Frameworks: Babylon.js

- One True Way to do things; reputation of steeper knowledge curve

- Great for presentation / productivity apps

- built-in support for everything usual

- physics engine: Cannon.js or Oimo

- community contributions

- tools like Playground

- most features support using WebGPU

babylon.js

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