Global 3D Animation Market Research Report- Forecast 2022

Market Synopsis of 3D Animation Market:

Market Scenario:
3D Animation is a process of developing/creating 3D dimensional moving images in the digital environment. 3D animation has gone through many advancements in recent years. The trend towards 3D animation is continuously growing. 3D animation is growing fastest in the media and entertainment industry. 3D animation provides view in different projections and angles making it look lively. The 3D animation engages people visually and thus attracts them. 3D animation trend is growing among game developers and designers. It has been observed that architects and smart classes segment is also expected to show a trend of 3D animation in recent years.

The study indicates that 3D animation provides many benefits such as it provides superior ability to portray movements, great visual effects, time management, easily grab attention and others. These numerous benefits of 3D animation boosts the 3D animation market. The study indicates that the growing adoption of visual effects technology in movies and the increasing demand for 3D mobile applications are driving the 3D animation market. Apart from it the increase in the use of 3D mapping technology for GPS and navigation is also driving the 3D animation market. The study reveals that lack of finance is a restraining factor for the 3D animation market.

The global 3D Animation market is expected to grow at USD ~20.5 Billion by 2022, at ~12% of CAGR between 2016 and 2022.

Study Objectives of 3D Animation Market:

- To provide detailed analysis of the market structure along with forecast of the various segments and sub-segments of the 3D Animation market.
- To provide insights about factors affecting the market growth.
- To analyze the 3D Animation market based porter’s five force analysis etc.
- To provide historical and forecast revenue of the market segments and sub-segments with respect to four main geographies and their countries- North America, Europe, Asia, and Rest of the World (ROW).
- To provide country level analysis of the market with respect to the current market size and future prospective.
- To provide country level analysis of the market for segment on the basis of software, service, component, hardware, end-user and region.
- To provide strategic profiling of key players in the market, comprehensively analyzing their core competencies, and drawing a competitive landscape for the market.
- To track and analyze competitive developments such as joint ventures, strategic alliances, mergers and acquisitions, new product developments, and
Key Players:
The prominent players in the 3D Animation Market are – Autodesk (U.S.), Image Metrics (U.S.), Maxon Computer (Germany), Corel Corporation (Canada), Adobe Systems Inc. (U.S.), Autodesk Inc. (U.S.), NVIDIA Corporation (U.S.), Pixologic Inc. (U.S.), SideFx Software (Canada), The Foundry VisionMongers Ltd. (U.K.), Trimble Navigation Ltd. (U.S.) among others

Segments:
The global 3D animation market has been segmented on the basis of software, service, component, hardware, end-user and region.

3D Animation Market by Software:
- SDK
- Plug-in Software
- Platforms
- Others

3D Animation Market by Hardware:
- Motion Capturing Systems
- Workstation
- Video cards and GPU
- Others

3D Animation Market by Service:
- Support and Maintenance
- Integration and Deployment
- Consulting

3D Animation Market by end-user:
- Media & entertainment
- Healthcare
- Architecture
- Education
- Others

Regional Analysis:
The regional analysis of 3D Animation market is being studied for region such as Asia pacific, Americas, Europe and Rest of the World. Rapid developments animation industry has driven the market of 3D Animation in North America. It has been observed that North America region is the leading in 3D Animation market. The study reveals that Asia-Pacific region is expected to show a sudden hike in the 3D animation market during the forecast period. Asia-Pacific countries like China, Taiwan, India, and South Korea have a fair share in the 3D Animation market.

Intended Audience

- Software investors
- 3D animation vendors
- 3D animation service providers
- Production houses / Animation studios
- 3D animation professionals
- 3D animation consultants
- System Integrators
- Research/Consultancy firms

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