https://www.youtube.com/watch?v=kB0ZVUrI4Aw

This is a good starter tutorial because we get a good overview of how to start a simple WebGL application without going into too much detail. The code is written live instead of just showing us the final product which sometimes can be confusing because we get to see a lot of code that has not been explained yet. Indigo Code also uses logging and tries to catch error which is a good practice to learn from the beginning. Although not everything is explained in detail it leaves us with a good start to search up all the things mentioned in the Tutorial ourselves.