Frameworks: A-Frame

- Easy to get started; simplest scenes just require HTML
- Programming guidelines, but you can do what you like
  - also, open-source chaos
- A-Frame Inspector, like browser tools
- no built-in physics engine
- Lower layers use Three.js; Three.js plugins can be used (awkwardly)
- a component for anything you want to do (for example, Gaussian Splatting), but it may not be maintained or work with latest A-Frame. In particular, many components were written for earlier versions of Three.js that use WebGL 1

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 WebGPU