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| --- | --- | --- | --- |
|  | **Unity** | **Unreal engine** | **Horizon Worlds** |
| **Assets stores** | 10k assets.  Can upload your own.  Can create your own inside the platform. | 30k assets.  Can upload your own.  Can create your own inside the platform. | 30k assets.  Cannot upload your own.  Can create your own inside the platform but only from basic geometrical figures. |
| **Community** | Around 130k open threads on Unity’s forum about scripting and 6k+ topics on VR development | Around 13k open threads on Unreal engine’s forum about scripting and 4k topics on VR development | Around 200 open threads on its forum about scripting |
| **Difficulty** | Advanced beginner.  Programming experience is an advantage | Intermediate.  Programming experience is an advantage | Beginner.  No programming experience needed |
| **Programming language** | C# | C++ | Visual programming |
| **Graphics** | Great quality | Outstanding quality | Okay (cartoon-like) quality |
| **Courses** | Around 5500 courses on Udemy | Around 2500 courses on Udemy | Under 200 courses on Udemy |
| **Rendering** | Collaborations with external 3D rendering platforms that ensure great rendering experience. No eye-noticeable difference | Collaborations with external 3D rendering platforms that ensure great rendering experience. No eye-noticeable difference | Limitation of world size. In case of more 3D assets in world and bigger size, rendering quality is getting worse. |

**Comparison chart for VR development technologies**