



HelloEnjoy™

Web 3D Technologies

Unity Web Player

Plugin compatible with all browsers, also deploys as stand alone app for desktop (Windows and Mac) and mobile (iOS and Android).

Created by [Unity Technologies](#).

Pros

- Best 3D experience on the web, includes advanced physics, sound and streaming.
- Powerful development environment for a very productive workflow.
- Development times are shorter, cost is reduced.
- Proven track record of games for global brands like EA and Disney and indie teams.

Cons

- Requires plugin install, which might limit your audience.
- Although it's based in many Open Source projects, Unity is a proprietary, closed source technology.
- No Linux support.

WebGL

Implemented in Google Chrome, Mozilla Firefox 4 and in development releases of Safari and Opera. Not implemented in mobile yet.

Created by the [Khronos](#) consortium, made up of companies such as AMD, Intel, Nvidia and Sun Microsystems.

Pros

- Browser native, WebGL doesn't need any additional install.
- Accessible directly from JavaScript inside any web page.
- Open source, the WebGL working group has development support from all the major browser manufacturers except Microsoft.
- The technology is driving similar attention and exposure to html5.

Cons

- Not supported by Microsoft's Internet Explorer.
- JavaScript performance has improved considerably, but still slow for complex calculations like physics.
- Being such a new technology, it lacks professional libraries, tools and development environments.
- Development times are longer, projects become more expensive.