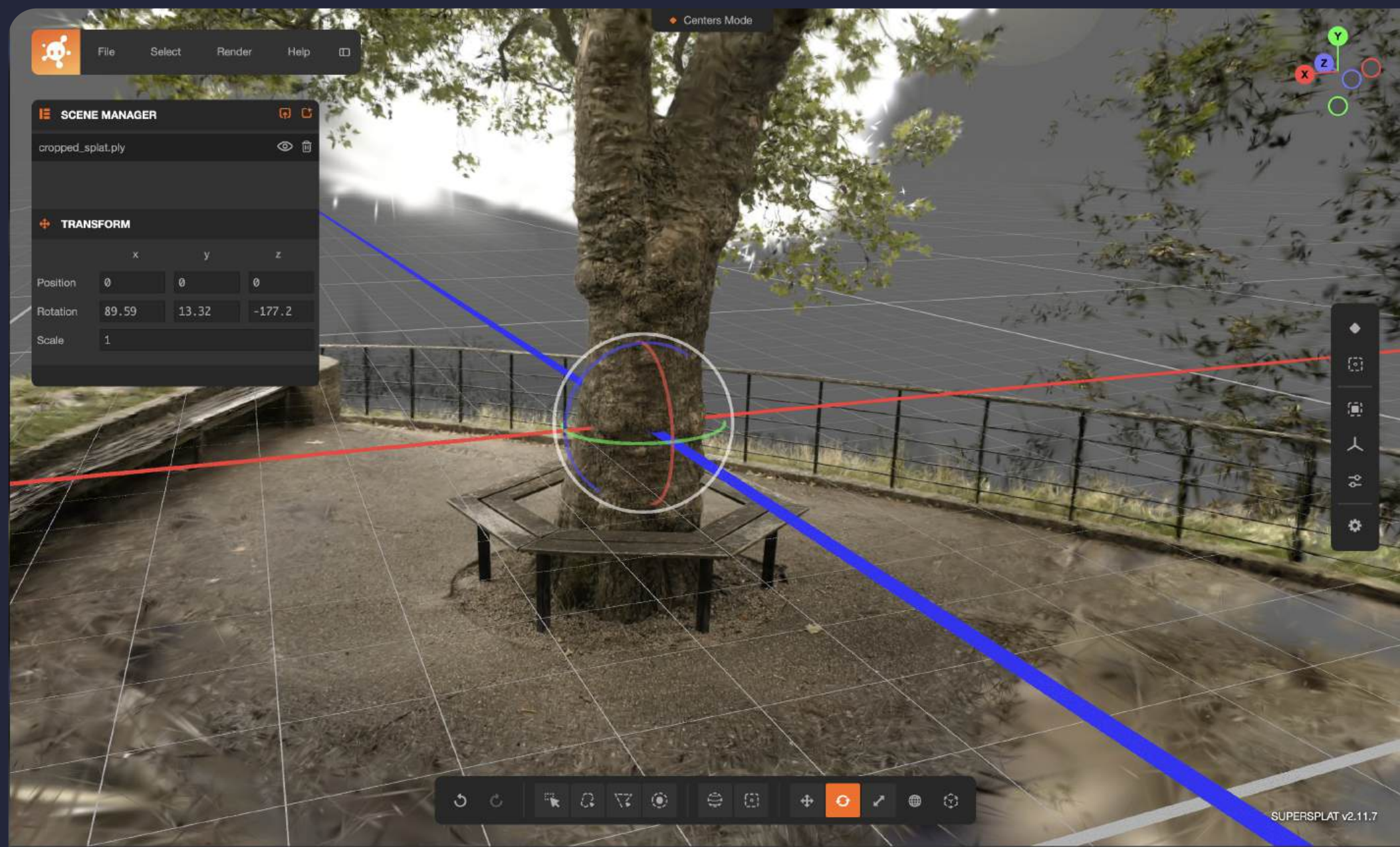


Gaussian Splatting online viewers in 2025

A comparison

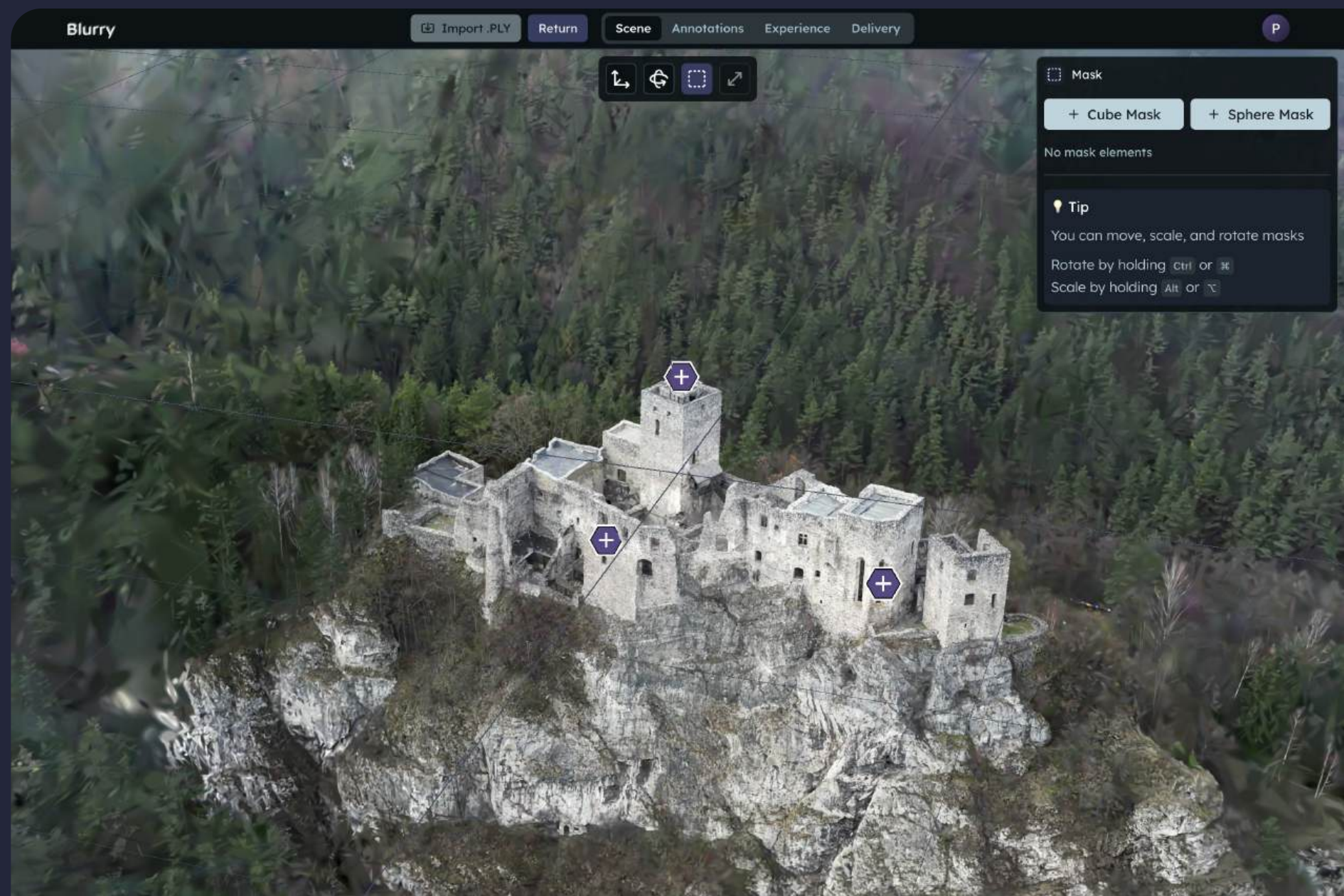
Supersplat

- ➔ Open source & active development
- ➔ Efficient compression
- ➔ Can be shared and embedded
- ➔ Can be exported to HTML viewer app
- ➔ Once published, cannot be edited
- ➔ Very performant viewer and editor



Blurry

- ➔ Can be shared and embedded
- ➔ Efficient compression
- ➔ Text annotations
- ➔ GS editor and customisable experience
- ➔ Paid service
- ➔ Performant viewer



Varjo Teleport

- Can be shared and embedded
- Trains your splats too
- Paid service
- Editor could have more features

TF TELEPORT

[Discover](#) [Customers](#) [Pricing](#) [Resources](#) ▾

[Log in](#)

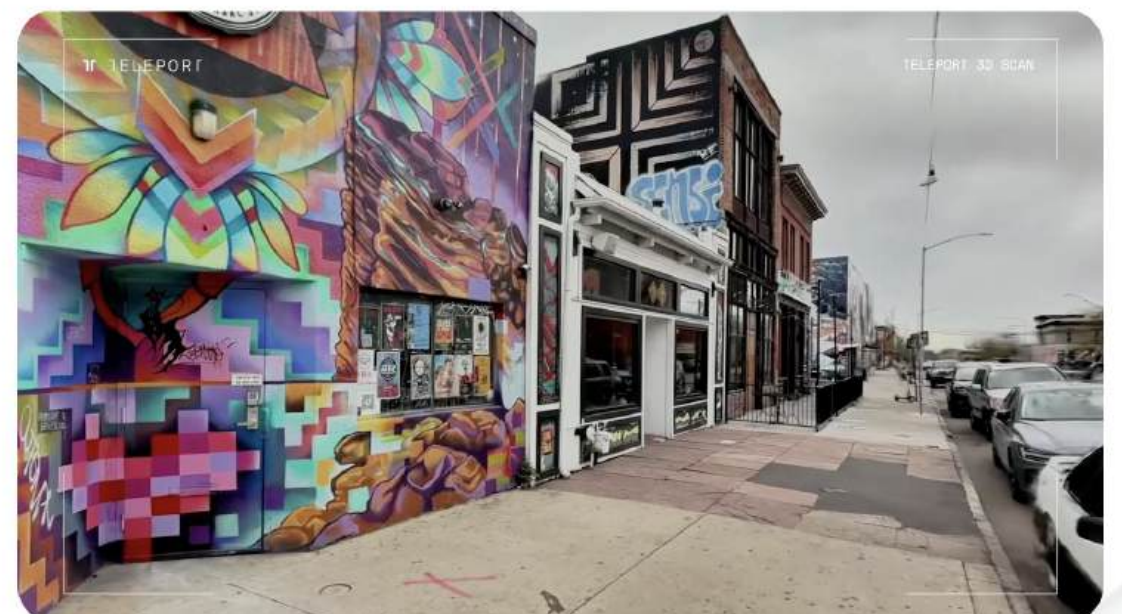
[Start for Free](#)

Turn reality into 3D using any camera

The complete 3D gaussian splatting workflow to capture, reconstruct and share immersive experiences. All on the web.

Built for professionals who care about quality without the hassle.

[Start for Free](#)



Splatter.app

- Can be shared
- Paid service
- Very Performant LoD viewer
- Editor could have more features

View and share 3D Gaussian splats

Blazing fast viewer for even the largest splat scenes.

Share instantly. Embed anywhere. Integrate.

Upload a .PLY

Featured Splats



Lake Lobby

by XGRIDS



Jastrzębia Góra 103M
Splats

by Andrii
Shramko



Campus

by VastGaussian



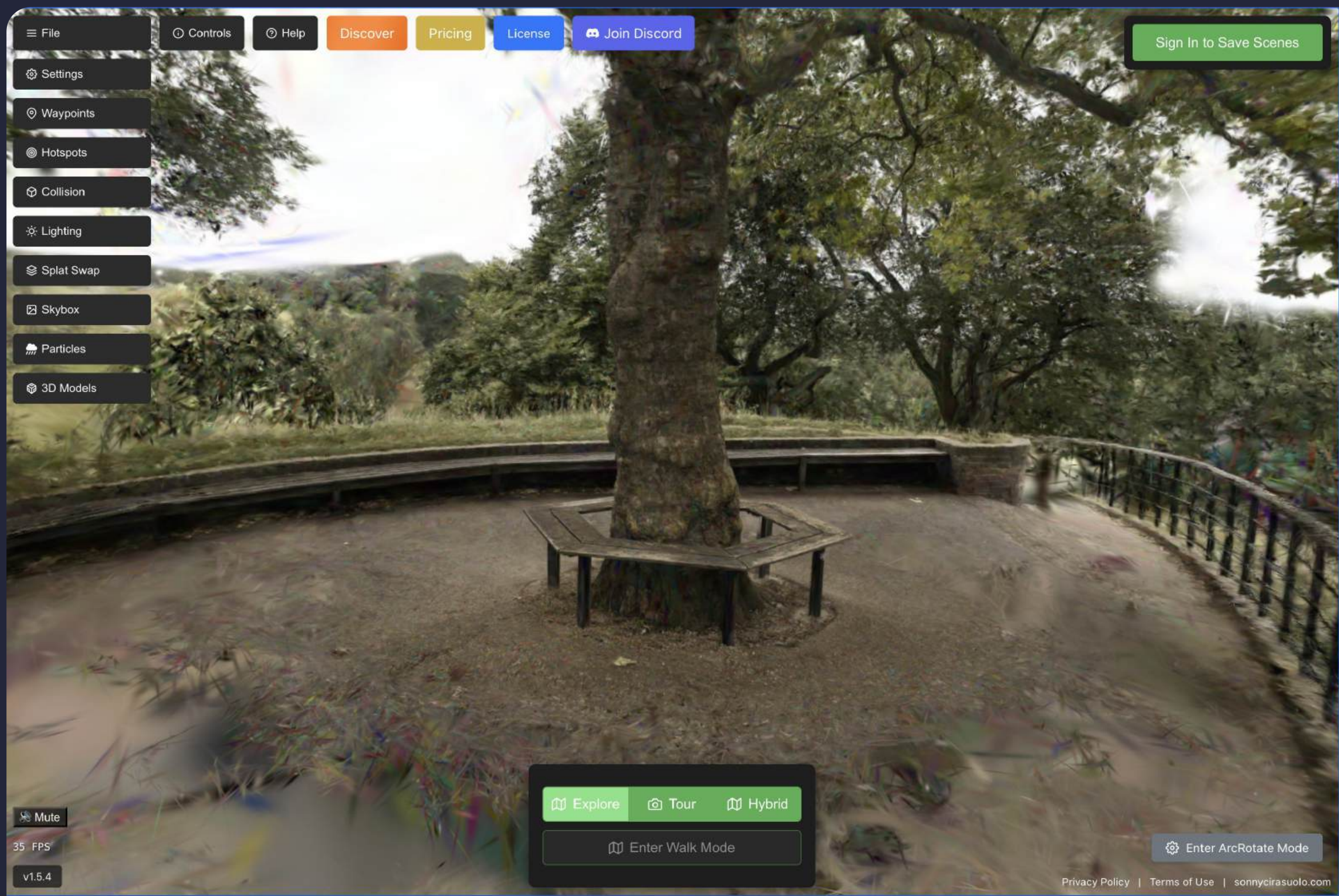
NYC

by ZipNeRF



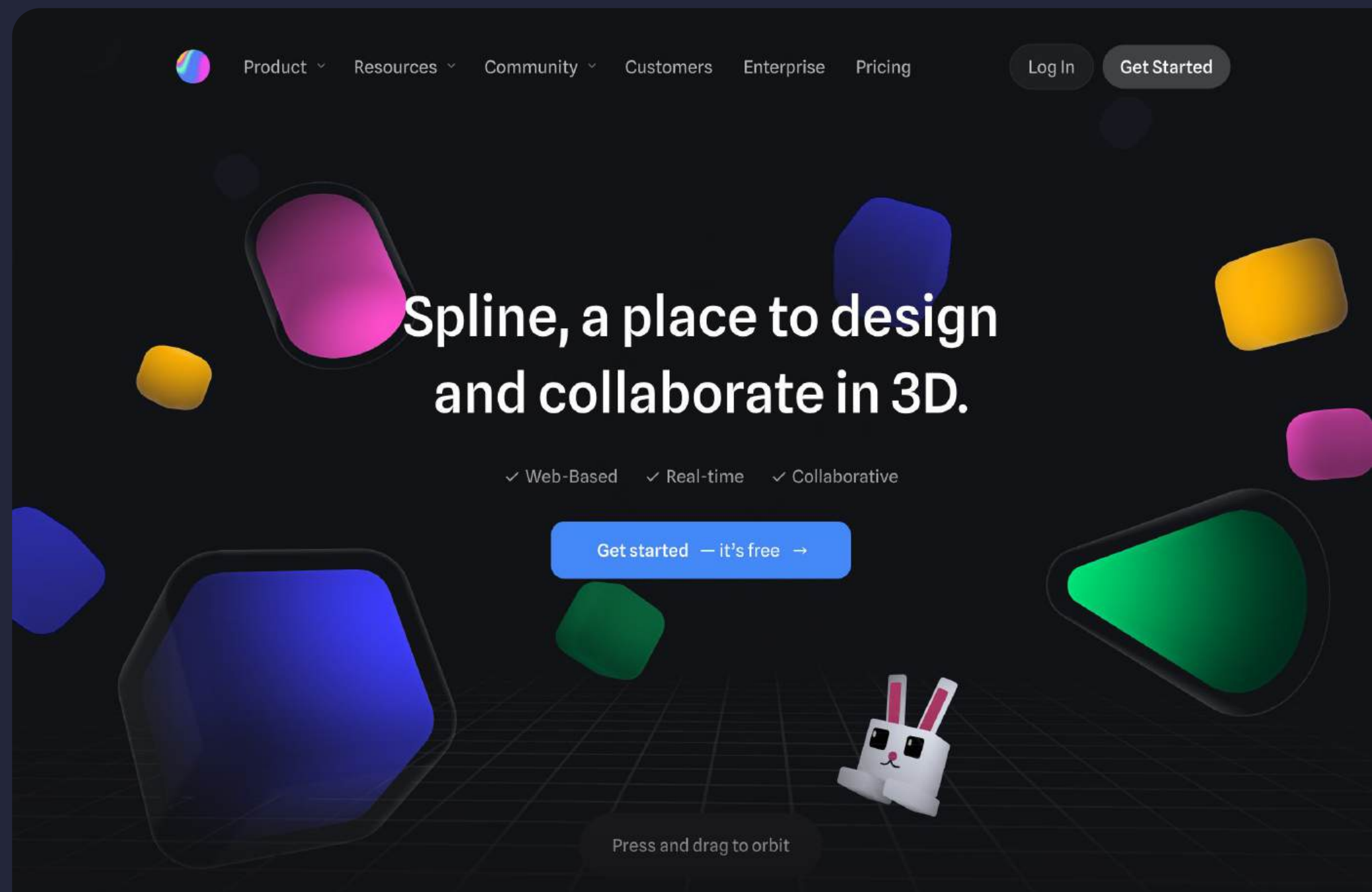
StorySplat

- Can be shared
- Paid service
- Has guided walkthrough and hotspots
- Editor is difficult to work with



Spline

- ➔ Mature product for mesh-based 3D
- ➔ Paid service
- ➔ Unoptimised for Gaussian Splatting
- ➔ Has tonnes of viewer customisations options



Mkkellogg's GaussianSplats3D

for developers

- ➔ Open source three.js viewer
- ➔ Easy to integrate for devs
- ➔ 2.3k stars on Github
- ➔ Has good compression
- ➔ Quality and performance is great, but with room for improvement

The screenshot shows the GitHub repository for GaussianSplats3D. At the top, the repository name 'GaussianSplats3D' is displayed with a 'Public' badge. To the right, statistics show 39 watchers, 323 forks, and 2.3k stars. Below this, the repository is categorized as 'main' with 7 branches and 34 tags. A search bar and 'Add file' button are present. The main content area shows a list of files and folders with their commit history. The 'About' section on the right describes it as a 'Three.js-based implementation of 3D Gaussian splatting' and lists related tags like 'javascript', 'webgl', 'threejs', 'three-js', 'gaussian-splatting', and '3d-gaussian-splatting'. It also includes links to the README, MIT license, and activity, along with statistics like 2.3k stars, 39 watchers, and 323 forks.

File/Folder	Commit Message	Time Ago
demo	Optimize splat data by default when exporting to .ksplat	last year
src	Force 4 SH coefficients per texel	10 months ago
util	Don't base GPU covariance precision on splat buffer com...	last year
.eslintrc.cjs	Cleanup	last year
.gitignore	Fixing web assembly issues on iOS	last year
LICENSE	Initial commit	2 years ago
README.md	Cleanup of loading scenes directly to a splat buffer	10 months ago
package-lock.json	Release 0.4.7	9 months ago
package.json	Release 0.4.7	9 months ago

Antimatter's splat

for developers

- ➔ Open source three.js viewer
- ➔ 2.6k stars on Github
- ➔ Part of @react-three/drei
- ➔ No support for spherical harmonics

The screenshot shows the GitHub repository page for 'splat' by user 'antimatter15'. The repository is public and has 31 watchers, 293 forks, and 2.6k stars. It contains 3 branches and 0 tags. The file list includes .gitignore, LICENSE, README.md, convert.py, index.html, and main.js. The README is open, showing the title 'splat' and a description: 'This is a WebGL implementation of a real-time renderer for 3D Gaussian Splatting for Real-Time Radiance Field Rendering, a recently developed technique for taking a set of pictures and generating a photorealistic navigable'. The right sidebar shows the 'About' section with the description 'WebGL 3D Gaussian Splat Viewer' and a link to 'antimatter15.com/splat/'. It also lists 'Releases' (No releases published), 'Packages' (No packages published), and 'Contributors' (3).

splat Public

Watch 31 Fork 293 Star 2.6k

main 3 Branches 0 Tags

Go to file Add file Code

antimatter15 Merge pull request #59 from hyye/fix/sorting 367a943 · 10 months ago 48 Commits

.gitignore	initial commit	2 years ago
LICENSE	Initial commit	2 years ago
README.md	added key press for camera cycling, added note on loadin...	2 years ago
convert.py	adding convert.py to convert from a .ply to a .splat in pyth...	2 years ago
index.html	fixed camra id log	2 years ago
main.js	fix sorting OOB issue	11 months ago

README MIT license

splat

This is a WebGL implementation of a real-time renderer for [3D Gaussian Splatting for Real-Time Radiance Field Rendering](#), a recently developed technique for taking a set of pictures and generating a photorealistic navigable

About

WebGL 3D Gaussian Splat Viewer

[antimatter15.com/splat/](#)

- Readme
- MIT license
- Activity
- 2.6k stars
- 31 watching
- 293 forks

Report repository

Releases

No releases published

Packages

No packages published

Contributors

3