Engine: PlayCanvas

- integrates with ammo.js physics engine

- rendering optimized for mobile

- built-in visual editor, less friendly to using your own IDE

- WebGPU support in development

Engine: 8thWall

- SLAM engine doesn't depend on WebXR API (so runs on iPhones)

- focussed on AR advertising campaigns

- expensive (thousands of $/mo)

- must build on top of a framework such as A-Frame or Three.js