

The Computer graphics industry, being a part of designing industries, is categorized by creativity and innovation skill set. Computer graphics software are now widely being adopted across many industries, such as media and entertainment, advertising and television industry, computer gaming, corporate and commercial production, digital photo and video, and publishing. Computer graphics recently achieved an enormous response from the industry experts and freelancers and is currently expanding at very rapid rate. Computer graphics and 3D software imparts creativity and innovative ideas with the help of fresh talents. This has introduced various technological variations in both computer graphics and 3D animation that leaves the old school PC image processing, motion graphics behind.

In the media and entertainment industry computer graphics software is used extensively in commercials, cinema, television shows, digital videos, visual effects. Many educators take the help of computer graphics and animation software in lectures too. CAD/CAM software along with visualization and simulation software are increasingly being used in manufacturing and designing industry along with architecture, building, construction and real estate. With time, the animation industry has also started making its mark, as VFX and 3D technology evolved, many studio houses and production companies started adopting these technologies and achieved unexpected results.

The technology used in computer graphics is changing by each day. Various websites offer software such as Synfig, Anim8or, BRL-CAD, Maya Personal Learning Experience, and MindsEye for processing of images and animation on various operating systems either for free of charge or as complementary service. There are also software that are available on subscription basis such as 3ds Max, NX, Softimage, Solid Edge. The top players in this industry are Adobe Systems Inc., AMD, Autodesk, Dassault Systemes, Intel Corporation, Microsoft Corporation, Mentor Graphics, NVIDIA, Siemens PLM software, and Sony Corporation.

The computer graphics market research report analyzes global adoption trends, future growth potential, key drivers, restraints, opportunities, and best practices in this market. The report also analyzes market sizes and revenue forecasts across different geographies as well as industry verticals.

The computer graphics market is further segmented on the basis of software: CAD/CAM, Visualization/simulation, digital video, imaging, and modeling/animation; on the basis of services: consulting, training and support, and integration. The software market is forecasted to account for the highest market share for the year 2014 and the services market is forecasted to have the fastest growth rate/ CAGR from the year 2014 to 2019. The architecture, building, and construction vertical have the highest market share among the other verticals such as entertainment and advertising; academia and education; aerospace and defense; healthcare; manufacturing; automobile and other verticals.

Contents:
1 Introduction
1.1 Objectives
1.2 Report Description
1.3 Markets Covered
1.4 Stakeholders
1.5 Research Methodology
1.5.1 Key Data Sources
1.5.2 Data Triangulation & Market Forecasting
1.6 Forecast Assumptions
2 Executive Summary
2.1 Overall Market Size
7.2.2 Market Size & Forecast
7.3 Automobile
7.3.1 Overview
7.3.2 Market Size & Forecast
7.4 Entertainment & Advertising
7.4.1 Overview
7.4.2 Market Size & Forecast
7.5 Academia & Education
7.5.1 Overview
7.5.2 Market Size & Forecast
7.6 Healthcare
7.6.1 Overview
7.6.2 Market Size & Forecast
7.7 Manufacturing
7.7.1 Overview
7.7.2 Market Size & Forecast
7.8 Architecture, Building, & Construction
7.8.1 Overview
7.8.2 Market Size & Forecast
7.9 Others
7.9.1 Overview
7.9.2 Market Size & Forecast

8 Computer Graphics: Market Size & Forecast By Region
8.1 Introduction
8.2 North America (NA)
8.2.1 Overview
8.2.2 Market Size & Forecast
8.3 Europe
8.3.1 Overview
8.3.2 Market Size & Forecast
8.4 Asia-Pacific (APAC)
8.4.1 Overview
8.4.2 Market Size & Forecast
8.5 Middle East & Africa (MEA)
8.5.1 Overview
8.5.2 Market Size & Forecast
8.6 Latin America (LA)
8.6.1 Overview
8.6.2 Market Size & Forecast

9 Computer Graphics: Market Landscape
9.1 Competitive Landscape
9.1.1 Ecosystem & Roles
9.1.2 Portfolio Comparison
9.2 End-User Landscape
9.2.1 Market Opportunity Landscape
9.2.2 End-User Analysis
9.2.2.1 Thriving CAD/CAM Software Market
9.2.2.2 Education & Academia Adopting Computer Graphics Software
9.2.2.3 3d Cinema

10 Company Profiles
(Overview, Products & Services, Strategies & Insights, Developments and MNM View)*
10.1 Adobe Systems
10.2 Advanced Micro Devices (AMD)
10.3 Autodesk
10.4 Dassault Systemes
10.5 Intel Corporation
10.6 Mentor Graphics
10.7 Microsoft
10.8 Nvidia
10.9 Siemens PLM Software
10.10 Sony

*Details on Overview, Products & Services, Strategies & Insights, Developments and MNM View Might Not Be Captured in Case of Unlisted Companies.

List of Tables (86 Tables)

Table 1 Computer Graphics Market Size, By Solution, 2014-2019 ($Billion)
Table 2 Computer Graphics Market Growth, 2015-2019 (Y-O-Y %)
Table 3 Computer Graphics: Market Size, By Software, 2014-2019 ($Billion)
Table 4 Computer Graphics: Market Growth, By Software, 2015-2019 (Y-O-Y %)
Table 5 CAD/CAM Market Size, By End User, 2014-2019 ($Billion)
Table 6 CAD/CAM Market Growth, By End User, 2015-2019 (Y-O-Y %)
Table 7 CAD/CAM Market Size, By Vertical, 2014-2019 ($Billion)
Table 8 CAD/CAM Market Growth, By Vertical, 2015-2019 (Y-O-Y %)
Table 9 CAD/CAM Market Size, By Region, 2014-2019 ($Million)
Table 10 CAD/CAM Market Growth, By Region, 2015-2019 (Y-O-Y %)
Table 11 Visualization/Simulation Market Size, By End User, 2014-2019 ($Billion)
Table 12 Visualization/Simulation Market Growth, By End User, 2015-2019 (Y-O-Y %)
Table 13 Visualization/Simulation Market Size, By Vertical, 2014-2019 ($Million)
Table 14 Visualization/Simulation Market Growth, By Vertical, 2015-2019 (Y-O-Y %)
Table 15 Visualization/Simulation Market Size, By Region, 2014-2019 ($Million)
Table 16 Visualization/Simulation Market Growth, By Region, 2015-2019 (Y-O-Y %)
Table 17 Digital Video Market Size, By End User, 2014-2019 ($Billion)
Table 18 Digital Video: Market Growth, By End User, 2015-2019 (Y-O-Y %)
Table 19 Digital Video Market Size, By Vertical, 2014-2019 ($Million)
Table 20 Digital Video: Market Growth, By Vertical, 2015-2019 (Y-O-Y %)
Table 21 Digital Video Market Size, By Region, 2014-2019 ($Million)
Table 22 Digital Video Market Growth, By Region, 2015-2019 (Y-O-Y %)
Table 23 Imaging Market Size, By End User, 2014-2019 ($Billion)
Table 24 Imaging Market Growth, By End User, 2015-2019 (Y-O-Y %)
Table 25 Imaging Market Size, By Vertical, 2014-2019 ($Million)
Table 26 Imaging Market Growth, By Vertical, 2015-2019 (Y-O-Y %)
Table 27 Imaging Market Size, By Region, 2014-2019 ($Million)
Table 28 Imaging Market Growth, By Region, 2015-2019 (Y-O-Y %)
Table 29 Modeling/Animation Market Size, By End User, 2014-2019 ($Million)
Table 30 Modeling/Animation Market Growth, By End User, 2015-2019 (Y-O-Y %)
Table 31 Modeling/Animation Market Size, By Vertical, 2014-2019 ($Million)
Table 32 Modeling/Animation Market Growth, By Vertical, 2015-2019 (Y-O-Y %)
Table 33 Modeling/Animation Market Size, By Region, 2014-2019 ($Million)
Table 34 Modeling/Animation Market Growth, By Region, 2015-2019 (Y-O-Y %)
Table 35 Other Software Market Size, By End User, 2014-2019 ($Million)
Table 36 Other Software Market Growth, By End User, 2015-2019 (Y-O-Y %)
Table 37 Other Software Market Size, By Vertical, 2014-2019 ($Million)
Table 38 Other Software Market Growth, By Vertical, 2015-2019 (Y-O-Y %)
Table 39 Other Software Market Size, By Region, 2014-2019 ($Million)
Table 40 Other Software Market Growth, By Region, 2015-2019 (Y-O-Y %)
Table 41 Computer Graphics: Market Size, By Solution, 2014-2019 ($Billion)
Table 42 Computer Graphics: Market Growth, By Solution, 2015-2019 (Y-O-Y %)
Table 43 Consulting Services Market Size, By Region, 2014-2019 ($Million)
Table 44 Consulting Services Market Growth, By Region, 2015-2019 (Y-O-Y %)
Table 45 Consulting Services Market Size, By Vertical, 2014-2019 ($Million)
Table 46 Consulting Services Market Growth, By Vertical, 2015-2019 (Y-O-Y %)
Table 47 Training and Support Services Market Size, By Region, 2014-2019 ($Million)
Table 48 Training and Support Services Market Growth, By Region, 2015-2019 (Y-O-Y %)
Table 49 Training and Support Services Market Size, By Vertical, 2014-2019 ($Million)
Table 50 Training and Support Services Market Growth, By Vertical, 2015-2019 (Y-O-Y %)
Table 51 Integration Services Market Size, By Region, 2014-2019 ($Million)
Table 52 Integration Services Market Growth, By Region, 2015-2019 (Y-O-Y %)
Table 53 Integration Services Market Size, By Vertical, 2014-2019 ($Million)
Table 54 Integration Services Market Growth, By Vertical, 2015-2019 (Y-O-Y %)
Table 55 Computer Graphics Market Size, By End User, 2014-2019 ($Billion)
Table 56 Computer Graphics: Market Growth, By End User, 2015-2019 (Y-O-Y %)
Table 57 Computer Graphics Market Size, By Vertical, 2014-2019 ($Billion)
Table 58 Computer Graphics: Market Growth, By Vertical, 2015-2019 (Y-O-Y %)
Table 59 Aerospace and Defense Market Size, By Solution, 2014-2019 ($Million)
Table 60 Aerospace and Defense Market Growth, By Solution, 2015-2019 (Y-O-Y %)
Table 61 Automobile Market Size, By Solution, 2014-2019 ($Million)
Table 62 Automobile Market Growth, By Solution, 2015-2019 (Y-O-Y %)
Table 63 Entertainment and Advertising Market Size, By Solution, 2014-2019 ($Billion)
Table 64 Entertainment and Advertising Market Growth, By Solution, 2015-2019 (Y-O-Y %)
Table 65 Academia and Education Market Size, By Solution, 2014-2019 ($Million)
Table 66 Academia and Education Market Growth, By Solution, 2015-2019 (Y-O-Y %)
Table 67 Healthcare Market Size, By Solution, 2014-2019 ($Billion)
Table 68 Healthcare Market Growth, By Solution, 2015-2019 (Y-O-Y %)
Table 69 Manufacturing Market Size, By Solution, 2014-2019 ($Billion)
Table 70 Manufacturing Market Growth, By Solution, 2015-2019 (Y-O-Y %)
Table 71 Architecture, Building, and Construction Market Size, By Solution, 2014-2019 ($Billion)
Table 72 Architecture, Building, and Construction Market Growth, By Solution, 2015-2019 (Y-O-Y %)
Table 73 Others Market Size, By Solution, 2014-2019 ($Million)
Table 74 Others Market Growth, By Solution, 2015-2019 (Y-O-Y %)
Table 75 Computer Graphics: Market Size, By Region, 2014-2019 ($Billion)
Table 76 Computer Graphics: Market Growth, By Region, 2015-2019 (Y-O-Y %)
Table 77 North America: Market Size, By Vertical, 2014-2019 ($Billion)
Table 78 North America: Market Growth, By Vertical, 2015-2019 (Y-O-Y %)
Table 79 Europe: Market Size, By Vertical, 2014-2019 ($Billion)
Table 80 Europe: Market Growth, By Vertical, 2015-2019 (Y-O-Y %)
Table 81 APAC: Market Size, By Vertical, 2014-2019 ($Million)
Table 82 APAC: Market Growth, By Vertical, 2015-2019 (Y-O-Y %)
Table 83 MEA: Market Size, By Vertical, 2014-2019 ($Million)
Table 84 MEA: Market Growth, By Vertical, 2015-2019 (Y-O-Y %)
Table 85 Latin America: Market Size, By Vertical, 2014-2019 ($Million)
Table 86 Latin America: Market Growth, By Vertical, 2015-2019 (Y-O-Y %)

List of Figures (52 Figures)

Figure 1 Computer Graphics Market: Research Methodology
Figure 2 Data Triangulation
Figure 3 Computer Graphics Market Growth, 2015-2019 (Y-O-Y %)
Figure 4 Computer Graphics: Market Evolution
Figure 5 Computer Graphics: Market Segmentation
Figure 6 Computer Graphics: Time-Impact Analysis of Dynamics
Figure 7 Computer Graphics: Value Chain
Figure 8 Computer Graphics: Market Growth, By Software, 2015-2019 (Y-O-Y %)
Figure 9 CAD/CAM Market Growth, By End User, 2015-2019 (Y-O-Y %)
Figure 10 CAD/CAM Market Growth, By Vertical, 2015-2019 (Y-O-Y %)
Figure 11 CAD/CAM Market Growth, By Region, 2015-2019 (Y-O-Y %)
Figure 12 Visualization/Simulation Market Growth, By End User, 2015-2019 (Y-O-Y %)
Figure 13 Visualization/Simulation Market Growth, By Vertical, 2015-2019(Y-O-Y %)
Figure 14 Visualization/Simulation Market Growth, By Region, 2015-2019 (Y-O-Y %)
Figure 15 Digital Video: Market Growth, By End User, 2015-2019 (Y-O-Y %)
Figure 16 Digital Video: Market Growth, By Vertical, 2015-2019 (Y-O-Y %)
Figure 17 Digital Video Market Growth, By Region, 2015-2019 (Y-O-Y %)
Figure 18 Imaging Market Growth, By End User, 2015-2019 (Y-O-Y %)
Figure 19 Imaging Market Growth, By Vertical, 2015-2019 (Y-O-Y %)
Figure 20 Imaging Market Growth, By Region, 2015-2019 (Y-O-Y %)
Figure 21 Modeling/Animation Market Growth, By End User, 2015-2019 (Y-O-Y %)
Figure 22 Modeling/Animation Market Growth, By Vertical, 2015-2019 (Y-O-Y %)
Figure 23 Modeling/Animation Market Growth, By Region, 2015-2019(Y-O-Y %)
Figure 24 Other Software Market Growth, By End User, 2015-2019 (Y-O-Y %)
Figure 25 Other Software Market Growth, By Vertical, 2015-2019 (Y-O-Y %)
Figure 26 Other Software Market Growth, By Region, 2015-2019 (Y-O-Y %)
Figure 27 Computer Graphics: Market Growth, By Service, 2015-2019 (Y-O-Y %)
Figure 28 Consulting Services: Market Growth, By Region, 2015-2019 (Y-O-Y %)
Figure 29 Consulting Services: Market Growth, By Vertical, 2015-2019 (Y-O-Y %)
Figure 30 Training and Support Services Market Growth, By Region, 2015-2019 (Y-O-Y %)
Figure 31 Training and Support Services Market Growth, By Vertical, 2015-2019 (Y-O-Y %)
Figure 32 Integration Services Market Growth, By Region, 2015-2019 (Y-O-Y %)
Figure 33 Integration Services Market Growth, By Vertical, 2015-2019 (Y-O-Y %)
Figure 34 Computer Graphics: Market Growth, By End User, 2015-2019 (Y-O-Y %)
Figure 35 Computer Graphics: Market Growth, By Vertical, 2015-2019 (Y-O-Y %)
Figure 36 Aerospace and Defense Market Growth, By Solution, 2015-2019 (Y-O-Y %)
Figure 37 Automobile Market Growth, By Solution, 2015-2019 (Y-O-Y %)
Figure 38 Entertainment and Advertising Market Growth, By Solution, 2015-2019 (Y-O-Y %)
Figure 39 Academia and Education Market Growth, By Solution, 2015-2019 (Y-O-Y %)
Figure 40 Healthcare Market Growth, By Solution, 2015-2019 (Y-O-Y %)
Figure 41 Manufacturing Market Growth, By Solution, 2015-2019 (Y-O-Y %)
Figure 42 Architecture, Building, and Construction Market Growth, By Solution, 2015-2019 (Y-O-Y %)
Figure 43 Others Market Growth, By Solution, 2015-2019 (Y-O-Y %)
Figure 44 Computer Graphics: Market Growth, By Region, 2015-2019 (Y-O-Y %)
Figure 45 North America: Market Growth, By Vertical, 2015-2019 (Y-O-Y %)
Figure 46 Europe: Market Growth, By Vertical, 2015-2019 (Y-O-Y %)
Figure 47 APAC: Market Growth, By Vertical, 2015-2019 (Y-O-Y %)
Figure 48 MEA: Market Growth, By Vertical, 2015-2019 (Y-O-Y %)
Figure 49 Latin America: Market Growth, By Vertical, 2015-2019 (Y-O-Y %)
Figure 50 Computer Graphics: Market Ecosystem
Figure 51 Computer Graphics: Portfolio Comparison
Figure 52 Computer Graphics: Opportunity Plot

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