Components/

CameraController.js

{

import React, { useRef, useEffect } from 'react';

import { useThree, useFrame } from '@react-three/fiber';

import { Vector3 } from 'three';

export default function CameraController({ target }) {

  const { camera, scene } = useThree();

  const targetPosition = useRef(new Vector3());

  useEffect(() => {

    if (target) {

      const targetObject = scene.getObjectByName(target);

      if (targetObject) {

        targetObject.getWorldPosition(targetPosition.current);

      }

    } else {

      targetPosition.current.set(0, 0, 0);

    }

  }, [target, scene]);

  useFrame((state, delta) => {

    camera.position.lerp(new Vector3(targetPosition.current.x, targetPosition.current.y, targetPosition.current.z + 5), 0.05);

    camera.lookAt(targetPosition.current);

  });

  return null;

}

}