Build 3D worlds and Gaussian splats

Build Gaussian splat worlds from a prompt, an image, a 360 panorama or a video with Marble and HY World, make a splat of one object with TripoSplat or Idol, then export and use them.

GUIDE Step 1 · Learn

IN SHORT

- A Gaussian splat is millions of soft, colored blobs that look like a photo with depth: great to move through, but with no polygons, UVs or collision.
- Marble builds a world from a prompt or an image: draft on 1.0, then rerun on 1.1 or 1.1 Plus. HY World turns a panorama or a walkthrough video into a splat.
- For one object, use TripoSplat or Idol. Export a world as SPZ (or PLY), and view it on the web, in VR, or in Unity and Unreal with a splat plugin.

You need

- ✓ Credits for one world; a draft costs much less than a full world, and the price shows on Generate
- ✓ A prompt, an image of a place, a 360 panorama, or a walkthrough video

This lesson builds 3D worlds you can move through, as Gaussian splats, from a prompt, an image, a 360 panorama or a video.

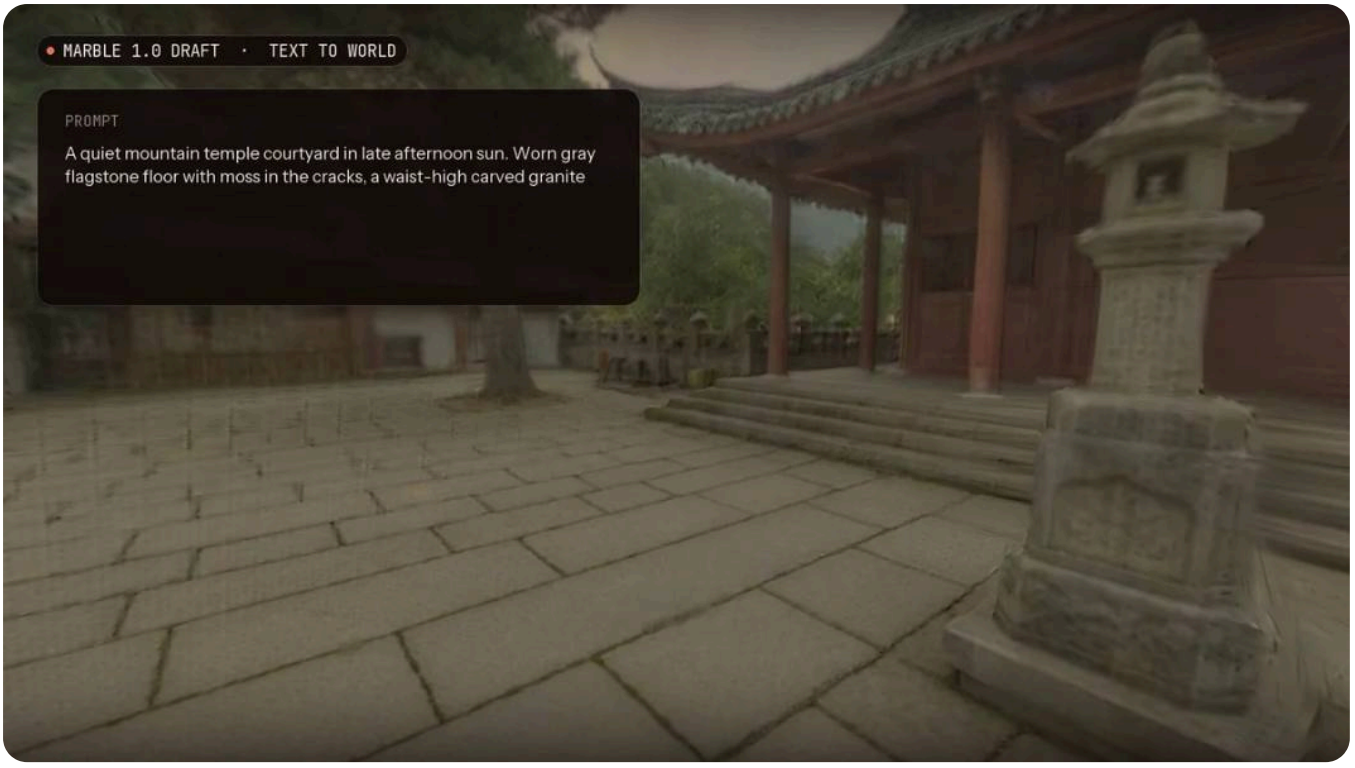
What a splat is



A splat is not a mesh. It is millions of small, soft, colored blobs. Up close, you can see them. From a normal distance, they blend into something that looks like a photo, with real depth.

- **Good for:** looking at and moving through a place: previs, location scouting, backgrounds and VR.
- **Not for:** editing or rigging. A splat has no clean polygons, no UVs and no collision.

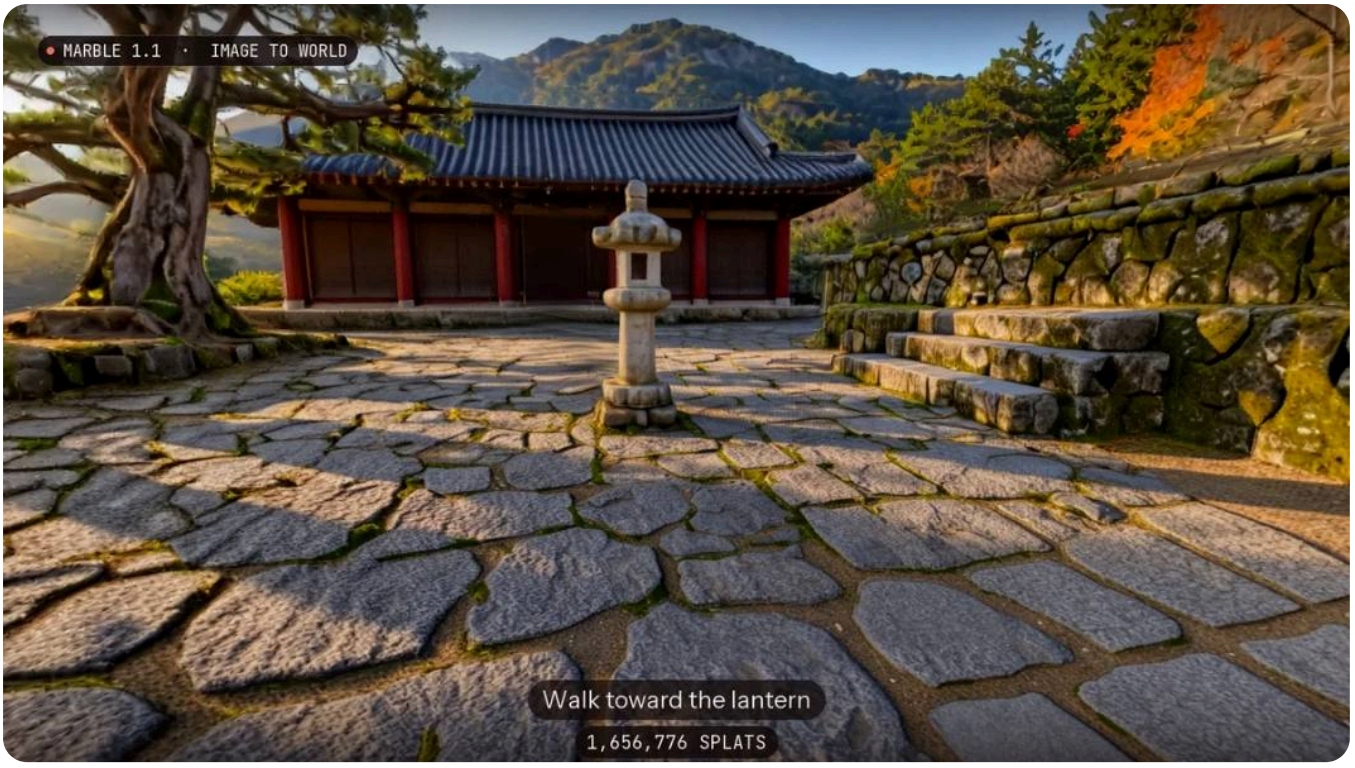
From a prompt



Every example uses one scene: a mountain temple courtyard, made with GPT Image 2.5 Flare.

Marble, from World Labs, builds a world from a prompt alone. The example uses the fast **1.0 Draft** tier, with **Disable Recaption** on to keep the exact words. In 44 seconds, a full world surrounds the camera.

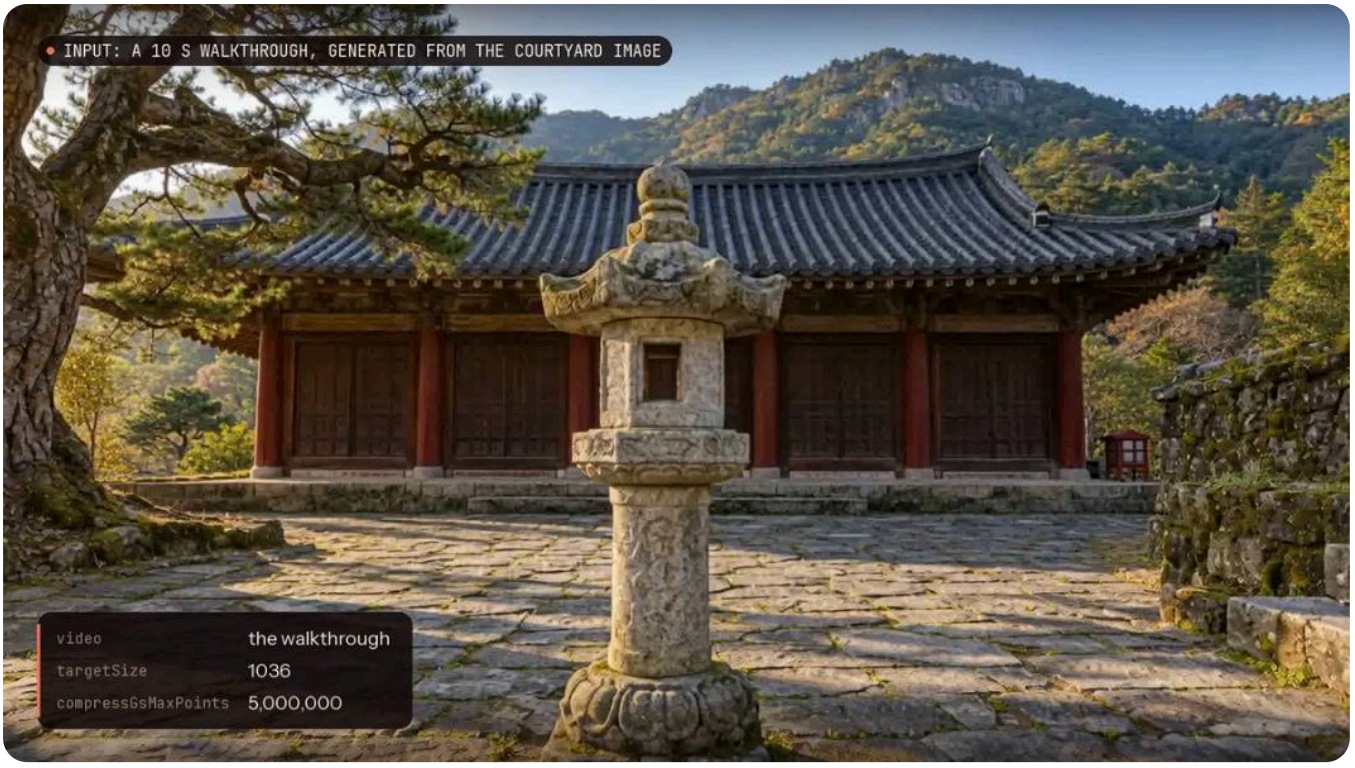
From an image



With an image, draft first: same image, same seed, on **Marble 1.0 Draft**, then on **Marble 1.1**. The layout stays the same, and 1.1 is sharper.

Marble 1.1 is the balanced default: walk toward the lantern, and the temple, the pine and the steps hold their shape. For the largest, most detailed worlds, use **Marble 1.1 Plus**.

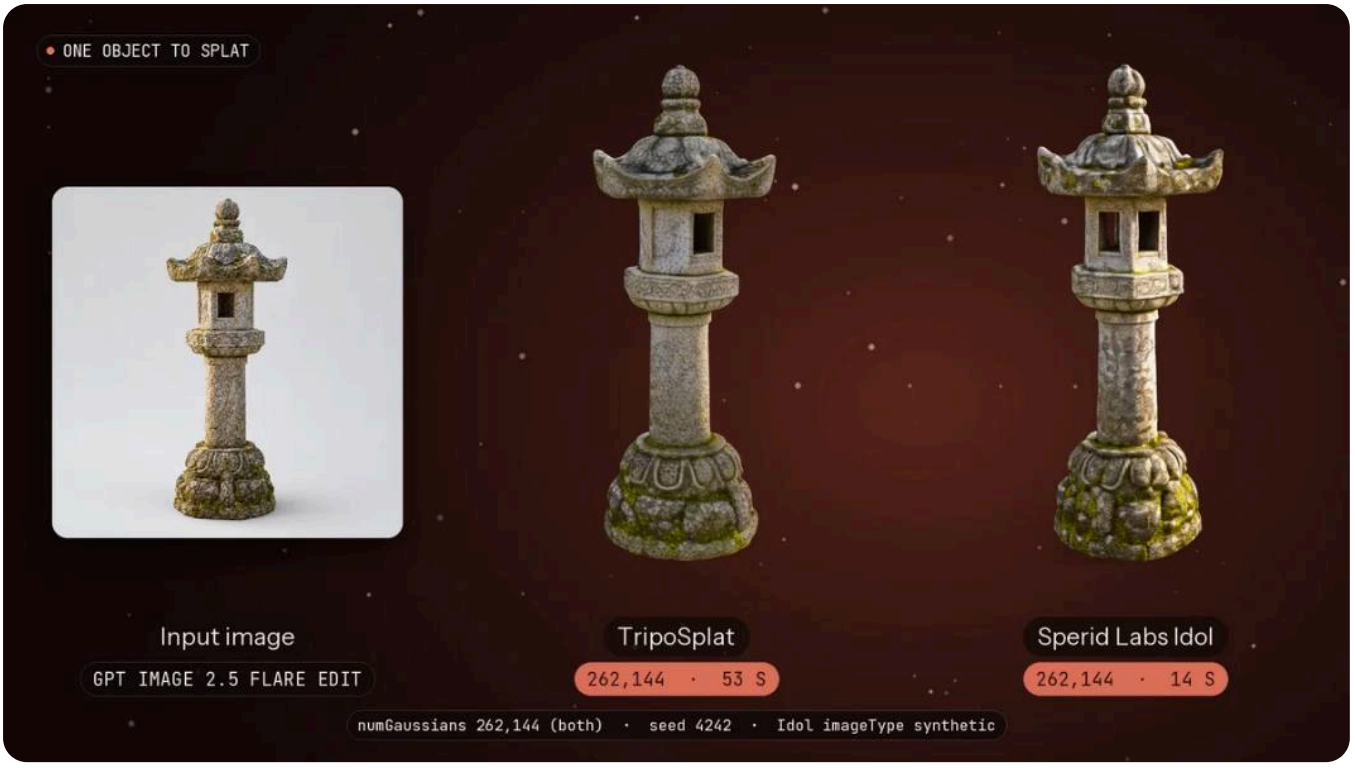
From a panorama or a video



- **A 360 panorama.** Make one with **Scenario Skybox GPT**, then give it to **HY World Skybox to Splat**. The three trajectory options add coverage, but also time; the example leaves them off.
- **A video.** A ten second walkthrough of the courtyard went to **HY World Multi-view to Splat**. It samples the frames, and rebuilt the space in about a minute and a half.

Inside the path the camera walked, the splat is solid; outside it, the world ends. So move around the place while you film, and don't just turn on the spot.

One object



For a single object, use **TripoSplat** or **Sperid Labs Idol**. The stone lantern, isolated on a plain background, gave about 260,000 Gaussians with both. Idol took 14 seconds, TripoSplat under a minute.

Export and use



- **Export.** Download a world as an **SPZ**, a compressed splat file. HY World and the object models also give a **PLY**. The worlds here held about two million splats each.
- **Use.** Splats play in a web viewer, in VR, or in Unity and Unreal with a Gaussian splat plugin. For collision, add simple shapes in the engine.
- **Which one.** A prompt or an image: Marble, draft on 1.0, then 1.1 or 1.1 Plus. A panorama or a video: HY World. One object: TripoSplat or Idol.

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Verified in Scenario on Nov 11, 2026.