



Unreal engine - 3D Gaussians Plugin v5.3

2025-02-10 17:03:42 [label](#) [我要反馈](#) [下载页面](#)



Unreal engine - 3D Gaussians Plugin v5.3:

Introducing our plugin for Unreal Engine, designed to effortlessly import and render real-world captures as photo-realistic 3D environments using the innovative technique of 3D Gaussian Splatting.

- Simplified import process with just a few clicks in the UE editor
- Real-time rendering at approximately 30-100 FPS with RTX3070, depending on data complexity
- Fully implemented in Niagara and Material, eliminating the need for Python, CUDA, or custom HLSL nodes

System Requirements:

- GPU supporting DirectX 12 is required

Limitations:

- Rendering utilizes Niagara particles, with data imported into multiple blocks due to the particle system's limitations, potentially resulting in visible seams between blocks
- Experimental lighting support; while Lit/Translucent materials can be used, issues may arise under specific conditions, with unstable brightness over time and inability to emit GI light
- Shadow and Ray Traced Translucency are not supported
- 3D Gaussian Splatting data is rendered with translucent material, which may cause issues when interacting with other transparent objects, such as incorrect rendering order or lack of intersection between multiple 3D Gaussian Splatting actors

Technical Details:

- Import training results from the official 3D Gaussian Splatting implementation
- Render imported results directly within Unreal Engine

Experience the cutting-edge of 3D environment reconstruction with our plugin, seamlessly integrating real-world captures into your virtual worlds with unparalleled ease.



去下载

标签

- Unreal Engine 3D-Models
- 平面设计

inve

产品数量
已有 42647个

grou

付费会员
已有 1676位

anal

价值评估
商业价值约 ¥6635.87万元

dow

下载数量
已下载 222908次

