

# WebTOP Training: About the Tutorials

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## ***Goal:***

After learning VRML/X3D and WebTOP the hard way, and after training a couple of programmers to work in the WebTOP environment, I realized that everyone needed a little help. To that end, the goal of the WebTOP Training tutorials is not to avoid throwing you in the deep end. It's to toss you a life preserver. It is my hope that these tutorials give you a basic functional understanding of how virtual worlds are created and interacted with in X3D and Java through the Xj3D libraries.

## ***Target Audience:***

These tutorials are written for those completely new to WebTOP and X3D programming. That said, if you've had a little experience already, but find you're asked to do something at WebTOP that you haven't done before, one or more of the tutorials might be handy. They might also give you a little more understanding of real interactive X3D scenes, as WebTOP makes more use of the interactive features than most other X3D-powered tools out there (as of this writing).

## ***Assumptions:***

It is assumed that if you were hired to work at WebTOP you have a decent, fundamental background in programming, and hopefully some experience with Java and Java GUIs. If not, a good grasp of C++ coupled with a good Java Swing reference should suffice.