



TRUTHSIFT ANALYSIS

BEST AR/VR PLATFORM FOR IMMERSIVE APPS

Analyse which AR/VR platform is best for immersive applications. We provide a breakup of different platforms, where each platform can be discussed through its own graph.

Each platform is shown by a graph

- 1. Unity - 7 nodes
- 2. Unreal Engine - 6 nodes
- 3. WebXR - 8 nodes

PARTICIPANTS

There were 16 participants

PROBABILITY LIKELIHOOD

Scoring Parameter(s):

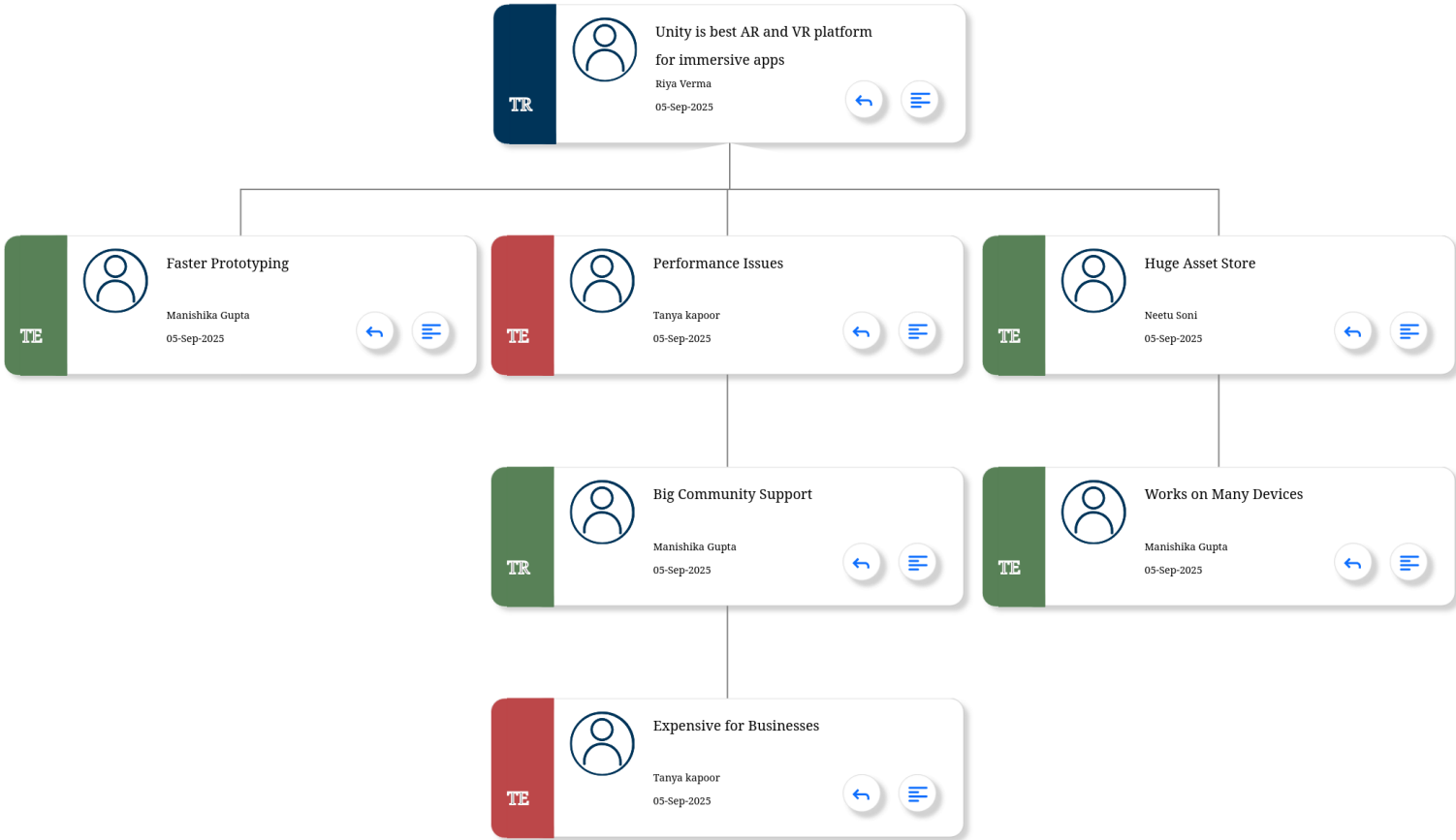
- 1. Ease of development
- 2. Performance
- 3. Accessibility
- 4. Scalability

GRAPH	SCORE
1. Unity	80%
2. Unreal Engine	75%
3. WebXR	65%

GRAPH SNAPSHOT

Unity

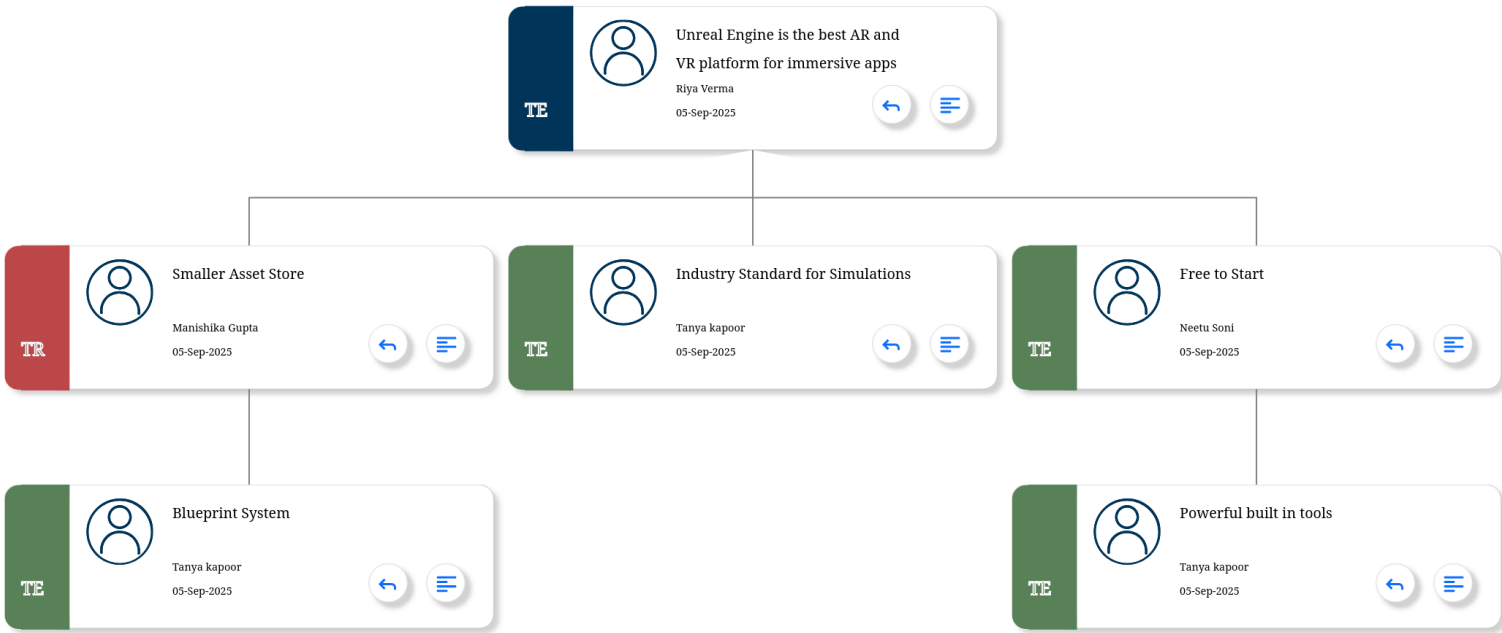
<https://app.truthsift.com/spectate/placeholder/518/17>



GRAPH SNAPSHOT

Unreal Engine

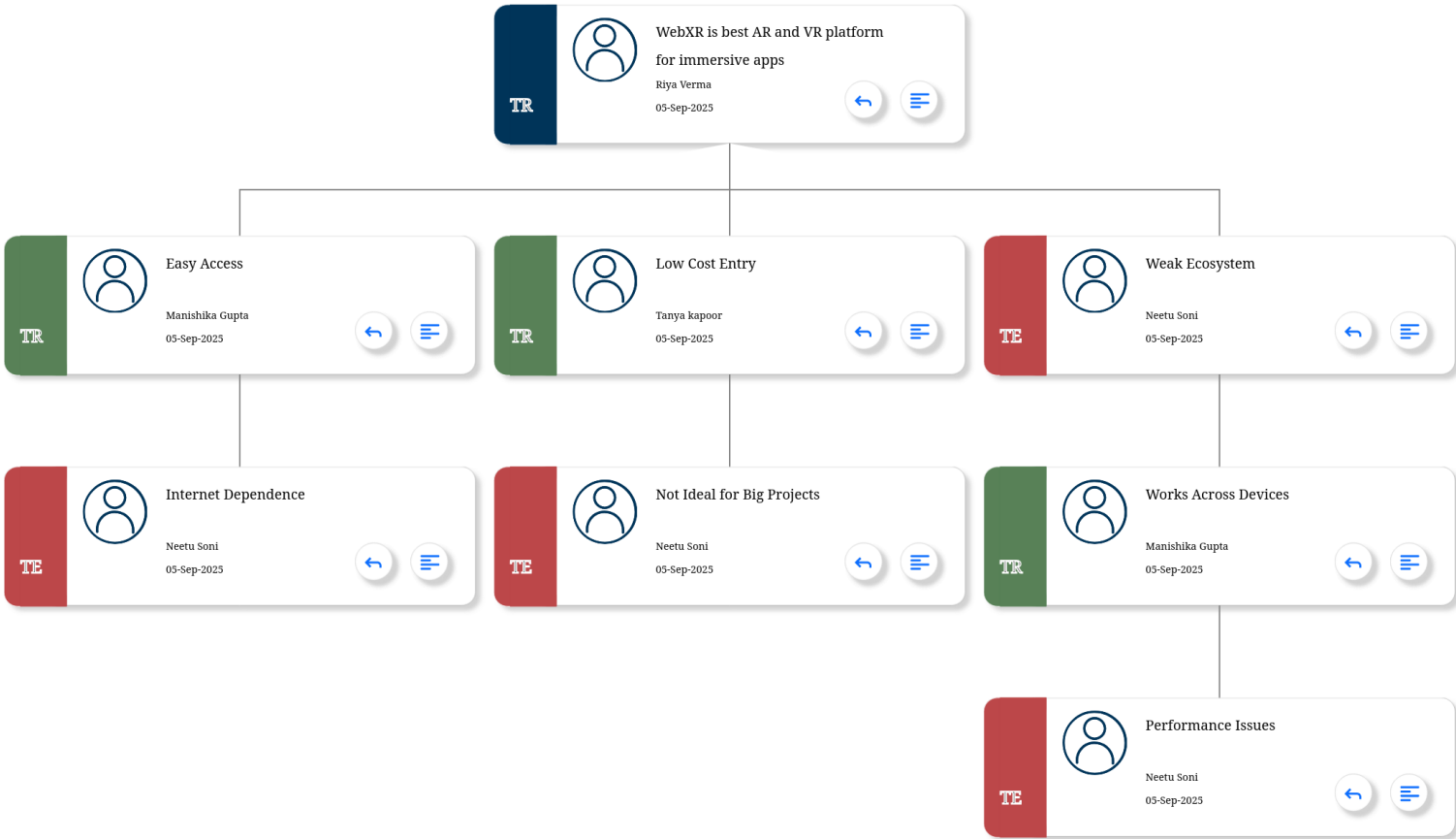
<https://app.truthsift.com/spectate/placeholder/519/17>



GRAPH SNAPSHOT

WebXR

<https://app.truthsift.com/spectate/placeholder/520/17>



OVERALL VERDICT

"ARKit - 70%
ARCore - 70%

1. Ease of Development:

Unity: 80%
Unreal Engine: 75%
WebXR: 65%
ARKit: 70%
ARCore: 70%

2. Performance:

Unity: 80%
Unreal Engine: 75%
WebXR: 60%
ARKit: 70%
ARCore: 70%

3. Accessibility:

Unity: 75%
Unreal Engine: 70%
WebXR: 80%
ARKit: 70%
ARCore: 70%

4. Scalability:

Unity: 80%
Unreal Engine: 75%
WebXR: 65%
ARKit: 70%
ARCore: 70%

Based on the scores, we can analyze the strengths and weaknesses of each platform for immersive applications.

Unity:

- Strengths: High scores in Ease of Development (80%), Performance (80%), and Scalability (80%). This makes Unity a strong choice for developers looking for a robust platform that can handle complex applications and provide a smooth user experience.
- Weaknesses: Slightly lower score in Accessibility (75%) compared to WebXR, which excels in this area.

Unreal Engine:

- Strengths: Good scores in Ease of Development (75%) and Performance (75%). This makes Unreal Engine a solid option for developers who prioritize high-quality graphics and performance.
- Weaknesses: Lower scores in Accessibility (70%) and Scalability (75%) compared to Unity and WebXR.

WebXR:

- Strengths: Excellent score in Accessibility (80%), making it a great choice for applications that need to reach a wide audience across different devices and platforms.
- Weaknesses: Lower scores in Ease of Development (65%), Performance (60%), and Scalability (65%), which may limit its effectiveness for more complex applications.

ARKit:

- Strengths: Balanced scores across the board, with a score of "