Auddomate

LAUNCH

Auddomate Render brings spectral, reference-checked rendering to the browser, free

The WebGPU path tracer renders scenes from Cinema 4D, Blender, 3ds Max, glTF and USD with real wavelengths of light, and every release is checked against pbrt-v4. Nothing to install, no account, and scenes never leave the artist's computer.

FOR IMMEDIATE RELEASE TORONTO NOVEMBER 12, 2026

TORONTO, November 12, 2026 — Auddomate Render, a free spectral path tracer that runs in the browser, is available now at auddomate.com. Artists can send a scene from Cinema 4D, Blender or 3ds Max in one click, or drop in glTF, OBJ or USD files, and render glass, metal and liquids in physically accurate light, without installing software or creating an account.

AT A GLANCE

PRODUCT
Auddomate Render, a spectral path tracer that runs in the browser

ENGINE
Opal 1.0, on WebGPU, with four wavelengths on every light path

PROOF
38 checks against pbrt-v4 in every release; largest difference in image mean under 0.1%

BRINGS IN
glTF and GLB, OBJ, and USD (.usd, .usda, .usdc, .usdz)

PLUGINS
Cinema 4D, Blender and 3ds Max, free

SAVES
JPEG, PNG, 16-bit TIFF and EXR stills; MP4 video

LANGUAGES
The studio in eight languages

PRICE
Free, with no account; Pro, listed at US$8 a month billed yearly, not yet open

PRIVACY
Scenes and renders stay on the artist's computer

WEB
auddomate.com · X: @auddomate

Physically based rendering usually starts with a desktop install, a licence and the right graphics card in the right machine. Most renderers also simulate light as red, green and blue, so effects that depend on wavelength, like the colored fringes of light passing through glass, have to be approximated or added by hand.

Auddomate Render runs on Opal, a spectral engine built on WebGPU. Every light path carries four wavelengths, so dispersion, colored glass and metal reflections come from the physics rather than from added effects, and glass and liquids focus sunlight and small bright lights into sharp caustics. Scenes are read on the artist's own computer and never uploaded. The studio offers studio, physical-sun, HDRI and solid-color skies, depth of field, motion blur and a denoiser, saves stills as JPEG, PNG, 16-bit TIFF or EXR and animations as MP4 video, and is available in eight languages.

Its most distinctive feature is proof. Every release is checked against pbrt-v4, the reference renderer behind the standard textbook on physically based rendering: 38 test scenes are rendered by both and compared, and the largest difference in image mean is under 0.1 percent. The checks ship inside the studio, so anyone can run them on their own graphics card and copy the results.

> “
>
> Rendering shouldn't start with an installer and a licence server. I wanted the accuracy of a reference renderer in a browser tab, and I wanted to prove it rather than claim it, so the checks against pbrt-v4 ship with every release for anyone to run.
>
> — Ezra, who designed and built Auddomate Render

AVAILABILITY

Auddomate Render is free at auddomate.com/studio, with no account. It runs in Chrome and Edge, and in other browsers with WebGPU. Free plugins for Cinema 4D, Blender and 3ds Max are available in the Docs at auddomate.com/docs. A Pro plan, listed at US$8 a month billed yearly, is not yet open; until it opens, every feature is free, including the 8K stills, longer video and batch renders planned for Pro.

Free, with no account and nothing to install — auddomate.com/studio

---

ABOUT AUDDOMATE RENDER

Auddomate Render is a free spectral path tracer that runs in the browser, designed and built by Ezra in Toronto. It renders scenes from Cinema 4D, Blender, 3ds Max and any glTF or USD app in physically accurate light, and every release is checked against pbrt-v4.

MEDIA CONTACT

hello@auddomate.com · auddomate.com · X: @auddomate

# # #