INTERACTIVE DASHBOARD—

import \* as THREE from 'three';

import { useEffect, useRef } from 'react';

const ThreeDMap = () => {

const canvasRef = useRef(null);

useEffect(() => {

const scene = new THREE.Scene();

const camera = new THREE.PerspectiveCamera(75, window.innerWidth / window.innerHeight, 0.1, 1000);

const renderer = new THREE.WebGLRenderer({ canvas: canvasRef.current });

renderer.setSize(window.innerWidth, window.innerHeight);

document.body.appendChild(renderer.domElement);

const geometry = new THREE.BoxGeometry();

const material = new THREE.MeshBasicMaterial({ color: 0x00ff00 });

const cube = new THREE.Mesh(geometry, material);

scene.add(cube);

camera.position.z = 5;

const animate = () => {

requestAnimationFrame(animate);

cube.rotation.x += 0.01;

cube.rotation.y += 0.01;

renderer.render(scene, camera);

};

animate();

return () => {

renderer.dispose();

};

}, []);

return <canvas ref={canvasRef} />;

};

export default ThreeDMap;