGIES FOR ANIMATION STUDIOS IN SOUTH AFRICA

DATA ON ANIMATION STUDIOS IN SOUTH AFRICA

NIGERIA ANIMATION & VFX

Industry Overview

IMPACT OF COVID-19 ON NIGERIAN ANIMATION & VFX

NIGERIAN ANIMATION INDUSTRY TRENDS

INDUSTRY DRIVERS

CHALLENGES

INDUSTRY OPPORTUNITIES

ANIMATION STUDIOS IN NIGERIA

ANIMATION SCHOOLS NIGERIA
STRATEGIES FOR ANIMATION STUDIOS IN NIGERIA
DATA ON ANIMATION STUDIOS IN NIGERIA

EGYPT ANIMATION & VFX

Industry Overview
EGYPT'S FIRST ANIMATED FEATURE FILM
INDUSTRY DRIVERS
CHALLENGES
INDUSTRY OPPORTUNITIES
ANIMATION STUDIOS IN EGYPT
STRATEGIES FOR ANIMATION STUDIOS IN EGYPT

MOROCCO ANIMATION & VFX

Industry Overview
ANIMATION FESTIVALS AND COMMUNITIES
INDUSTRY DRIVERS
CHALLENGES
INDUSTRY OPPORTUNITIES

KENYA ANIMATION & VFX

Industry Overview
INDUSTRY DRIVERS
CHALLENGES
INDUSTRY OPPORTUNITIES
ANIMATION STUDIOS IN KENYA
STRATEGIES FOR ANIMATION STUDIOS IN KENYA

ALGERIA ANIMATION & VFX

Industry Overview
INDUSTRY DRIVERS
CHALLENGES
INDUSTRY OPPORTUNITIES

SENEGAL ANIMATION & VFX

ZIMBABWE ANIMATION & VFX

KEY CHALLENGES FACED BY THE INDUSTRY IN ZIMBABWE

KEY RECOMMENDATIONS FOR THE ANIMATION INDUSTRY IN ZIMBABWE

NIGER ANIMATION & VFX

IVORY COAST ANIMATION & VFX

GHANA ANIMATION & VFX

CONGO ANIMATION & VFX

BURKINA FASO ANIMATION & VFX

MIDDLE EAST ANIMATION & VFX

Emergence of the Middle Eastern Animation

IMPACT OF COVID-19 ON MIDDLE EAST ANIMATION & VFX

KEY INDUSTRY TRENDS

LOCAL CONTENT CREATION

UNITED ARAB EMIRATES ANIMATION & VFX

Industry Overview

GOVERNMENT SUPPORT

INTERNATIONAL COLLABORATION

DUBAI'S FIRST 3D ANIMATED FEATURE FILM

SAUDI ARABIA ANIMATION & VFX

Industry Overview

GOVERNMENT SUPPORT

STRATEGIES FOR INDUSTRY GROWTH

LATIN AMERICA ANIMATION & VFX

ARGENTINA ANIMATION & VFX

Industry Overview

IMPACT OF COVID-19 ON ARGENTINA'S ANIMATION & VFX

KEY TRENDS IN ARGENTINA'S ANIMATION INDUSTRY

INDUSTRY DRIVERS

CHALLENGES

INDUSTRY OPPORTUNITIES

ANIMATION STUDIOS IN ARGENTINA

ANIMATION SCHOOLS IN ARGENTINA

STRATEGIES FOR ANIMATION STUDIOS IN ARGENTINA

DATA ON ANIMATION STUDIOS IN ARGENTINA

BRAZIL ANIMATION & VFX

Industry Overview

IMPACT OF COVID-19 ON BRAZIL'S ANIMATION & VFX

KEY TRENDS IN THE BRAZILIAN ANIMATION INDUSTRY

INDUSTRY DRIVERS

CHALLENGES

INDUSTRY OPPORTUNITIES

ANIMATION STUDIOS IN BRAZIL

ANIMATION SCHOOLS IN BRAZIL

STRATEGIES FOR ANIMATION STUDIOS IN BRAZIL

DATA ON ANIMATION STUDIOS IN BRAZIL

MEXICO ANIMATION & VFX

Industry Overview

IMPACT OF COVID-19 ON MEXICO'S ANIMATION & VFX

KEY TRENDS IN MEXICAN ANIMATION INDUSTRY

CHALLENGES

INDUSTRY OPPORTUNITIES

INDUSTRY DRIVERS

MOVIE TRENDS IN MEXICO

STRATEGIES FOR ANIMATION STUDIOS IN MEXICO

DATA ON ANIMATION STUDIOS IN MEXICO

COLOMBIA ANIMATION & VFX

Industry Overview

IMPACT OF COVID-19 ON COLOMBIA'S ANIMATION & VFX
KEY TRENDS IN THE COLOMBIAN ANIMATION & VFX INDUSTRY
ANIMATION STUDIOS IN COLOMBIA
INDUSTRY DRIVERS
CHALLENGES
INDUSTRY OPPORTUNITIES
STRATEGIES FOR ANIMATION STUDIOS IN COLOMBIA
DATA ON ANIMATION STUDIOS IN COLOMBIA

CHILE ANIMATION & VFX

Industry Overview

IMPACT OF COVID-19 ON CHILE'S ANIMATION & VFX
KEY INDUSTRY TRENDS
DRIVERS
CHALLENGES
OPPORTUNITIES
STRATEGIES FOR ANIMATION STUDIOS IN CHILE
KEY STATISTICS ABOUT ANIMATION INDUSTRY IN CHILE

CARIBBEAN ANIMATION & VFX

JAMAICA ANIMATION & VFX

Industry Overview

KEY CHALLENGES FACED BY THE INDUSTRY IN JAMAICA
KEY RECOMMENDATIONS FOR THE ANIMATION INDUSTRY IN ZIMBABWE

Figures and Tables

TABLE: IMPACT OF COVID-19 ON GLOBAL ANIMATION & VFX
FIGURE: EARLY ANIMATIONS
TABLE: ANIMATION MOVIES ADAPTED FROM TELEVISION
FIGURE: ANIMATION INDUSTRY ACTIVITY FLOW
FIGURE: ANIMATION & VFX INDUSTRY SUPPLY CHAIN
FIGURE: EARLY CGI BASED ANIMATIONS
TABLE: LIVE ACTION MOVIES FEATURING CGI CHARACTERS
TABLE: TOP GROSSING ANIMATION MOVIES

FIGURE: MARKET SIZE OF GLOBAL ANIMATION, VFX AND VIDEO GAMES

FIGURE: BREAK-UP OF GLOBAL ANIMATION, VFX AND VIDEO GAMES INDUSTRY

FIGURE: MARKET SIZE OF GLOBAL ANIMATION & VFX INDUSTRY

FIGURE: MARKET SIZE OF GLOBAL VIDEO GAMES INDUSTRY

FIGURE: GEOGRAPHICAL BREAK-UP OF GLOBAL ANIMATION, VFX & VIDEO GAMES INDUSTRY

FIGURE: GEOGRAPHICAL BREAK-UP OF GLOBAL ANIMATION & VFX INDUSTRY

FIGURE: MARKET SEGMENTS OF ANIMATION, VFX & VIDEO GAMES INDUSTRY

FIGURE: GLOBAL ANIMATION, VFX & VIDEO GAMING INDUSTRY SEGMENTS

FIGURE: MARKET SIZE OF ANIMATION & VFX IN MOVIES & TELEVISION

FIGURE: MARKET SIZE OF ANIMATION & VFX IN MANUFACTURING

FIGURE: MARKET SIZE OF ANIMATION & VFX IN ARCHITECTURE & ENGINEERING

FIGURE: MARKET SIZE OF ANIMATION & VFX IN EDUCATION

FIGURE: MARKET SIZE OF ANIMATION IN MEDICAL, HEALTHCARE & SCIENTIFIC

FIGURE: MARKET SIZE OF ANIMATION & VFX IN GOVERNMENT & DEFENCE

FIGURE: MARKET SIZE OF ANIMATION & VFX IN MARKETING & ADVERTISING

FIGURE: GEOGRAPHIC DISTRIBUTION OF ANIMATION STUDIOS IN THE WORLD

FIGURE: BREAK-UP OF ANIMATION STUDIOS BASED ON CAPABILITIES

TABLE: MOST INFLUENTIAL ANIMATION STUDIOS OF ALL TIME

TABLE: ANIMATED FEATURE FILMS FROM PROMINENT STUDIOS

FIGURE: BREAK-UP OF GLOBAL ANIMATION & VFX MARKET BY PRODUCTION TECHNIQUES

TABLE: TOP ANIMATION MOVIE FRANCHISES

TABLE: TOP GROSSING CGI ANIMATION MOVIES OF ALL TIME

TABLE: 3D ANIMATION / CGI FEATURE FILMS

TABLE: LIVE ACTION MOVIES WITH CGI MAIN CHARACTERS

TABLE: PROMINENT STOP MOTION ANIMATION MOVIES

TABLE: PROMINENT MOTION CAPTURE MOVIES

FIGURE: GLOBAL BOX OFFICE REVENUES OF 3D MOVIES

FIGURE: BOX OFFICE REVENUES OF 3D MOVIES IN NORTH AMERICA

FIGURE: GROWTH OF GLOBAL 3D SCREENS

FIGURE: NUMBER OF 3D MOVIES RELEASED GLOBALLY

TABLE: PROMINENT 3D MOVIES

TABLE: TOP GROSSING 3D ANIMATION MOVIES OF ALL TIMES

TABLE: 3D ANIMATION MOVIES IN THE TOP 20 GROSSING MOVIES

FIGURE: GLOBAL STREAMING VIDEO MARKET SIZE

FIGURE: GLOBAL ANIMATION & VFX STREAMING VIDEO MARKET SIZE

TABLE: MINUTES OF TELEVISION ANIMATION CONTENT DEMAND IN EUROPE

FIGURE: MINUTES OF 2D/3D TELEVISION ANIMATION CONTENT DEMAND IN EUROPE

FIGURE: CABLE TV WATCHING PATTERN IN THE US

TABLE: MINUTES OF TELEVISION ANIMATION CONTENT DEMAND IN THE UNITED STATES

FIGURE: MINUTES OF 2D/3D TELEVISION ANIMATION CONTENT DEMAND IN THE US

TABLE: MINUTES OF TELEVISION ANIMATION CONTENT DEMAND IN ASIA

FIGURE: MINUTES OF 2D/3D TELEVISION ANIMATION CONTENT DEMAND BY IN ASIA

TABLE: MINUTES OF TELEVISION ANIMATION CONTENT DEMAND IN SOUTH AMERICA

FIGURE: MINUTES OF 2D/3D TELEVISION ANIMATION CONTENT DEMAND IN SOUTH AMERICA

TABLE: MINUTES OF TELEVISION ANIMATION CONTENT DEMAND FROM REST OF THE WORLD

FIGURE: MINUTES OF 2D/3D TELEVISION ANIMATION CONTENT DEMAND FROM REST OF THE WORLD

TABLE: MINUTES OF TELEVISION ANIMATION CONTENT DEMAND WORLDWIDE

FIGURE: MINUTES OF 2D/3D TELEVISION ANIMATION CONTENT DEMAND GLOBALLY

FIGURE: COMMERCIAL ANIMATION SOFTWARE MARKET SIZE

FIGURE: ANIMATION SOFTWARE MARKET BREAK-UP BY SEGMENTS

TABLE: CLASSIFICATION OF ANIMATION SOFTWARE

TABLE: KEY PLAYERS AND THEIR PRODUCTS IN 2D ANIMATION SOFTWARE MARKET

TABLE: LEADING 2D AND 3D ANIMATION SOFTWARES

TABLE: LEADING 3D ANIMATION SOFTWARES BY APPLICATION & OPERATING SYSTEM

TABLE: KEY PLAYERS AND THEIR PRODUCTS IN 3D ANIMATION SOFTWARE MARKET

TABLE: FREE ANIMATION SOFTWARES

TABLE: PRICING STRUCTURES OF KEY ANIMATION SOFTWARE PACKAGES

TABLE: COMPARISON OF KEY 3D ANIMATION SOFTWARE

FIGURE: 2D ANIMATION PRODUCTION WORKFLOW

FIGURE: 3D ANIMATION PRODUCTION WORKFLOW

FIGURE: 3D ANIMATION WORKFLOW

FIGURE: KEY GLOBAL ANIMATION EVENTS

FIGURE: PIXAR'S PRODUCTIONS

FIGURE: ANIMATION MOVIE MARKETING COST BREAK-UP
TABLE: LEADING GLOBAL ANIMATION LICENSORS AND LICENSED PROPERTIES
TABLE: COST BREAK-UPS OF LEADING ANIMATION MOVIES
TABLE: CAPITAL EXPENDITURE FOR SETTING UP AN ANIMATION STUDIO
TABLE: PROFILE OF EMPLOYEES REQUIRED TO MANAGE THE STUDIO
FIGURE: MARKET SIZE OF ANIMATION & VFX IN EUROPE
TABLE: LEADING EUROPEAN ANIMATION FILMS BY THEATRE ADMISSIONS
TABLE: IMPACT OF COVID-19 ON GERMAN ANIMATION & VFX
FIGURE: MARKET SIZE OF ANIMATION & VFX INDUSTRY IN GERMANY
TABLE: LEADING ANIMATION & VFX STUDIOS IN GERMANY
TABLE: IMPACT OF COVID-19 ON UK ANIMATION & VFX
FIGURE: SIZE OF ANIMATION & VFX INDUSTRY IN THE UK
TABLE: LEADING ANIMATION & VFX STUDIOS IN THE UK
TABLE: IMPACT OF COVID-19 ON ITALIAN ANIMATION & VFX
FIGURE: SIZE OF ANIMATION & VFX INDUSTRY IN ITALY
TABLE: ANIMATION & VFX STUDIOS IN ITALY
TABLE: IMPACT OF COVID-19 ON FRENCH ANIMATION & VFX
FIGURE: SIZE OF ANIMATION & VFX INDUSTRY IN FRANCE
TABLE: ANIMATION & VFX STUDIOS IN FRANCE
TABLE: IMPACT OF COVID-19 ON SPANISH ANIMATION & VFX
FIGURE: SIZE OF ANIMATION INDUSTRY IN SPAIN
TABLE: ANIMATION & VFX STUDIOS IN SPAIN
TABLE: IMPACT OF COVID-19 ON AMERICAN ANIMATION & VFX
FIGURE: MARKET SIZE OF ANIMATION & VFX INDUSTRY IN THE UNITED STATES
TABLE: LEADING ANIMATION STUDIOS IN THE UNITED STATES
TABLE: LEADING ANIMATION TV CHANNELS IN THE UNITED STATES
FIGURE: 3D ANIMATION SALARIES IN THE UNITED STATES
FIGURE: 2D ANIMATION SALARIES IN THE UNITED STATES
FIGURE: WEB & MOBILE ANIMATION SALARIES IN THE UNITED STATES
FIGURE: VIDEO GAMES SALARIES IN THE UNITED STATES
TABLE: IMPACT OF COVID-19 ON CANADIAN ANIMATION & VFX
FIGURE: MARKET SIZE OF ANIMATION & VFX INDUSTRY IN CANADA
TABLE: ANIMATION & VFX STUDIOS IN CANADA
FIGURE: NUMBER OF ANIMATION STUDIOS IN CANADA
FIGURE: BREAK-UP OF ANIMATION STUDIOS IN CANADA BASED ON SIZE
FIGURE: CLASSIFICATION OF ANIMATION STUDIOS IN CANADA BASED ON CAPABILITIES
FIGURE: BREAK-UP OF ANIMATION STUDIOS IN CANADA BASED ON APPLICATIONS

FIGURE: 3D ANIMATION SALARIES IN CANADA

FIGURE: 2D ANIMATION SALARIES IN CANADA

FIGURE: WEB & MOBILE ANIMATION SALARIES IN CANADA

FIGURE: VIDEO GAMING SALARIES IN CANADA

TABLE: KEY ANIMATION STUDIOS IN ASIA

FIGURE: GAMES INDUSTRY REVENUES BY DEVICE TYPES IN ASIA

TABLE: IMPACT OF COVID-19 ON JAPANESE ANIMATION & VFX

TABLE: MOST POPULAR JAPANESE ANIMATION MOVIES

FIGURE: SIZE OF ANIMATION & VFX INDUSTRY IN JAPAN

FIGURE: SIZE OF ANIMATION & VFX INDUSTRY IN JAPAN

FIGURE: MINUTES OF TV ANIMATION PRODUCTION IN JAPAN

TABLE: LEADING ANIMATION & VFX STUDIOS IN JAPAN

TABLE: IMPACT OF COVID-19 ON KOREAN ANIMATION & VFX

TABLE: IN-HOUSE CONTENT DEVELOPED BY KOREAN ANIMATION STUDIOS

FIGURE: MARKET SIZE OF KOREAN ANIMATION & VFX

FIGURE: KOREA ANIMATION DOMESTIC BOX OFFICE

TABLE: ANIMATION SCHOOLS IN KOREA

TABLE: KOREA'S LEADING ANIMATION & VFX STUDIOS

TABLE: IMPACT OF COVID-19 ON CHINESE ANIMATION & VFX

TABLE: ANIMATION CONTENT DEVELOPED BY CHINESE STUDIOS

TABLE: TOP GROSSING ANIMATION MOVIES IN CHINA

FIGURE: THRU THE MOEBIUS STRIP

FIGURE: MARKET SIZE OF CHINESE ANIMATION INDUSTRY

FIGURE: MARKET SIZE OF CHINA'S ANIMATION, VFX & GAMING INDUSTRY
SEGMENTS

FIGURE: CHINA'S ANIMATION, VFX & GAMING INDUSTRY SEGMENTS BASED ON
APPLICATIONS

FIGURE: MINUTES OF ANIMATION CONTENT DEMAND VS. SUPPLY IN CHINA

FIGURE: VALUE OF CHINESE ANIMATION CONTENT DEMAND VS. SUPPLY

TABLE: LIST OF ANIMATION SCHOOLS IN CHINA

TABLE: CHINA'S LEADING ANIMATION STUDIOS

TABLE: TOP TEN ANIMATION STUDIOS IN CHINA

TABLE: IMPACT OF COVID-19 ON AUSTRALIAN ANIMATION & VFX

FIGURE: AUSTRALIAN FILM ADMISSION STATISTICS

FIGURE: NUMBER OF SCREENS IN AUSTRALIA

FIGURE: BOX OFFICE REVENUES IN AUSTRALIA

FIGURE: AUSTRALIAN FILM ADMISSIONS PER CAPITA

FIGURE: AUSTRALIAN FILM PRODUCTIONS PER YEAR

FIGURE: THEATRE ADMISSIONS IN AUSTRALIA

FIGURE: TICKET PRICES IN AUSTRALIA

FIGURE: EARLY AUSTRALIAN ANIMATION PRODUCTIONS

TABLE: ANIMATION & VFX STUDIOS IN AUSTRALIA

TABLE: ANIMATION MOVIES IN AUSTRALIA

TABLE: ANIMATION SCHOOLS IN AUSTRALIA

FIGURE: NUMBER OF ANIMATION STUDIOS IN AUSTRALIA

TABLE: IMPACT OF COVID-19 ON SOUTH AFRICAN ANIMATION & VFX

TABLE: ANIMATION & VFX STUDIOS IN SOUTH AFRICA

FIGURE: SOUTH AFRICA'S FIRST ANIMATED FEATURE FILM

FIGURE: SOUTH AFRICA'S 3D FEATURE FILM

FIGURE: NUMBER OF ANIMATION & VFX STUDIOS IN SOUTH AFRICA

FIGURE: BREAK-UP OF ANIMATION STUDIOS IN SOUTH AFRICA BASED ON SIZE

FIGURE: BREAK-UP OF ANIMATION STUDIOS IN SOUTH AFRICA BASED ON CAPABILITIES

FIGURE: CLASSIFICATION OF ANIMATION STUDIOS IN SOUTH AFRICA BASED ON APPLICATIONS

FIGURE: NUMBER OF PEOPLE EMPLOYED IN THE SOUTH AFRICAN ANIMATION INDUSTRY

FIGURE: COST PROJECTIONS OF PRODUCING ONE EPISODE OF ANIMATION IN SOUTH AFRICA

FIGURE: MINUTES OF ANIMATION CONTENT PRODUCED IN SOUTH AFRICA

FIGURE: BREAK-UP OF ANIMATION CONTENT OUTPUT OF SOUTH AFRICA

FIGURE: 3D ANIMATION SALARIES IN SOUTH AFRICA

FIGURE: 2D ANIMATION SALARIES IN SOUTH AFRICA

FIGURE: WEB & MOBILE ANIMATION SALARIES IN SOUTH AFRICA

FIGURE: GAMING SALARIES IN SOUTH AFRICA

TABLE: IMPACT OF COVID-19 ON NIGERIAN ANIMATION & VFX

FIGURE: NIGERIA'S DAWN OF THUNDER

FIGURE: NIGERIA ANIMATION PRODUCTIONS

TABLE: ANIMATION & VFX STUDIOS IN NIGERIA

TABLE: ANIMATION & VFX SCHOOLS IN NIGERIA

FIGURE: NUMBER OF ANIMATION & VFX STUDIOS IN NIGERIA

FIGURE: NUMBER OF PEOPLE EMPLOYED IN THE NIGERIAN ANIMATION INDUSTRY

FIGURE: COST PROJECTIONS OF PRODUCING ONE EPISODE OF ANIMATION IN NIGERIA

FIGURE: EARLIEST EGYPTIAN ANIMATION PRODUCTION

FIGURE: EGYPTIAN ANIMATION PRODUCTIONS

TABLE: ANIMATION & VFX STUDIOS IN EGYPT

FIGURE: KENYAN ANIMATION PRODUCTIONS
TABLE: ANIMATION & VFX STUDIOS IN KENYA
FIGURE: SENEGALESE ANIMATION PRODUCTIONS
FIGURE: AFRICA'S FIRST ANIMATED FEATURE FILM
FIGURE: ZIMBABWEAN ANIMATION PRODUCTIONS
FIGURE: EARLY NIGER ANIMATION PRODUCTIONS
FIGURE: EARLY IVORY COAST ANIMATION PRODUCTIONS
FIGURE: GHANA'S ANIMATION PRODUCTIONS
FIGURE: CONGO ANIMATION PRODUCTIONS
FIGURE: EARLY BURKINA FASO ANIMATION PRODUCTIONS
TABLE: IMPACT OF COVID-19 ON MIDDLE EAST ANIMATION & VFX
FIGURE: DUBAI'S FIRST 3D ANIMATED FEATURE FILM
TABLE: IMPACT OF COVID-19 ON ARGENTINA'S ANIMATION & VFX
TABLE: ORIGINAL ANIMATION CONTENT CREATED IN ARGENTINA
TABLE: ANIMATION & VFX STUDIOS IN ARGENTINA
TABLE: ANIMATION SCHOOLS IN ARGENTINA
FIGURE: ARGENTINA'S FIRST 3D ANIMATED FEATURE FILM
FIGURE: NUMBER OF ANIMATION STUDIOS IN ARGENTINA
FIGURE: BREAK-UP OF ANIMATION STUDIOS IN ARGENTINA BASED ON SIZE
FIGURE: BREAK-UP OF ANIMATION STUDIOS IN ARGENTINA BASED ON CAPABILITIES
FIGURE: CLASSIFICATION OF ANIMATION STUDIOS IN ARGENTINA BASED ON APPLICATIONS
FIGURE: NUMBER OF PEOPLE EMPLOYED IN THE ARGENTINE ANIMATION INDUSTRY
FIGURE: COST PROJECTIONS OF PRODUCING ONE EPISODE OF ANIMATION WORK IN ARGENTINA
FIGURE: MINUTES OF ANIMATION CONTENT PRODUCED IN ARGENTINA
FIGURE: BREAK-UP OF ANIMATION CONTENT PRODUCED IN ARGENTINA
FIGURE: 3D ANIMATION SALARIES IN ARGENTINA
FIGURE: 2D ANIMATION SALARIES IN ARGENTINA
FIGURE: WEB & MOBILE ANIMATION SALARIES IN ARGENTINA
FIGURE: GAMING SALARIES IN ARGENTINA
TABLE: IMPACT OF COVID-19 ON BRAZIL'S ANIMATION & VFX
TABLE: ORIGINAL ANIMATION CONTENT CREATED IN BRAZIL
TABLE: ANIMATION & VFX STUDIOS IN BRAZIL
TABLE: ANIMATION & SCHOOLS IN BRAZIL
TABLE: ANIMATION FESTIVALS AND EVENTS IN BRAZIL
FIGURE: BRAZIL'S FIRST CGI ANIMATED FEATURE FILM

FIGURE: BRAZIL'S FIRST LOCALLY PRODUCED TV SERIES

FIGURE: NUMBER OF ANIMATION & VFX STUDIOS IN BRAZIL

FIGURE: BREAK-UP OF ANIMATION STUDIOS IN BRAZIL BASED ON SIZE

FIGURE: BREAK-UP OF ANIMATION STUDIOS IN BRAZIL BASED ON CAPABILITIES

FIGURE: CLASSIFICATION OF ANIMATION STUDIOS IN BRAZIL BASED ON APPLICATIONS

FIGURE: NUMBER OF PEOPLE EMPLOYED IN THE BRAZILIAN ANIMATION INDUSTRY

FIGURE: COST PROJECTIONS OF PRODUCING ONE EPISODE OF ANIMATION WORK IN BRAZIL

FIGURE: MINUTES OF ANIMATION CONTENT PRODUCED IN BRAZIL

FIGURE: BREAK-UP OF ANIMATION CONTENT PRODUCED IN BRAZIL

FIGURE: 3D ANIMATION SALARIES IN BRAZIL

FIGURE: 2D ANIMATION SALARIES IN BRAZIL

FIGURE: WEB & MOBILE ANIMATION SALARIES IN BRAZIL

FIGURE: GAMING SALARIES IN BRAZIL

TABLE: IMPACT OF COVID-19 ON MEXICO'S ANIMATION & VFX

TABLE: ORIGINAL ANIMATION CONTENT CREATED IN MEXICO

TABLE: COMMERCIALY SUCCESSFUL MEXICAN FILM PRODUCTIONS

FIGURE: FEATURE FILMS IN MEXICO

FIGURE: NUMBER OF SCREENS IN MEXICO

FIGURE: BOX OFFICE REVENUES IN MEXICO

FIGURE: MEXICAN FILM ADMISSIONS PER CAPITA

FIGURE: MEXICAN FILM PRODUCTIONS PER YEAR

FIGURE: THEATRE ADMISSIONS IN MEXICO

FIGURE: TICKET PRICES IN MEXICO

TABLE: ANIMATION & VFX STUDIOS IN MEXICO

TABLE: ANIMATION SCHOOLS IN MEXICO

FIGURE: MEXICO'S FIRST 3D ANIMATED FEATURE FILM

FIGURE: NUMBER OF ANIMATION STUDIOS IN MEXICO

FIGURE: BREAK-UP OF ANIMATION STUDIOS IN MEXICO BASED ON SIZE

FIGURE: BREAK-UP OF ANIMATION STUDIOS IN MEXICO BASED ON CAPABILITIES

FIGURE: CLASSIFICATION OF ANIMATION STUDIOS IN MEXICO BASED ON APPLICATIONS

FIGURE: NUMBER OF PEOPLE EMPLOYED IN THE MEXICAN ANIMATION INDUSTRY

FIGURE: COST PROJECTIONS OF PRODUCING ONE EPISODE OF ANIMATION

WORK IN MEXICO

FIGURE: MINUTES OF ANIMATION CONTENT PRODUCED IN MEXICO

FIGURE: BREAK-UP OF ANIMATION CONTENT PRODUCED IN MEXICO

FIGURE: 3D ANIMATION SALARIES IN MEXICO

FIGURE: 2D ANIMATION SALARIES IN MEXICO

FIGURE: WEB & MOBILE ANIMATION SALARIES IN MEXICO

FIGURE: GAMING SALARIES IN MEXICO

TABLE: IMPACT OF COVID-19 ON COLOMBIA'S ANIMATION & VFX

TABLE: KEY ANIMATION PRODUCTIONS IN COLOMBIA

TABLE: ANIMATION & VFX STUDIOS IN COLOMBIA

FIGURE: NUMBER OF ANIMATION STUDIOS IN COLOMBIA

FIGURE: BREAK-UP OF ANIMATION STUDIOS IN COLOMBIA BASED ON SIZE

FIGURE: BREAK-UP OF ANIMATION STUDIOS IN COLOMBIA BASED ON CAPABILITIES

FIGURE: CLASSIFICATION OF ANIMATION STUDIOS IN COLOMBIA BASED ON APPLICATIONS

FIGURE: NUMBER OF PEOPLE EMPLOYED IN THE COLOMBIA ANIMATION INDUSTRY

FIGURE: COST PROJECTIONS OF PRODUCING ONE EPISODE OF ANIMATION WORK IN CHILE

FIGURE: MINUTES OF ANIMATION CONTENT PRODUCED IN COLOMBIA

FIGURE: BREAK-UP OF ANNUAL ANIMATION CONTENT PRODUCED IN COLOMBIA

FIGURE: 3D ANIMATION SALARIES IN COLOMBIA

FIGURE: 2D ANIMATION SALARIES IN COLOMBIA

FIGURE: WEB & MOBILE ANIMATION SALARIES IN COLOMBIA

FIGURE: GAMING SALARIES IN COLOMBIA

TABLE: IMPACT OF COVID-19 ON CHILE'S ANIMATION & VFX

FIGURE: ANIMATION SCHOOLS IN CHILE

FIGURE: BEAR STORY

FIGURE: PAPER PORT

TABLE: ANIMATION STUDIOS IN CHILE

FIGURE: NUMBER OF ANIMATION STUDIOS IN CHILE

FIGURE: NUMBER OF PEOPLE EMPLOYED IN THE CHILEAN ANIMATION INDUSTRY

FIGURE: COST OF PRODUCING ONE EPISODE OF ANIMATION WORK IN CHILE

FIGURE: MINUTES OF ANIMATION CONTENT PRODUCED IN CHILE

FIGURE: 3D ANIMATION SALARIES IN CHILE

FIGURE: 2D ANIMATION SALARIES IN CHILE

FIGURE: WEB & MOBILE ANIMATION SALARIES IN CHILE

FIGURE: GAMING SALARIES IN CHILE

FIGURE: JAMAICA'S ANIMATION PRODUCTIONS

I would like to order

Product name: Global Animation & VFX: Strategies, Trends & Opportunities (2022-26) (Includes Covid-19 impact & projections)

Product link: <https://marketpublishers.com/r/GA15040442F3EN.html>

Price: US\$ 7,000.00 (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/GA15040442F3EN.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

