

**tutorials**

- [html](http://www.mcli.dist.maricopa.edu/tut) – [www.mcli.dist.maricopa.edu/tut](http://www.mcli.dist.maricopa.edu/tut)
- [javascript](http://www.javascriptkit.com) – [www.javascriptkit.com](http://www.javascriptkit.com)
- [php](http://www.php.net/docs.php) – [www.php.net/docs.php](http://www.php.net/docs.php)
- [rdf](http://www.w3.org/TR/rdf-primer) – [www.w3.org/TR/rdf-primer](http://www.w3.org/TR/rdf-primer)
- [vrml](http://web3d.vapourtech.com/tutorials/vrml97) – [web3d.vapourtech.com/tutorials/vrml97](http://web3d.vapourtech.com/tutorials/vrml97)
- [java](http://java.sun.com/docs/books/tutorial) – [java.sun.com/docs/books/tutorial](http://java.sun.com/docs/books/tutorial)
- [3D modeling](http://www.raph.com/3dartists/tutorials/t-3dsmax.html) – [www.raph.com/3dartists/tutorials/t-3dsmax.html](http://www.raph.com/3dartists/tutorials/t-3dsmax.html)
- [games in VRML](http://www.3dezine.com/3DEZine/gamestory.html) – [www.3dezine.com/3DEZine/gamestory.html](http://www.3dezine.com/3DEZine/gamestory.html)
- [ria](http://www.macromedia.com/resources/business/rich_internet_apps/whitepapers.html) – [www.macromedia.com/resources/business/rich\\_internet\\_apps/whitepapers.html](http://www.macromedia.com/resources/business/rich_internet_apps/whitepapers.html)

In many cases it is (more) convenient to have working examples at hand. Personally, I advise my students to learn using HTML, VRML, Javascript and the like from one of the online tutorials, which do provide such examples. The *php* documentation is not really a tutorial but does provide useful help and examples.