Web vs. Native

- Same tradeoffs as other apps:

- Native apps can fully utilize hardware, but are siloed in development and gatekeepers control distribution

- Web apps can reach anyone, but you must allow for differing capabilities and can't achieve the performance of native

  - may also run on mobile & personal computers (depending on interactions), for those without a headset

  - Example: could have presenter(s) in headset(s) and audience mostly on personal computers or mobile

Browser Graphics

- everything displayed in a window is in Document Object Model (DOM)

- conventional web programming comes down to manipulating the DOM, using a weakly-typed language w/ automatic memory management

- almost the polar opposite of environment for high-performance graphics