

VFX Market Size, Share, Analysis, Top Visual Effects Companies, Industry Growth, & Report 2023-28

The global visual effects (VFX) market size reached US\$ 9.3 Billion in 2022 & expects to reach US\$ 15.2 Billion by 2028, at a CAGR of 8.5% during 2023-2028.

BROOKLYN, NEW YORK, UNITED STATES, April 12, 2023
/EINPresswire.com/ -- Visual Effects (VFX) Market Overview:

The latest report by IMARC Group, titled “[Global Visual Effects \(VFX\) Market: Industry Analysis and Forecast, 2023-2028](#)”, offers a comprehensive analysis of the industry, which comprises insights on the [global visual effects market](#). The report also includes competitor and regional analysis, and contemporary advancements in the global market.

The report provides a detailed overview of the VFX market, including its size, share, and growth. It also includes a list of the top VFX companies and their market share. The report is available for purchase at [https://www.imarcgroup.com/visual-effects-market/requestsample](#).

The global visual effects (VFX) market size reached US\$ 9.3 Billion in 2022. Looking forward, IMARC Group expects the market to reach US\$ 15.2 Billion by 2028, exhibiting a growth rate (CAGR) of 8.5% during 2023-2028.

Visual effects (VFX) involves creating or enhancing imagery and effects outside of traditional live-action shooting. They include manipulating computer-generated imagery (CGI), digital animation, and motion capture to create realistic environments, characters, and effects. They are used in films, television, video games, and virtual reality experiences. They are utilized to create a dynamic environment, virtual creatures, and believable characters. Additionally, they are also used to improve a scene with additional elements or remove elements from a scene. They aid in the creation of special effects, such as fire, explosions, and the destruction of objects. As a result, they are an integral part of the filmmaking process and can be used to create a truly unique and captivating experience for viewers.

For more information on this report, please contact IMARC Group at info@imarcgroup.com or visit our website at <https://www.imarcgroup.com/visual-effects-market/requestsample>.



Visual Effects (VFX) Market 2023-2028

Visual Effects (VFX) Market Trends:

Significant growth in the entertainment industry majorly drives the global market. This can be supported by the extensive application of VFX in advertisements, video games, movies, and TV shows across the globe. With the elevating demand for VFX, on account of the rising popularity of computer-generated imagery (CGI) and other special effects in movies and television shows, is significantly supporting the market. As video games and virtual reality applications become more popular, the need for VFX to create realistic, immersive worlds is positively increasing, which is driving the demand for VFX artists and technicians to help create these experiences. Moreover, the integration of advanced technologies in VFX software, including artificial intelligence (AI), machine learning (ML), and virtual reality (VR), is contributing to the market.

Competitive Landscape:

The competitive landscape of the market has been studied in the report with detailed profiles of the key players operating in the market.

Some of these key players include:

- Adobe Inc.
- Animal Logic
- Cinesite (Eastman Kodak Company)
- Digital Domain Holdings Limited
- Framestore
- Pixomondo
- Rodeo FX
- Scanline VFX
- Sony Pictures Entertainment Inc. (Sony Group Corporation)
- Technicolor SA
- The Foundry Visionmongers Limited
- The Walt Disney Company

For more information on the market, visit our website: <https://www.imarcgroup.com/visual-effects-market>

Visual Effects (VFX) Market Growth Factors:

Along with this, the escalating number of videos being created for the internet is providing thrust to the demand as these videos require some form of visual effects. In addition, pre-rendered visuals are becoming increasingly popular as they allow filmmakers to add a level of realism and detail to their films, this is impacting the market favorably. In addition, the widespread adoption of cloud models, on account of their numerous advantages, such as elasticity in terms of storage,

higher availability, sharing of work, pay-as-you-go model, and fast video processing facilities, is also favoring the market. Apart from this, numerous key market players are investing in research and development (R&D) activities to introduce new high-resolution rendering works essential to produce high-quality VFX, acting as another growth-inducing factor. Furthermore, the growing demand for 3D-UHD animated movies in theatres globally and the utilization of digital video content platforms are creating a positive market outlook.

□□□ □□□□□□ □□□□□□□□□□□□:

Breakup by Component:

- Software
- Services
- Hardware

Breakup by Product:

- Simulation FX
- Animation
- Modelling
- Matte Painting
- Compositing

Breakup by Technology:

- AI (Artificial Intelligence)
- AR (Augmented Reality)

Breakup by Application:

- Movies
- Television
- Gaming
- Advertisements
- Others

Breakup by Region:

- North America (United States, Canada)
- Asia Pacific (China, Japan, India, Australia, Indonesia, Korea, Others)
- Europe (Germany, France, United Kingdom, Italy, Spain, Others)
- Latin America (Brazil, Mexico, Others)
- Middle East and Africa (United Arab Emirates, Saudi Arabia, Qatar, Iraq, Other)

Get in Touch with our Expert Team for Inquire or further information:

<https://www.imarcgroup.com/request?type=report&id=5576&flag=C>

Key highlights of the Report:

- Market Performance (2017-2022)
- Market Outlook (2023-2028)
- COVID-19 Impact on the Market
- Porter's Five Forces Analysis
- Historical, Current and Future Market Trends
- Market Drivers and Success Factors
- SWOT Analysis
- Structure of the Market
- Value Chain Analysis
- Comprehensive Mapping of the Competitive Landscape

Note: If you need specific information that is not currently within the scope of the report, we can provide it to you as a part of the customization.

□□□□□□ □□ □□□□□ □□□□□□ □□□□□□ □□□□-□□□□:

- Green Cement Market: <https://www.openpr.com/news/2948695/green-cement-market-2023-analysis-size-share-trends>
- ATM Market: <https://www.openpr.com/news/2972129/atm-market-estimated-to-exceed-us-29-6-billion-globally>
- Social Commerce Market: <https://www.openpr.com/news/2972223/social-commerce-market-estimated-to-exceed-us-3-652-billion>
- Pea Protein Market: <https://www.openpr.com/news/2972235/pea-protein-market-estimated-to-exceed-us-2-063-1-million>
- Tissue Paper Market: <https://www.openpr.com/news/2972248/tissue-paper-market-estimated-to-exceed-us-98-5-billion>

About Us

IMARC Group is a leading market research company that offers management strategy and market research worldwide. We partner with clients in all sectors and regions to identify their highest-value opportunities, address their most critical challenges, and transform their businesses.

IMARC's information products include major market, scientific, economic, and technological developments for business leaders in pharmaceutical, industrial, and high-technology organizations. Market forecasts and industry analysis for biotechnology, advanced materials, pharmaceuticals, food and beverage, travel and tourism, nanotechnology, and novel processing methods are at the top of the company's expertise.

Elena Anderson

IMARC Services Private Limited

+1 6317911145

[email us here](#)

This press release can be viewed online at: <https://www.einpresswire.com/article/627493432>

EIN Presswire's priority is source transparency. We do not allow opaque clients, and our editors try to be careful about weeding out false and misleading content. As a user, if you see something we have missed, please do bring it to our attention. Your help is welcome. EIN Presswire, Everyone's Internet News Presswire™, tries to define some of the boundaries that are reasonable in today's world. Please see our Editorial Guidelines for more information.

© 1995-2023 Newsmatics Inc. All Right Reserved.