

# Digital Clothing Market Growing at 26.4% CAGR | Reach USD 4.8 Billion by 2031 Globally

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According to the report published by Allied Market Research, [Digital Clothing Market](#) Growing at 26.4% CAGR | Reach USD 4.8 Billion by 2031 Globally. The report provides an extensive analysis of changing market dynamics, major segments, value chain, competitive scenario, and regional landscape. This research offers valuable able guidance to leading players, investors, shareholders, and startups in devising strategies for sustainable growth and gaining a competitive edge in the market.



The global digital clothing market was valued at \$498.7 million in 2021, and is projected to reach \$4.8 billion by 2031, growing at a CAGR of 26.4% from 2022 to 2031.

## Driving Factors Digital Clothing Market

Rise in the development of the metaverse, the growing demand for sustainable clothing, and the surge in digitalization drive the growth of the global digital clothing market. However, high cost of digital garments hinders the global market growth. On the other hand, the growing trend of fast fashion and non-fungible tokens (NFTs) and a rapid advancement in augmented reality (AR) and virtual reality (VR) gaming industry present new growth opportunities for the global market in the coming years.

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## Market Segmentation Digital Clothing Market

The digital clothing market is segmented into technology, transaction, application area and

region. The global digital clothing market research is segmented into technology type, transaction type, application area, and region. On the basis of technology type, the market is categorized into 3D software, blockchain, artificial intelligence (AI), and others. On the basis of the transaction type the market is bifurcated into on-chain and off-chain. On the basis of application area, the digital clothing market is categorized into digital content creation, fashion design & technology, gaming, and others. On the basis of region, the digital clothing market trends are analyzed across North America (the U.S. and Canada), Europe (Germany, Italy, France, Spain, UK, and the Rest of Europe), Asia-Pacific (China, Japan, India, South Korea, Singapore, and Rest of Asia-Pacific), and LAMEA (Latin America, Middle East, and Africa).

### Key Players Digital Clothing Market

Competitive analysis and profiles of the major digital clothing industry players, such as Adidas AG, Auroboros, Dolce & Gabbana S.r.l., DRESSX, Kering (Gucci), H&M Group, LVMH, Nike, Inc., Replicant, Inc. and The Fabricant are provided in this report.

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Based on region, North America was the largest market in 2021, capturing nearly two-fifths of the global digital clothing market share and likely to lead in terms of revenue in 2031. Digital clothing continues to fuel business revenue growth in North America, due to growth in the metaverse, virtual reality, and augmented reality technology in the region. Rise in investments in non-fungible assets (NFT) and digital penetration also drive the growth of digital clothing in this region. However, the market in Asia-Pacific is expected to manifest the fastest CAGR of 27.84% during the forecast period. This is due to rapid urbanization and an increase in digital content creation and acceptance in the region.

Based on transaction, the on chain segment held the largest market share of three-fourths of the global digital clothing market in 2021 and is expected to maintain its dominance during the forecast period. The same segment is projected to witness the largest CAGR of 27.09% from 2022 to 2031. The growth of the segment is owed to its benefit of saving time and money of businesses by expediting the transaction process. The segment is expected to develop exponentially along with the increase in usage of blockchain technology.

Based on application area, the digital content creation segment held the largest market share of nearly two-fifths of the global digital clothing market in 2021 and is expected to maintain its dominance during the forecast period. The same segment is projected to witness the largest CAGR of 28.9% from 2022 to 2031. The proliferation of internet services and the increase in web traffic made content creation an essential tool for B2B communication. Personalization marketing, WEB 3.0, and AI content creation are transforming digital content creation that has significantly impacted the growing awareness of digital fashion.

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## Covid-19 Scenario

- Before the pandemic, digitization and fashion technology were not completely unrelated. Designers used digital fashion technology to create intricate and geometric patterns that were difficult to create manually. Data-integrated supply chains, AI-assisted design, tech-infused brick-and-mortar stores, and more already existed for some brands and retailers.
- The Covid-19 pandemic accelerated the trend of digital transformation tenfold in the fashion industry, and normalized and democratized the idea of going digital even more.
- Thus, the Covid-19 pandemic had a positive impact on the digital clothing industry.

Thanks for reading this article you can also get individual chapter-wise sections or region-wise report versions like North America Europe or Asia.

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Lastly this report provides market intelligence most comprehensively. The report structure has been kept such that it offers maximum business value. It provides critical insights into the market dynamics and will enable strategic decision-making for the existing market players as well as those willing to enter the market.

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