tutorials

- html – www.mcli.dist.maricopa.edu/tut
- javascript – www.javascriptkit.com
- php – www.php.net/docs.php
- rdf – www.w3.org/TR/rdf-primer
- vrml – web3d.vapourtech.com/tutorials/vrml97
- java – java.sun.com/docs/books/tutorial
- 3D modeling – www.raph.com/3dartists/tutorials/t-3dsmax.html
- games in VRML – www.3dezine.com/3DEZine/gamestory.html
- ria – 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 advice 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.