<!DOCTYPE html>

<html lang="pt-BR">

<head>

<meta charset="UTF-8" />

<title>Cubo 3D Interativo - Cor Amarela</title>

<style>

body {

margin: 0;

background-color: #111;

overflow: hidden;

font-family: sans-serif;

color: white;

}

#ui {

position: absolute;

top: 10px;

left: 10px;

z-index: 10;

background: rgba(0, 0, 0, 0.5);

padding: 10px;

border-radius: 8px;

}

#ui label,

#ui button {

display: block;

margin: 5px 0;

}

button {

padding: 5px 10px;

border: none;

border-radius: 5px;

cursor: pointer;

color: white;

}

button.yellow { background-color: #f1c40f; }

button.red { background-color: #e74c3c; }

button.green { background-color: #2ecc71; }

button.blue { background-color: #3498db; }

</style>

</head>

<body>

<div id="ui">

<label for="transparency">Transparência:</label>

<input type="range" id="transparency" min="0" max="1" step="0.01" value="1" />

<label>Mudar cor:</label>

<button class="yellow">Amarelo</button>

<button class="red">Vermelho</button>

<button class="green">Verde</button>

<button class="blue">Azul</button>

</div>

<script src="https://cdnjs.cloudflare.com/ajax/libs/three.js/r148/three.min.js"></script>

<script>

let scene, camera, renderer, cube, material;

init();

animate();

function init() {

// Cena e câmera

scene = new THREE.Scene();

camera = new THREE.PerspectiveCamera(75, window.innerWidth/window.innerHeight,