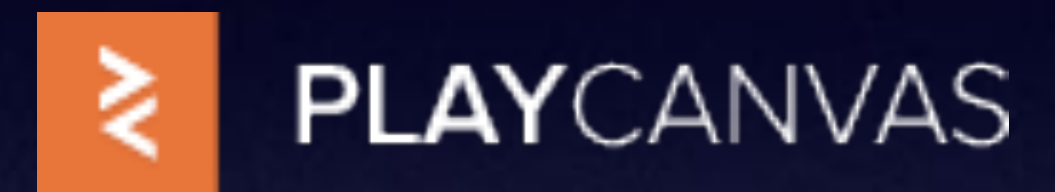


Engines: Unity Exporter

- not web-friendly — if your target is Web, don't start with this
 - load times are much longer than Web users will wait
 - minimal access to Web APIs
 - can't get help via posting a simple example online
- not all Unity capabilities
- good for showing off part of Unity project; for example a single game level
- experimental support for WebGL



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