



Volinga Plugin for UE

Bring the Power of 3DGS into Unreal Engine

Volinga Plugin for Unreal Engine is the most advanced solution to integrate 3D Gaussian Splatting (3DGS) into your Unreal Engine 5 projects. Whether you are building real-time virtual production sets, immersive experiences, or cinematic environments, Volinga unlocks new creative possibilities with stability, quality, and performance.

Why Choose Volinga Suite?

- ✓ First-mover advantage with the most mature integration of **3DGS in Unreal Engine**
- ✓ Built for **professional productions**: reliable, fast, and designed for demanding workflows
- ✓ **Trusted by leading studios** in virtual production, TV, and entertainment industries

Key Features

Full integration with Unreal Engine 5.4 to 5.8

Stay ahead with native support for the latest UE versions

Relighting support

Dynamic relighting capabilities allow you to adjust lighting conditions directly within UE

Post-process and Depth of Field

Your 3DGS assets seamlessly integrate with UE post-processing pipeline, including DoF effects

Multiple 3DGS in one scene

Load and manage multiple 3DGS assets simultaneously

Broad compatibility with various 3DGS sources

Including NVOL, PLY, SOG, SPZ

Achieve real-time performance

30 FPS at 4K resolution using an NVIDIA RTX A6000

Large file support

Allowing you to work with bigger assets than ever before

Project Shipping **PRO**

Package and distribute projects through the deployment license

Cull volumes **PRO**

Clean up your splats by removing floaters or unwanted elements

HDR color depth **PRO**

Support for 16-bit per channel HDR color ensures accurate and vivid color reproduction

Scalable rendering **PRO**

Scale renders with multi-node, multi-gpu and multi-process. Ideal for high-end productions

Full nDisplay support **PRO**

Compatible with nDisplay setups for multi-screen LED stages

ACES color support **PRO**

Work with ACES color workflow for perfect color fidelity across production stages

PLY Sequences **PRO**

Import and play back 4D Gaussian Splat (4DGS) directly in Unreal Engine

Get Started Now!

[Sign up and try](#)[Contact sales](#)[Learn more](#)[Capture Network](#)

- Sign up and try out the Volinga UE Plugin for free
- Need a scalable solution? Explore our subscriptions from studio to enterprise
- Complete your pipeline by using the UE plugin with our 3DGS creation Suite
- Looking for capture professionals? Connect experts all over the world