Unreal Engine VS Twinmotion

Product comparison

Although Unreal Engine and Twinmotion do have some similarities, these two products are very different in many respects. Below are some key differences between Unreal Engine and Twinmotion.

Twinmotion		Unreal Engine
Twinmotion is an easy-to-use real-time visualization tool that transforms design data into stunning visualizations, enabling you to quickly and easily share ideas and communicate designs.	**Short description**	Unreal Engine is the world's most open and advanced real-time 3D creation tool that enables you to deliver photoreal visuals and sophisticated real-time immersive and interactive experiences.
Everyone from architects, urban planners, and landscaping professionals, to designers working on consumer products, transportation, fashion, and beyond.	**Who is it for?**	Visualization specialists and software developers
Simple icon-driven interface	**User interface**	Full Unreal Editor UI with the ability to customize the layout and add user-defined commands and panels
Easy to learn and use regardless of skill level	**Ease of use**	Requires investment in learning
Twinmotion gives you a toolset focused on making visualization easy, providing everything you need out of the box to achieve great results, quickly. This includes a built-in library of Smart Assets and features designed to help you easily bring your scene to life. Twinmotion's UI is built to simplify complex tasks while also providing access to more advanced controls.	**Creative control**	Unreal Engine is a complete authoring and development environment, which means what you can create is virtually limitless. It offers the flexibility to create the exact look and feel you need, using custom materials, complex animations, data-driven simulations, and so much more. You can use Python or Blueprint visual scripting to construct custom pipelines or behaviors, or to automate time-consuming tasks.
Twinmotion enables users to easily build and share interactive designs and experiences with stakeholders and collaborators. You can share your projects as executables that run in a standalone viewer, either predefining the camera positions and locking the presentation to the story you want to tell, or enable your viewers to navigate freely in the scene. You can also use Twinmotion Cloud to share projects with anyone anywhere via a web browser on a desktop, tablet, or mobile device.	**Storytelling**	Unreal Engine allows for a greater level of interactivity and precision so that design teams can deliver an experience in a way that is precisely tailored to the client's needs. With the ability to use triggers and actions, the user can do things like open doors, turn on lights, and interact with the environment—providing your clients with the ability to envision a space more clearly and instinctively. Pixel Streaming enables you to share interactive experiences with anyone anywhere on any device, without the need for them to download or install anything.
Twinmotion enables you to aggregate design data from different sources. The Note tool makes it possible for clients to provide feedback on a scene in the form of written notes that can be exported in BCF format for use in tools like Revit. Twinmotion users can also share a common user library of assets and materials with other members of their team.	**Collaboration**	Unreal Engine allows you to aggregate design data from different sources and contributors, and see an entire project in a single place. The Collaborative Viewer template allows for a higher level of collaboration by letting you easily share your design with stakeholders in design reviews, and iterate on it with other team members in multi-user editing sessions.

Learn more or download on the **Unreal Engine** and **Twinmotion** websites.