

Lesson 4

Dev Tools

-Unity

-Unreal

-A frame

It is only for web base dev

Immersion can be limited

WebGL->WebGpu

Accessible to users + development because is through browser so any quest 3 or meta headset can use

It is used for things like the mars rover by nasa and 3d altering tool sketchfab

It is an open source proj

Conducive for learning and research

-BabylonJS

Playground website

Large community

Open source

Web xr (open source api and accessible cross platform applications)

-Open XR

C++

Native

-Cospaces

No code

Entry point for young people to learn

If u have meta quest and want use for medical then use unreal

If u want camera footage in ar game and want as many users as possible
maybe use babylon js

Considerations also include

Tech required for proj

cost(open source is free for example)

Stability

customisability(what novel features u want to stand out from the crowd)

Community for open source(see how active)

Support for proprietary (see how responsive)

Learning opportunity(nt rlly used in industry but in sch yes)

Why babylonjs?

Accessibility of users

Large active community

Accessibility for devs

Nuanced technicalities

Applied learning premise