

RadianceKit — Press Kit

3D Gaussian Splatting, native on the Mac. No cloud, no NVIDIA, no command line.

RadianceKit turns a handful of photos or a short video into a photorealistic 3D scene — computed entirely on your own Mac, on the Apple Silicon GPU. No server upload, no compute subscription, no Python, no terminal.

At a glance (fact sheet)

Product	RadianceKit
What it is	Native macOS app for 3D Gaussian Splatting (3DGS) — train, view and export on-device
Category	Graphics & Design (Mac App Store)
Platform	macOS 26 (Tahoe) or later, Apple Silicon (M1 or later)
Current version	1.8.0 (July 2026) — on the store since early 2026, developed continuously since
Price	Free to try (3-day full access), then a one-time in-app purchase of US\$7.99 (regional equivalent) — no subscription
Languages	Interface and full manual in 18 languages
Export	6 file formats (PLY, compressed PLY, SOG, SPZ, glTF/GLB, .splat) plus orbit video, wigglegram and web viewer · publishing to SuperSplat
Privacy	100% local — images never leave the Mac
Mac App Store	https://apps.apple.com/app/id6760346035
Website	https://radiancekit.de
Developer	Björn Kindler (independent developer, near Munich, Germany)

Boilerplate

One line: RadianceKit is a native macOS app that trains photorealistic 3D scenes with Gaussian Splatting directly on the Apple Silicon GPU — local, private, and without specialist hardware.

Short (~50 words): RadianceKit brings 3D Gaussian Splatting to the Mac: photos or video in, photorealistic 3D scene out — computed entirely on-device on the Apple Silicon GPU. No cloud, no

NVIDIA card, no command line. Includes an integrated Structure-from-Motion pipeline, a real-time preview, and export to six common 3D formats.

Long (~110 words): Gaussian Splatting is one of the most exciting 3D reconstruction techniques of recent years — yet until now it has been reachable almost exclusively through NVIDIA GPUs, the cloud, or cryptic command-line tools. RadianceKit changes that: it trains complete Gaussian Splatting scenes directly on the Mac, via Apple's Metal GPU compute, inside a clean native interface. Users drop in a folder of images or a video, the integrated Structure-from-Motion pipeline recovers the camera poses, and training runs with a live preview in the viewport. Two scientifically grounded training strategies (Classic and MCMC), validated quality presets, and WYSIWYG export to six formats make the result immediately usable — from web viewer to 3D pipeline. Everything stays on the device.

The problem RadianceKit solves

Gaussian Splatting produces strikingly realistic, freely navigable 3D scenes from ordinary photos. The barrier to entry has been steep: you needed an NVIDIA graphics card, cloud credits, or the patience to wrestle with Python environments, COLMAP builds and command-line flags. Mac users were effectively locked out.

RadianceKit turns that research workflow into something that feels like a Mac app: drag and drop in, photorealistic 3D out.

Why it's different (USPs)

1. **Fully native on Apple Silicon.** Training and rendering run on Metal GPU compute — no CUDA, no OpenCL, no Python, no Docker. From MacBook Air to Mac Studio.
2. **On-device — nothing is uploaded.** Images stay on the Mac. Full data control, no waiting on server queues, no compute subscription.

2a. **The complete chain in one app.** From the source images through camera solving to the finished splat. Other tools do train locally on a Mac, but they expect camera poses solved in a second program.

3. **Two scientifically grounded strategies.** *Classic* (clone/split/prune, Kerbl et al. 2023) and *MCMC* (Stochastic Gradient Langevin Dynamics, Kheradmand et al. 2024, NeurIPS Spotlight) — the latter reaches comparable quality with far fewer Gaussians.
 4. **Validated presets, not guesswork.** Quality tiers and new Capture-Class presets (Drone/Aerial, 360° Walkaround, Photo/Object) are tuned across 560+ documented experiments — no arbitrary defaults.
 5. **Real-time viewport at training quality.** Live preview while training, and since version 1.7 an in-house renderer with true WYSIWYG between preview and export.
 6. **Integrated pipeline, six export formats.** Structure-from-Motion is built in (Apple Photogrammetry by default, COLMAP optional). Export to PLY, compressed PLY, SOG, SPZ, glTF/GLB and .splat — plus 360° orbit video.
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Feature highlights

- **Photo or video import** by drag and drop, including 360° panorama and drone footage.
 - **Integrated SfM pipeline** recovers camera poses automatically.
 - **GPU training on Apple Silicon** with a live viewport preview.
 - **Capture-Class presets** for real-world scene types, each tuned end-to-end.
 - **“Look” post-processing** (saturation, splat size and length, far-fade) on any loaded scene.
 - **Editor** for cleaning up artefacts — deleted splats stay deleted, in exports too.
 - **Six export formats + orbit video** for web viewers, game engines and 3D pipelines.
 - **17-language interface**, 18-language manual.
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New in version 1.8.0 (July 2026)

- **Scene editor.** Brush-select regions and delete them, optionally with sharp edges that cut cleanly through partially covered splats. Cylinder crop for drone and walkaround captures. A movable editing slab that confines every operation to one slice of the scene. Colour matching or desaturation, optionally against a reference area painted by the user. Multi-step undo.
 - **Markedly more accurate camera positions.** The app’s own solver made its largest accuracy gain since launch and now aligns entire capture sequences that previously defeated it. The new “Maximum Quality (Native)” preset bundles the most thorough configuration.
 - **Publishing to SuperSplat** straight from the app; reading back the app’s own compressed PLY files.
 - **AprilTag detection:** printed markers in the footage are detected and reported.
 - **Reordered inspector** following the actual workflow; unavailable settings stay visible instead of disappearing.
 - **Steadier viewport.**
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Story angles for editors

For Mac and consumer-tech outlets: “Gaussian Splatting finally goes native on the Mac” — the technique everyone is talking about now runs without NVIDIA, cloud or terminal on any Apple Silicon Mac, uniting Apple’s photogrammetry and Metal compute in a single app.

Context you can quote: The technique has arrived in production — Framestore used 4D Gaussian Splatting for the hologram sequences in James Gunn’s *Superman* (2025). In heritage documentation, phone capture is sufficient for usable results and delivery is roughly forty times lighter than laser scanning. Where millimetres matter it replaces neither photogrammetry nor laser scanning; it is a medium for viewing, not for survey. **On Apple:** the improved Maps Flyover announced in June is described by specialist observers as Gaussian Splatting — Apple itself does not use the term. What is documented is that Apple publishes its own research on it and ships corresponding APIs in visionOS 27.

For 3D, graphics and VFX press: A workflow story: integrated SfM, Classic vs. MCMC training, validated presets and WYSIWYG export to six formats — how splats travel from capture into the pipeline (glTF, SPZ, .splat) without ever leaving the Mac.

For photography and drone media: From image to walkable 3D: how photo, 360° and drone captures become photorealistic, freely navigable scenes with the new Capture-Class presets — right on the MacBook in the field.

Background / indie: An independent developer outside Munich, 560+ documented training experiments, bootstrapped — and an app that translates research code into a native Mac experience.

About the developer

RadianceKit is the work of **Björn Kindler**, an independent software developer based in Unterhaching near Munich, Germany. The app grew out of more than 560 documented training experiments, with the goal of making a research-born technique genuinely usable for Mac users — without specialist hardware and without the command line. RadianceKit is self-funded (bootstrapped).

Quote (draft — please approve/adjust): > “3D graphics have fascinated me ever since I tinkered with GigaCAD on the C64 as a teenager, then worked my way from Quicksilver to TurboSilver and Imagine on the Amiga. That thread runs all the way to today. Gaussian Splatting finally makes photorealistic 3D from ordinary photos possible — but every path to it ran through NVIDIA cards, cloud services or the command line. I wanted my Mac to just do this: drag in some photos, get a photorealistic 3D model back, and have nothing leave the machine. That’s exactly what RadianceKit is.” — Björn Kindler

Price & availability

- **Free trial:** 3 days, full functionality.
 - **Full version:** one-time in-app purchase of US\$7.99 (regional equivalent) — no subscription.
 - **Available:** worldwide on the Mac App Store.
 - **Requirements:** macOS 26 (Tahoe) or later, Apple Silicon (M1 or later).
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Images & video

A press-asset bundle is available on request (app icon, screenshots, promo video, sample splats). Available:

- **App icon** (1024 px, PNG)
- **App screenshots** (Simple and Expert modes, viewport, export)
- **Promo video** (landscape; portrait and story variants available)
- **Sample scenes** as ready-made splats to view yourself

Request via the press contact below — we'll send a bundled download.

Press contact

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We're happy to provide review codes with full functionality to editors.

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