

The background is a complex, abstract digital composition. It features a dense network of thin, glowing blue lines that form a web-like structure. Interspersed within this network are larger, more prominent shapes in shades of orange, yellow, and red, which appear to be stylized or highlighted elements. The overall effect is that of a digital space or a network visualization, with a dark, almost black background that makes the glowing lines stand out. The text is overlaid on a semi-transparent dark grey rectangular area in the upper left quadrant.

*France Animation, VFX & Games Industry
Strategies, Trends & Opportunities*

digital.vector

Contents

European Animation Industry

DEMAND FOR TV CONTENT

Feature Film Industry in Europe

MARKETING AND MERCHANDISING

Trends in Europe

COLLABORATION AMONG EUROPEAN STUDIOS

DRIVERS FOR SUCCESS

ANIMATION COST STRUCTURES IN EUROPE

Animation Movie Budgets in Europe

Strategies and Models for Animation financing in Europe

ANIMATION FUNDING AGENCIES

CENTRALISED ANIMATION FUNDING AGENCIES IN EUROPE

Television Series Development in Europe

PITCHING TELEVISION SERIES TO BROADCASTERS

Copyright Chain in Europe

Co-Production Strategies in Europe

CONTRACTUAL ISSUES

KEY RIGHTS IN CO-PRODUCTION AGREEMENTS

CO-PRODUCTIONS AND OUTSOURCING

Distribution Strategies in Europe

PRODUCER-DISTRIBUTOR CO-FINANCING PATTERNS

3D Market in Europe

ADVANTAGES OF 3D

DISADVANTAGES OF 3D

Industry Constraints and Challenges

Market size of European Animation, VFX & Games industry

Animation Content demand by TV Channels in Europe

European Animation & VFX industry Market Size

European Games industry Market Size

Animation, VFX & Games industry in France

Recent Movie Trends in France

French Visual Effects Sector

Animation Co-productions in France

Size of Animation Industry in France

- TELEVISION CONTENT PRODUCTION IN FRANCE
- TELEVISION PRODUCTION BUDGETS IN FRANCE
- INVESTMENTS BY FRENCH TV CHANNELS IN ANIMATION
- COST PER HOUR OF ANIMATION BY FRENCH TV CHANNELS

Challenges for French Animation Industry

Government Support

Financing in French Animation

- TRENDS IN FINANCING SMALL BUDGET ANIMATION PRODUCTIONS IN FRANCE
- DISTRIBUTION

Role of Television Channels

- TERRESTRIAL TELEVISION
- CABLE TELEVISION

Strategies for Animation Studios in France

Data of Animation Studios in France

Animation Studios in France

Animation Television Channels in France

- FRANCE 5

French Video Games Industry

- KEY TRENDS IN THE FRENCH VIDEO GAMES INDUSTRY
- FRENCH VIDEO GAMES INDUSTRY STRUCTURE
- VIDEO GAME BUSINESS MODELS IN FRENCH
- ONLINE VIDEO GAMING BUSINESS MODELS IN FRANCE
- FRENCH VIDEO GAMES INDUSTRY VALUE CHAIN
- MOBILE GAMES INDUSTRY VALUE CHAIN IN FRANCE

Key Opportunities & Strategies for French Video Games Industry

Video Games Market Segments in France

- MOBILE VIDEO GAMES SEGMENTS & GENRES IN FRANCE
- ESPORTS MARKET IN FRANCE

French Video Games Market Size & Opportunity

Figures and Tables

TABLE 1: LEADING EUROPEAN ANIMATION FILMS BY THEATRE ADMISSIONS
 TABLE 2: LEADING EUROPEAN FILM COMPANIES
 TABLE 3: LEADING EUROPEAN FILM SCHOOLS
 FIGURE 1: CINEMA TICKET PRICES IN EUROPE
 TABLE 4: LEADING EUROPEAN ANIMATION LICENSORS AND LICENSED PROPERTIES
 TABLE 5: EUROPEAN ANIMATION FILM BUDGETS
 TABLE 6: EUROPEAN ANIMATED FILMS
 TABLE 7: ANIMATION FUNDING BODIES IN EUROPE
 FIGURE 2: EURIMAGES CO-PRODUCTIONS FUNDING PATTERN
 FIGURE 3: ANIMATION CO-PRODUCTIONS FUNDED BY EURIMAGES
 TABLE 8: LEADING ANIMATION BROADCASTERS IN EUROPE
 TABLE 9: LEADING ANIMATION DISTRIBUTORS IN EUROPE
 TABLE 10: LEADING CHILDREN’S CONTENT BROADCASTERS IN EUROPE
 FIGURE 4: GLOBAL ANIMATION CO-PRODUCTION NETWORK OF EUROPEAN STUDIOS
 TABLE 11: ANIMATION CONTENT DEMAND FORECAST – TV CHANNELS IN EUROPE
 FIGURE 5: BREAK-UP OF ANIMATION CONTENT DEMAND BY TV CHANNELS IN EUROPE
 FIGURE 6: MARKET SIZE OF EUROPEAN ANIMATION & VFX INDUSTRY
 FIGURE 7: MARKET SIZE OF EUROPEAN GAMES INDUSTRY
 FIGURE 8: FRENCH FILM ADMISSION STATISTICS
 FIGURE 9: NUMBER OF SCREENS IN FRANCE
 FIGURE 10: BOX OFFICE REVENUES IN FRANCE
 FIGURE 11 FRENCH FILM ATTENDANCE INDEX
 FIGURE 12: FRENCH FILM PRODUCTIONS PER YEAR
 FIGURE 13: THEATRE ADMISSIONS IN FRANCE
 FIGURE 14: ANIMATION CO-PRODUCTION NETWORK IN FRANCE
 FIGURE 15: SIZE OF ANIMATION INDUSTRY IN FRANCE
 FIGURE 16: TELEVISION CONTENT PRODUCTION IN FRANCE
 FIGURE 17: TELEVISION PRODUCTION BUDGETS IN FRANCE
 FIGURE 18: INVESTMENTS BY FRENCH TV CHANNELS IN ANIMATION
 FIGURE 19: COST PER HOUR OF ANIMATION BY FRENCH TV CHANNELS
 TABLE 12: FILM COMMISSIONS IN FRANCE
 FIGURE 20: FINANCING IN FRENCH ANIMATION
 TABLE 13: FILM FUNDING BODIES IN FRANCE
 TABLE 14: COST BREAK-UP OF SMALL BUDGET ANIMATION PRODUCTIONS IN FRANCE
 TABLE 15: REVENUE BREAK-UP FOR SMALL BUDGET ANIMATION PRODUCTIONS IN FRANCE
 TABLE 16: ANIMATION FEATURE FILMS PRODUCED IN FRANCE
 TABLE 17: CHILDREN’S TV CHANNELS IN FRANCE
 TABLE 18: ANIMATION STUDIOS IN FRANCE
 FIGURE 21: NUMBER OF ANIMATION STUDIOS IN FRANCE
 FIGURE 22: BREAK-UP OF ANIMATION STUDIOS IN FRANCE BASED ON SIZE
 FIGURE 23: CLASSIFICATION OF ANIMATION STUDIOS IN FRANCE BASED ON CAPABILITIES
 FIGURE 24: BREAK-UP OF ANIMATION STUDIOS IN FRANCE BASED ON APPLICATIONS
 FIGURE 25: 3D ANIMATION SALARIES IN FRANCE
 FIGURE 26: 2D ANIMATION SALARIES IN FRANCE

FIGURE 27: WEB & MOBILE ANIMATION ANIMATION SALARIES IN FRANCE
FIGURE 28: GAMING SALARIES IN FRANCE
TABLE 19: LEADING FRENCH GAME STUDIOS
FIGURE 29: COST STRUCTURE OF FRENCH VIDEO GAMES
TABLE 20: TOP GROSSING PLAY STORE GAMING APPLICATIONS IN FRANCE
TABLE 21: TOP GROSSING APPLE STORE GAMING APPLICATIONS IN FRANCE
FIGURE 30: GAMES INDUSTRY REVENUES BY DEVICE TYPES IN FRANCE
FIGURE 31: MARKET SIZE OF FRENCH GAMES INDUSTRY
FIGURE 32: MARKET SIZE OF MOBILE GAMES INDUSTRY IN FRANCE
FIGURE 33: REVENUE BREAK-DOWN BY MOBILE GAME GENRES IN FRANCE