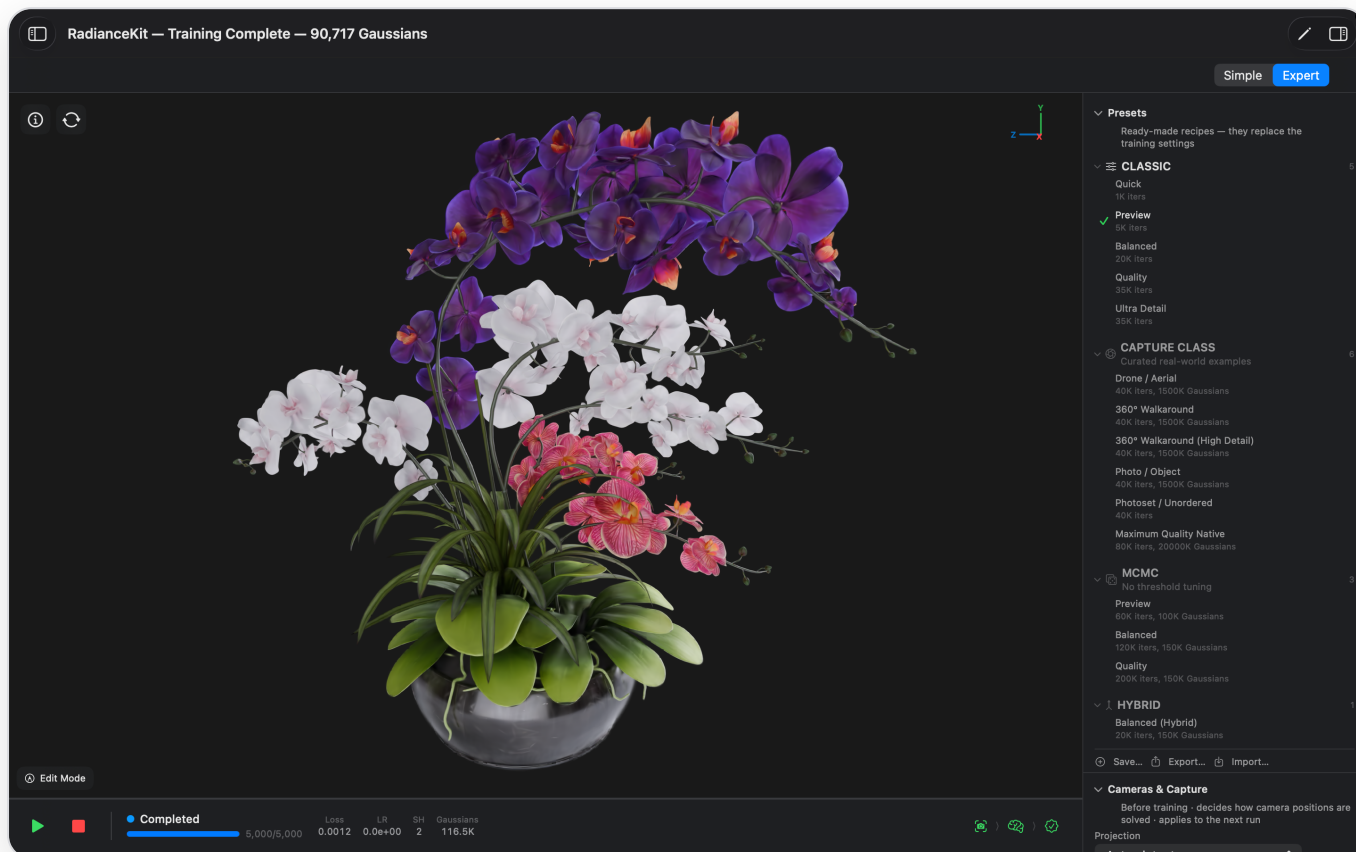




3D GAUSSIAN SPLATTING · MAC

RadianceKit

Photorealistic 3D from your photos — **native on the Mac.**
No cloud. No NVIDIA. No command line.



RadianceKit turns a handful of photos or a short video into a photorealistic, freely navigable 3D scene — computed entirely on your own Mac, on the Apple Silicon GPU. Drag in a folder, the built-in pipeline recovers the camera poses, and training runs live in the viewport. Everything stays on the device.

PLATFORM

macOS 26+ · Apple Silicon

PRICE

Free trial · US\$7.99 one-time

PRIVACY

100% local — no upload

EXPORT

6 formats + video & web viewer

LANGUAGES

18 UI · 18 manual

How it works

STEP 1

Import

Drop in photos or a video — including 360° panorama and drone footage.

STEP 2

Train

The Apple Silicon GPU trains the Gaussian Splatting scene, with a live preview.

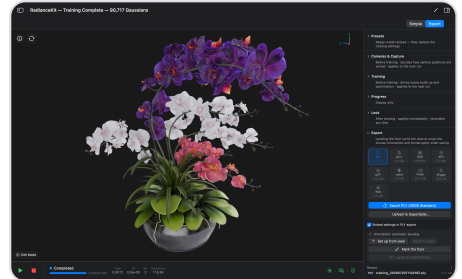
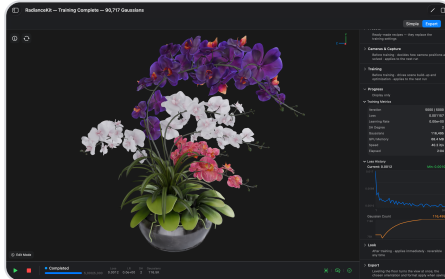
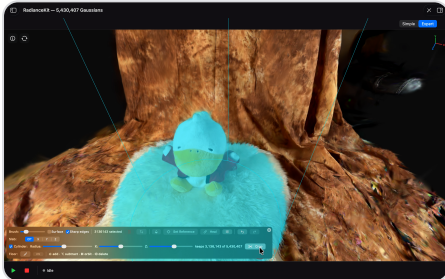
STEP 3

Export

Fine-tune the look and export to six 3D formats plus a 360° orbit video.

Why it stands out

- **Fully native on Apple Silicon**
Metal GPU compute — no CUDA, no Python, no Docker. MacBook Air to Mac Studio.
- **Two proven strategies**
Classic and MCMC (NeurIPS Spotlight), tuned over 560+ experiments.
- **Real-time viewport**
In-house renderer with true WYSIWYG between preview and export.
- **On-device & private**
Images never leave the Mac. No queues, no compute subscription.
- **Capture-Class presets**
Drone/Aerial, 360° Walkaround and Photo/Object — tuned end-to-end.
- **Integrated pipeline**
Built-in Structure-from-Motion and six export formats.



NEW IN VERSION 1.8.0

- Scene editor — brush selection with sharp edges, cylinder crop, editing slab, colour matching, multi-step undo.
- Markedly more accurate camera positions; new "Maximum Quality (Native)" preset; publishing to SuperSplat.

Review code & full press kit on request

Kindler Dev — Björn Kindler
info@kindler-dev.de · +49 89 62084444
radiancekit.de

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