

# Choosing a Framework

- Begin with the end in mind, when choosing framework/engine
  - Game vs. experience vs. presentation — physics engine required?
  - Multiuser required?
  - Try examples, on your target platforms, to see what apps they focus on
  - Licensing / who's backing it? / how long will your project be maintained? (Amazon abandoned Sumerian in 2022, after 4 years)
  - What you're familiar with
- In any framework, you may need to write/re-write a component to do what you need

# File Formats & Languages

- 3D file formats: GLTF/GLB
  - many frameworks offering support for older standards like OBJ, STL and proprietary standards like FBX, USD.
- Can use multiple threads via Web Workers, but it's awkward and less efficient than native (often WebAssembly)
- Weakly typed languages can be transpiled to JavaScript; strongly typed languages can be compiled to WebAssembly