

# Animation Market Size to Worth USD 410.02 billion by 2030 | With a 12.5% CAGR by Exactitude Consultancy

LUTON, BEDFORDSHIRE, UNITED KINGDOM, March 13, 2024

/EINPresswire.com/ -- The "[Animation Market](#)" Size, Scope, and Forecast 2024-2030 report has been added to the market research collection of Research Reports. The report offers an in-depth analysis of the growth of the industry by segmenting it by type and geography. It provides an overview of the current market size and its forecast in terms of revenue and volume.

Industry experts and researchers have offered an authoritative and concise analysis of the Animation Market with respect to various aspects such as growth Factors, challenges, Restraints, Developments, and Opportunities for growth. This report provides a pin-point analysis of changing dynamics and emerging trends in the Animation Market. The report also includes competitor and regional analysis and highlights the latest advancements in the

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High demand for animation across various industries: entertainment, gaming, advertising, education, and online content creation, driving market growth.

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*exactitudeconsultancy*



market. Also this report analysis Porters five forces analysis, value chain analysis, SWOT analysis are some additional important parameters used for the analysis of market growth

The global Animation market size was valued at USD 179.78 billion in 2023, and is projected to reach USD 410.02 billion by 2030, registering a CAGR of 12.5% from 2024 to 2030

Market driver

"Animation Market" typically refers to the industry and market surrounding animated content, including but not limited to movies, television shows, web series, and video

games. In recent years, the animation market has been growing steadily due to various factors such as advancements in technology, increased demand for content from streaming platforms, and globalization of entertainment.

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<https://exactitudeconsultancy.com/reports/40747/animation-market/#request-a-sample>

Top Key Players in Animation Market:

Aardman Animations, Bento Box Entertainment, Blue Sky Studios, Cartoon Network Studios, DreamWorks Animation, Illumination Entertainment, Industrial Light & Magic (ILM), Laika Studios, Madhouse, Nickelodeon Animation Studio, Pixar Animation Studios, Reel FX Animation Studios, Sony Interactive Entertainment, Sony Pictures Animation, Studio Chizu, Studio Ghibli, Toei Animation, Valve Corporation, Walt Disney Animation Studios, Warner Bros. Animation

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December 20, 2023— Sony Interactive Entertainment (SIE) today announced the PlayStation 5 console (PS5) has surpassed 50 million units<sup>1</sup> sold through to consumers, three years since its Nov. 2020 launch.

November 28, 2023 — NCSOFT, a global premier developer and publisher, today announced that it has signed a strategic global business partnership with Sony Interactive Entertainment (SIE).

If you require any specific information that is not covered currently within the scope of the report, we will provide the same as a part of the customization.

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Animation Market by Type

Stop Motion

Flipbook Animation

2D Animation

3D Animation

Animation Market by Application

Media & Entertainment

Automotive

Online Education

Others

## Animation Market, By Geography

The dominance within the animation market varies according to factors like production capabilities, technological advancements, talent availability, and market demand. Historically, North America, particularly the United States, has stood out as a powerhouse in the animation industry. Major studios such as Walt Disney Animation Studios, Pixar Animation Studios, and DreamWorks Animation have played pivotal roles in setting global standards for animation quality and storytelling, captivating audience's worldwide and yielding significant revenue. Furthermore, North America benefits from a thriving animation ecosystem, including reputable animation schools, production companies, and cutting-edge technological infrastructure, fostering an environment conducive to creativity and innovation. Additionally, the region's robust intellectual property laws and well-established distribution networks contribute to its supremacy in the global animation landscape.

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To study and analyse the global s market size (value and volume) by company, key regions/countries, products and application forecast to 2030.

To understand the structure of Animation market by identifying its various sub segments.

To share detailed information about the key factors influencing the growth of the market (growth potential, opportunities, drivers, industry-specific challenges and risks).

Focuses on the key global Animation manufacturers, to define, describe and analyse the sales volume, value, market share, market competition landscape, SWOT analysis and development plans in next few years.

To analyse the Animation with respect to individual growth trends, future prospects, and their contribution to the total market.

To project the value and volume of Animation submarkets, with respect to key regions (along with their respective key countries).

To analyse competitive developments such as expansions, agreements, new product launches, and acquisitions in the market.

To strategically profile the key players and comprehensively analyse their growth strategies.

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There are several compelling reasons to consider purchasing this report on the global Animation Market:

**Comprehensive Market Insights:** The report provides a detailed and comprehensive analysis of the global Animation Market, covering key trends, growth drivers, challenges, and opportunities. It offers valuable insights into market dynamics, enabling informed decision-making and strategic planning.

**In-Depth Industry Analysis:** The report delves into the competitive landscape, market segmentation, and key players' profiles. It presents a thorough assessment of the market's current and future potential, helping businesses identify potential partnerships, acquisitions, or investment opportunities.

**Market Size and Forecast:** The report includes accurate market sizing and forecasting data, enabling businesses to gauge the market's growth potential and plan their investments accordingly. This data-driven approach assists in optimizing resource allocation and mitigating risks.

**Emerging Trends and Innovations:** By highlighting emerging trends and innovations in the Animation Market, the report equips businesses with valuable foresight. Staying ahead of the curve on technological advancements and consumer preferences can offer a competitive edge.

**Regional Analysis:** The report examines the Animation Market across different regions, providing a comprehensive understanding of regional dynamics and market variations. This information aids businesses in devising region-specific strategies and tapping into high-growth markets.

**Regulatory Insights:** With an analysis of relevant regulations and policies impacting the Animation Market, the report helps businesses navigate compliance requirements and mitigate regulatory risks.

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