

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.

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