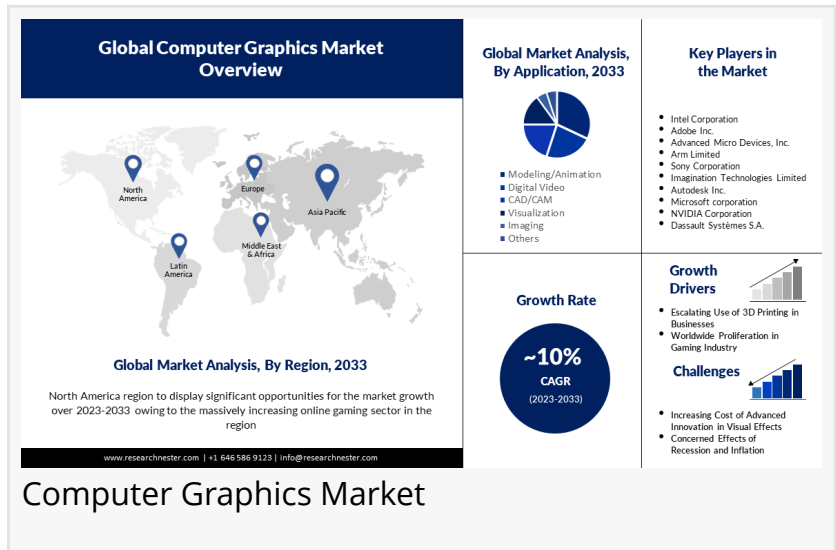


Computer Graphics Market Expected to Generate 10% of CAGR During 2033

Computer graphics market is estimated to garner a significant revenue by the end of 2033 by growing at a CAGR of ~10% over the forecast period 2033

NEW YORK CITY, NEW YORK, UNITED STATES, November 9, 2022 /EINPresswire.com/ -- Research Nester published a report titled "[Computer Graphics Market: Global Demand Analysis & Opportunity Outlook 2033](#)" which delivers detailed overview of the global computer graphics marketing

terms of market segmentation by component, application, service, end-user and by region.



Further, for the in-depth analysis, the report encompasses the industry growth indicators, restraints, supply and demand risk, along with detailed discussion on current and future market trends that are associated with the growth of the market.

The global computer graphics market is estimated to grow with a CAGR of ~10% over the forecast period, i.e., 2023 - 2033. The market is segmented by end-user into entertainment & advertising, aerospace & defense, automotive, education, healthcare, manufacturing, architecture, construction, and others. Amongst these, the entertainment & advertising segment anticipated to grow at the highest rate during the forecast period owing to the increasing drift of special visual effects in sci-fi movies, and significant proliferation in animated films and series.

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The global computer graphics market is projected to extensively grow owing to the increasing usage of 3D printing in manufacturing of various types of machineries, followed by the notable growth in online gaming sector, as number of new website are being launched that always have new gaming options with a very easy access. Furthermore, rapidly increasing viewership of OTT platforms, and growing social media usage are some of the major factors anticipated to drive the growth of the market in the forecast period.

Geographically, the global computer graphics market is segmented into five major regions comprising of North America, Europe, Asia Pacific, Latin America, and Middle East & Africa. The market in the North America region is estimated to witness significant growth over the forecast period owing to the rising recognition of e-sports, rapidly increasing internet use, surge in technical progressions, significantly growing online gaming industry, and existence of various VFX businesses in the region.

For more information about this report visit:

<https://www.researchnester.com/reports/computer-graphics-market/354>

The research is global in nature and covers detailed analysis on the market in North America (U.S., Canada), Europe (U.K., Germany, France, Italy, Spain, Hungary, Belgium, Netherlands & Luxembourg, NORDIC [Finland, Sweden, Norway, Denmark], Poland, Turkey, Russia, Rest of Europe), Latin America (Brazil, Mexico, Argentina, Rest of Latin America), Asia-Pacific (China, India, Japan, South Korea, Indonesia, Singapore, Malaysia, Australia, New Zealand, Rest of Asia-Pacific), Middle East and Africa (Israel, GCC [Saudi Arabia, UAE, Bahrain, Kuwait, Qatar, Oman], North Africa, South Africa, Rest of Middle East and Africa). In addition, analysis comprising market size, Y-O-Y growth & opportunity analysis, market players' competitive study, investment opportunities, demand for future outlook etc. has also been covered and displayed in the research report.

Worldwide Propagation in Internet Use to Drive the Growth of the Market

As per the World Bank, the figure of internet users reached 60% of the global population in 2020.

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The pervasive consumption of the internet has become acceptable in many advanced economies. As the internet has progressed as a necessary tool for information, interaction, and entertainment, the daily average time spent on the web per capita is increasing year after year. On the other side, mobile technology has enabled the internet to have a far larger presence, boosting the global population of internet users. The internet is still the most popular form of mass communication. Anyone now able to have a web page on the internet on a very small expense. Therefore, the growing usage of internet is fueling up the global computer graphics market growth.

However, recession and inflation related risks, growing amount of cutting-edge revolution in visual effects, and need of hardware change as of continuous upgrade are expected to operate as key restraint to the growth of the global computer graphics market over the forecast period.

This report also provides the existing competitive scenario of some of the key players of the global computer graphics market which includes company profiling of Microsoft corporation, NVIDIA Corporation, Dassault Systems S.A., Intel Corporation, Adobe Inc., Advanced Micro Devices, Inc., Arm Limited, Sony Corporation, Imagination Technologies Limited, Autodesk Inc., and others. The profiling enfolds key information of the companies which encompasses business overview, products and services, key financials and recent news and developments. On the whole, the report depicts detailed overview of the global computer graphics market that will help industry consultants, equipment manufacturers, existing players searching for expansion opportunities, new players searching possibilities and other stakeholders to align their market centric strategies according to the ongoing and expected trends in the future.

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