```
<!DOCTYPE html>
<html lang="pt-BR">
<head>
    <meta charset="UTF-8">
    <meta name="viewport"
content="width=device-width, initial-
scale=1.0">
    <title>Imagem 3D Realista Azul Pérola</
title>
    <style>
        body {
            margin: 0;
            overflow: hidden;
        }
        canvas {
            display: block;
        }
    </style>
</head>
<body>
    <!-- Incluindo a biblioteca Three.js -->
    <script src="https://
```

```
cdnjs.cloudflare.com/ajax/libs/three.js/
r128/three.min.js"></script>

    <script>
        // Configuração da cena
        const scene = new THREE.Scene();
        const camera = new
THREE.PerspectiveCamera(75,
window.innerWidth / window.innerHeight,
0.1, 1000);
        const renderer = new
THREE.WebGLRenderer();
        renderer.setSize(window.innerWidth,
window.innerHeight);

document.body.appendChild(renderer.dom
Element);

        // Adicionar uma esfera
        const geometry = new
THREE.SphereGeometry(5, 32, 32);

        // Carregar textura azul pérola
```

```
        const textureLoader = new
THREE.TextureLoader();
        const texture =
textureLoader.load('https://example.com/
blue-pearl-texture.jpg'); // Substitua com o
URL da textura real
        const material = new
THREE.MeshStandardMaterial({ map:
texture });
        const sphere = new
THREE.Mesh(geometry, material);
        scene.add(sphere);

        // Adicionar uma luz
        const light = new
THREE.PointLight(0xffffff, 1, 100);
        light.position.set(10, 10, 10);
        scene.add(light);

        // Configuração da câmera
        camera.position.z = 10;

        // Função de animação
```

```
        function animate() {
            requestAnimationFrame(animate);
            sphere.rotation.x += 0.01;
            sphere.rotation.y += 0.01;
            renderer.render(scene, camera);
        }

        animate();

        // Ajustar o tamanho da tela ao
redimensionar
        window.addEventListener('resize', ()
=> {

renderer.setSize(window.innerWidth,
window.innerHeight);
            camera.aspect =
window.innerWidth / window.innerHeight;
            camera.updateProjectionMatrix();
        });
    </script>
</body>
</html>
```