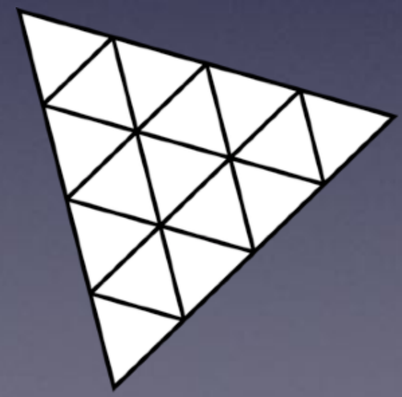
Frameworks: Three.js

- imperative programming
- minimal dev tools
- no built-in physics engine, but almost every physics engine documents how to use with Three.js
- low-level; more code needs to be written than other frameworks
- extensions tend to be low-level
  - example: subdivision vs. glow (halo)
- experimental support for WebGPU



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