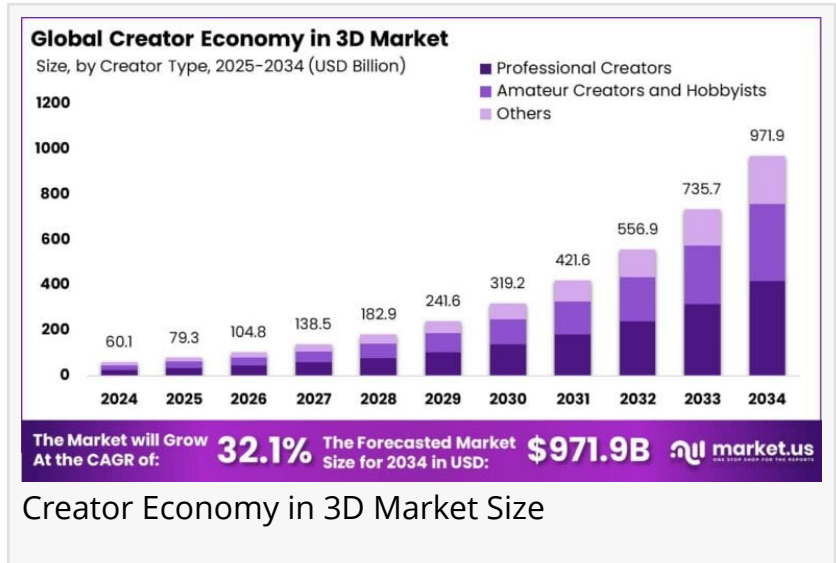


Creator Economy in 3D Market Towards USD 971.9 Billion By 2034

North America held over 38.2% of the 3D Creator Economy market in 2024, generating approximately USD 22.9 billion in revenue.

NEW YORK, NY, UNITED STATES, February 19, 2025 /EINPresswire.com/ -- According to the research conducted by Market.us, The global [3D Creator Economy market](#) is anticipated to experience significant growth, with the market size projected to reach USD 971.9 billion by 2034, up from USD 60.06 billion in 2024, reflecting a robust CAGR of 32.10% during the forecast period of 2025 to 2034. This growth is primarily driven by the increasing demand for 3D models, assets, and interactive digital content, particularly across sectors such as gaming, entertainment, and virtual reality.



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The Professional Creators segment was the dominant player in the 3D Creator Economy market in 2024, with more than 43.1% of the market share.

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Tajammul Pangarkar

North America is expected to maintain its dominant position in this market, holding over 38.2% of the global share in 2024, translating to approximately USD 22.9 billion in revenue. Within North America, the United States is a critical driver of this expansion, with the market in the U.S. projected to reach USD 18.49 billion in 2024, growing at a solid CAGR of 30.1%.

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Segment-wise, the 3D Models and Assets category holds the largest share, accounting for more than 37.4% of the total market in 2024. This is driven by increasing demand from both professional creators and businesses seeking customized digital assets for virtual environments, advertising, and product design. Additionally, the Professional Creators segment is expected to

remain the leading contributor to the market, commanding over 43.1% of the 3D Creator Economy in 2024.

The Gaming and Entertainment segment also represents a significant portion of the market, capturing more than 29.9% in 2024. This growth can be attributed to the rising adoption of immersive 3D experiences within gaming, film production, and interactive digital media.

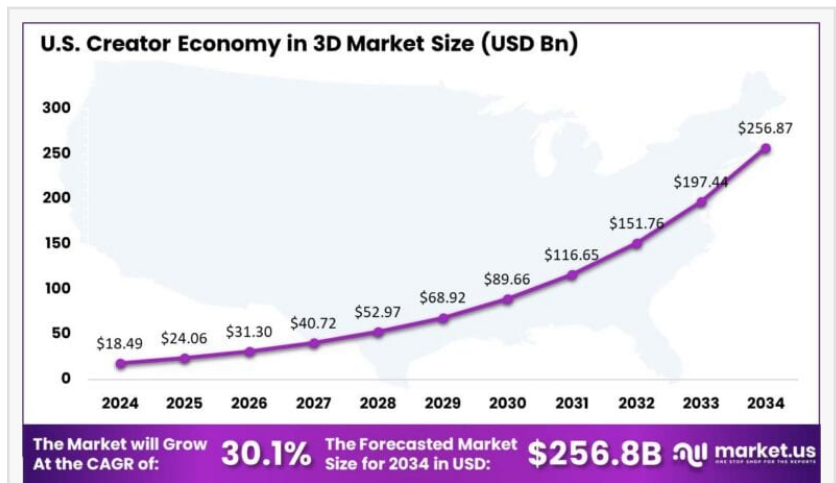
□ Regional Analysis

In 2024, the U.S. Creator Economy within the 3D market is expected to reach a valuation of \$18.49 billion, demonstrating a robust compound annual growth rate (CAGR) of 30.1%. In 2024, North America held a dominant market position within the 3D Creator Economy, capturing more than a 38.2% share with revenue totaling approximately USD 22.9 billion

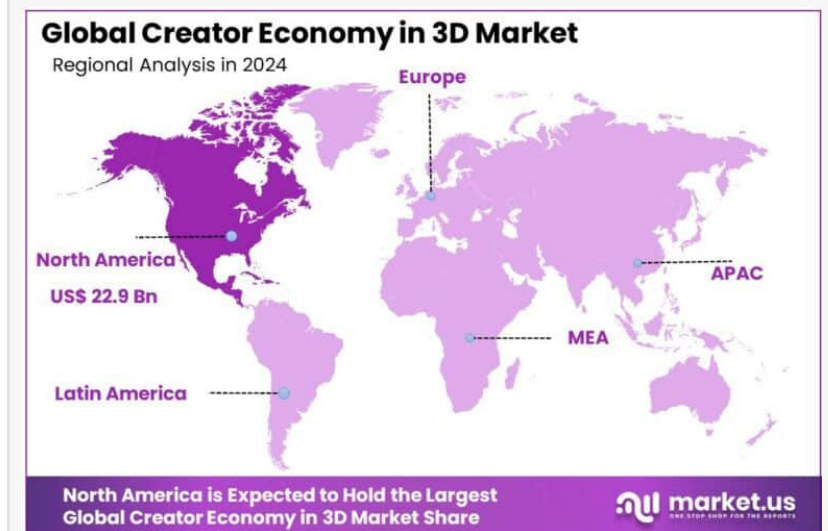
The U.S. and North America's dominance in the 3D Creator Economy can be attributed to several key factors that distinguish these markets from other regions globally. Firstly, North America, particularly the United States, has a well-established technological infrastructure that supports the development and expansion of 3D technologies. This includes advanced IT systems, robust internet connectivity, and widespread adoption of new technologies, creating an ideal environment for digital creators to innovate and expand their reach.

Additionally, there is significant investment in research and development within the region, backed by both public and private funding. The U.S. is home to many leading technology firms and startups that continuously push the boundaries of what's possible in 3D creation. These companies not only invest in the technology itself but also in cultivating a skilled workforce capable of driving further innovation. This commitment to fostering talent and innovation helps maintain North America's competitive edge in the global market.

Moreover, the market in North America benefits from strong governmental support through policies that encourage technological advancements and protect intellectual property rights. This



US Creator Economy in 3D Market Size



North America Creator Economy in 3D Market Size

legal and regulatory framework provides security for creators and businesses, encouraging further investment in the sector. The U.S. government's initiatives to integrate 3D technologies across various industries, including healthcare, automotive, and manufacturing, also contribute to the growth and prominence of the 3D Creator Economy in the region.

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<https://market.us/report/creator-economy-in-3d-market/free-sample/>

Report Segmentation

Type of Content Analysis

In 2024, the 3D Models and Assets segment maintained a strong lead in the 3D Creator Economy, securing over 37.4% of the market share. This dominance reflects the growing demand for high-quality 3D models and assets across various digital platforms, as creators continue to expand their portfolios and engage audiences through visual content.

Creator Type Analysis

In the same year, the Professional Creators segment led the market with a significant share of 43.1%. This segment includes established creators with advanced skills and a dedicated following, driving the bulk of the content creation and distribution within the 3D Creator Economy. Their expertise and influence are key drivers behind the growth of this sector.

End-Use Industry Analysis

The Gaming and Entertainment segment held the largest share of the 3D Creator Economy market in 2024, commanding more than 29.9% of the market. As the demand for immersive, interactive experiences in gaming and entertainment continues to rise, creators in this space are at the forefront of shaping new, engaging digital worlds that resonate with audiences worldwide.

Key Market Segments

By Type of Content

- 3D Models and Assets
- 3D Animations and Simulations
- 3D-Printed Designs
- Others

By Creator Type

- Professional Creators
- Amateur Creators and Hobbyists

- Others

By End-Use Industry

- Gaming and Entertainment
- E-Commerce and Retail
- Education and Training
- Architecture, Engineering, and Construction (AEC)
- Automotive
- Healthcare
- Others

Top Key Players in the Market

Autodesk, Inc.

Adobe Inc.

Epic Games, Inc.

Unity Technologies

Shutterstock, Inc.

Vectary Inc.

Nvidia Corporation

CGTrader

Shapeways, Inc.

Others

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Lawrence John

Prudour

+91 91308 55334

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