

Market Research Report

EXCLUSIVE EDITION

Global Animation and VFX Market Opportunities, and Forecast By 2030



Global Industry Analysis, Forecast and Trends, 2030

Global Animation and VFX Market

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MARKET STATS VILLE

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Market Statsville is the leading market research and strategy builder with the depth and breadth of solutions that perfectly suit your every need. MSG provides solutions in a wide range of industry verticals in the form of market sizing, analysis, and incisive business insights. MSG experienced research analysts are proficient at digging deep and providing a variety of customizable data that help you make decisions with clarity, confidence, and impact.

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RESEARCH PROCESS



Our research is an optimum culmination of secondary and primary research, with the latter playing a major role. We also have an in-house repository and access to a number of external regional and global paid databases to help address specific requirements of our clients. The research process begins with a holistic secondary research, followed by expert interviews. The information gathered is then comprehensively analyzed by our highly experienced in-house research panel

Animation and VFX Market by Animation Platform Outlook (Television and OTT, Films, Advertisement, Gaming), by Type (2D, 3D, Motion Graphics), by End-Users (Media, BFSI, Entertainment, Gaming, Defense), by Region – Global Share and Forecast to 2030

Description

[The global animation and VFX market](#) size was valued at USD 167.9 billion in 2021. It is estimated to reach USD 401.0 billion by 2030, registering a CAGR of 11.5% during the forecast period.

Below information is analyzed in depth in the report-

Global Virtual Goods Market Revenue, 2018-2023, 2024-2033, (US\$ Millions)

Global Virtual Goods Market Sales Volume, 2018-2023, 2024-2033, (Units)

Share of the top five Virtual Goods companies in 2023 (%)

Market Growth Mapping

Qualitative and quantitative methodologies were utilized in the process of market growth mapping. The report offers an extensive examination of market dynamics, including a thorough assessment of the primary factors that drive market expansion, challenges encountered by industry participants, and forthcoming trends that indicate recent development. Prospects for investment and expansion are discerned via a comprehensive SWOT analysis, which evaluates the market's strengths, weakness, opportunities, and threats. The PESTEL analysis, which investigates the technological, environmental, political, economic, and social factors that influence the industry, provides additional depth of analysis. Furthermore, the report incorporates an analysis of PORTER'S 5 forces, which provides valuable perspectives on the sector's profitability and competitive intensity. Moreover, the report covers regulatory landscape, COVID-19 impact analysis, customer sentiment and behavior, trade analysis, supply-demand analysis, and the influence of government policies and other macroeconomic factors.

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Virtual Goods Market Segmentation:

This study offers a thorough segmentation of the Virtual Goods market based on an in-depth examination of the product portfolios and customers of key regional and global market players. By means of a comprehensive examination, we offer detailed perspectives on market segmentation, assisting stakeholders in comprehending the diverse aspects and variables that impact the Virtual Goods market.

By Animation Platform Outlook (Sales, USD Billion, 2017-2030)

- Television and OTT
- Films
- Advertisement
- Gaming
- Other Animation Platforms

By Type Outlook (Sales, USD Billion, 2017-2030)

- 2D
- 3D
- Motion Graphics
- Others
 - Stop Motion Animation
 - Prosthetics
 - Matte Painting
 - Computer Generated Imagery (CGI)
 - Compositing and Green Screen VFX

By End-Users Outlook (Sales, USD Billion, 2017-2030)

- Media
- BFSI
- Entertainment
- Gaming
- Defense
- Other End-Users

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Competitive Landscape of the Global Virtual Goods Market

This section presents comprehensive information regarding various key players in the Virtual Goods market. Additionally, it offers valuable insights pertaining to recent developments, contributions to the market, and effective marketing tactics. The study also encompasses a dashboard presentation that outlines the recent and current performance of the prominent corporations. The competitive analysis section of the research also encompasses an examination of both domestic and foreign sales, along with a comprehensive mapping of market players based on their respective products. Additionally, a thorough analysis of market share is conducted, focusing on significant firms, brands, producers, and suppliers.

The key companies covered in the market report are:

The animation and VFX market is mildly concentrated, with few global players operating in the market such as [Adobe Inc.](#), [iPi Soft LLC.](#), [Clara.io \(Exocortex Technologies Inc.\)](#), Autodesk Inc., Lost Marble LLC, Dwango co. Ltd, Blender Foundation, Animaker Inc., Toon Boom Animation Inc., Act-3D B.V., Epic Games Inc., The Foundry Vision Mongers Ltd, Planetside Software LLC, and Bondware Inc.

Thank You

The logo consists of the letters 'M' and 'S' in a stylized, white, sans-serif font, positioned inside a dark blue square.

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