

**GOVERNMENT OF INDIA
MINISTRY OF INFORMATION & BROADCASTING
LOK SABHA
UNSTARRED QUESTION NO. 997
TO BE ANSWERED ON 13.12.2022**

Boost to Animation Sector

997: SHRI RAJIV PRATAP RUDY:

Will the Minister of INFORMATION AND BROADCASTING be pleased to state:

- (a) whether the Government has data regarding the VFX and animation market in India and its position in the global share;
- (b) if so, the details thereof along with the revenue generated by India in the animation and VFX market along with the growth potential of the next decade during the last three years;
- (c) the details and the number of youths in the country who are employed in the animation and VFX sector, State/UT/district-wise including the district of Saran in Bihar;
- (d) the details of average remuneration earned by those employed in the sector during the said period;
- (e) whether the Government has taken any comprehensive steps to give a boost to the animation and VFX sector in the country; and
- (f) if so, the details thereof and if not, the reasons therefor?

ANSWER

**THE MINISTER OF INFORMATION & BROADCASTING; AND
MINISTER OF YOUTH AFFAIRS AND SPORTS
[SHRI ANURAG SINGH THAKUR]**

(a) to (c) Government does not maintain data regarding the VFX and animation market. However, figures published by various private industry entities are available.

As FICCI Report 2022, the Global Animation and VFX market is worth INR 13,84,600 crore in 2021-22 where India constitutes only about INR 9,300 crore which is less than 1% of the global market share. India has the potential to reach up to INR 41,200 crore by 2026.

As per NITI Aayog Draft Paper on AVGC, Asia Pacific is the fastest growing market amongst the region growing at CAGR of 13.2% between 2020 and 2024 and India is the fastest growing nation in Asia-Pacific region followed by Japan and China. There are more than 924 animation studios in the country working on both original IP and outsourced services. There were 45,000-60,000 animation and VFX jobs in 2019-20 and there is a potential to generate 75,000-1,20,000 jobs by 2025.

No district-wise data including district Saran in Bihar is available.

(d) No written/published data is available on the average remuneration earned by those employed in the sector during the last three years.

(e) to (f) An Animation, Visual Effects, Gaming and Comics (AVGC) Promotion Task Force was constituted by the Ministry of I&B on 8th April, 2022 with experts from across the government and the industry for devising strategies of growth through targeted interventions for their respective areas, make recommendations in areas of policy, capacity building, infrastructure, finance & technology and ways for boosting employment opportunities for youth in AVGC sector in India and make it a global IP content hub.
