

PESQUISA: ILHA MPET-IFSUL

Teste 2 – HTML+CSS+X3D+JavaScript

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Arquivo HTML: primeirox3d.html

```
<!DOCTYPE html>
<html xmlns="http://www.w3.org/1999/xhtml">

  <head>
    <title>Minha primeira pagina com X3D</title>
    <script type='text/javascript' src='http://www.x3dom.org/download/x3dom.js'>
    </script>
    <link rel='stylesheet' type='text/css'
          href='http://www.x3dom.org/download/x3dom.css'>
    </link>
    <script type='text/javascript' src='JavaScript1.js'> </script>
    <link rel='stylesheet' type='text/css' href='Estilo.css'></link>
  </head>

  <body>

    <h1>Bem-vindo, X3DOM!</h1>
    <p> Minha primeira pagina com HTML+CSS+X3D.</p>

    <x3d width='500px' height='400px'>

      <scene>
        <shape onclick="changeColor();">
          <appearance>
            <material id ="color" diffuseColor='1 0 0'></material>
          </appearance>
          <box></box>
        </shape>

        <transform translation='-3 0 0'>
          <shape>
            <appearance>
              <material diffuseColor='0 1 0'></material>
            </appearance>
            <cone></cone>
          </shape>
        </transform>

        <transform translation='3 0 0'>
          <shape>
            <appearance>
              <material diffuseColor='0 0 1'></material>
            </appearance>
            <sphere></sphere>
          </shape>
        </transform>
      </scene>

    </x3d>

  </body>
</html>
```

Arquivo JavaScript: JavaScript1.js

```
function changeColor()
{
    if(document.getElementById("color").getAttribute('diffuseColor')== "1 0 0")
        document.getElementById("color").setAttribute('diffuseColor', '0 0 1');
    else
        document.getElementById("color").setAttribute('diffuseColor', '1 0 0');
}
```

Arquivo X3D: Estilo.css

```
x3d
{
    border: 2px solid darkorange;
    background: rgba(128, 128, 128, 0.4);
}

body
{
    font-size: 110%;
    font-family: verdana, sans-serif;
    margin: 3em;
    color: lightgray;
}

h1
{
    color: darkorange;
}
```