Digital Twin/Extended Reality Banana Problem

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Three js code:

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Rubik's Cube in Three.js</title>
    <script src="https://cdnjs.cloudflare.com/ajax/libs/three.js/r128/
three.min.js"></script>
    <script src="https://cdn.jsdelivr.net/npm/three@0.128.0/examples/js/
loaders/GLTFLoader.js"></script>
    <script src="https://cdn.jsdelivr.net/npm/three@0.128.0/examples/js/
controls/OrbitControls.js"></script>
</head>
<body style="margin: 0; overflow: hidden;">
    <script>
        // Scene setup
        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.domElement);

        // Add lighting
        const light = new THREE.AmbientLight(0xffffff, 1);
        scene.add(light);

        // Load the Rubik's Cube Model
        const loader = new THREE.GLTFLoader();
        loader.load('rubiks_cube.glb', function(gltf) {
            const cube = gltf.scene;
```

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            cube.position.set(0, 0, 0);
            scene.add(cube);
        });

        // Orbit Controls
        const controls = new THREE.OrbitControls(camera,
renderer.domElement);
        controls.enableDamping = true;

        // Set Camera Position
        camera.position.set(3, 3, 3);
        camera.lookAt(0, 0, 0);

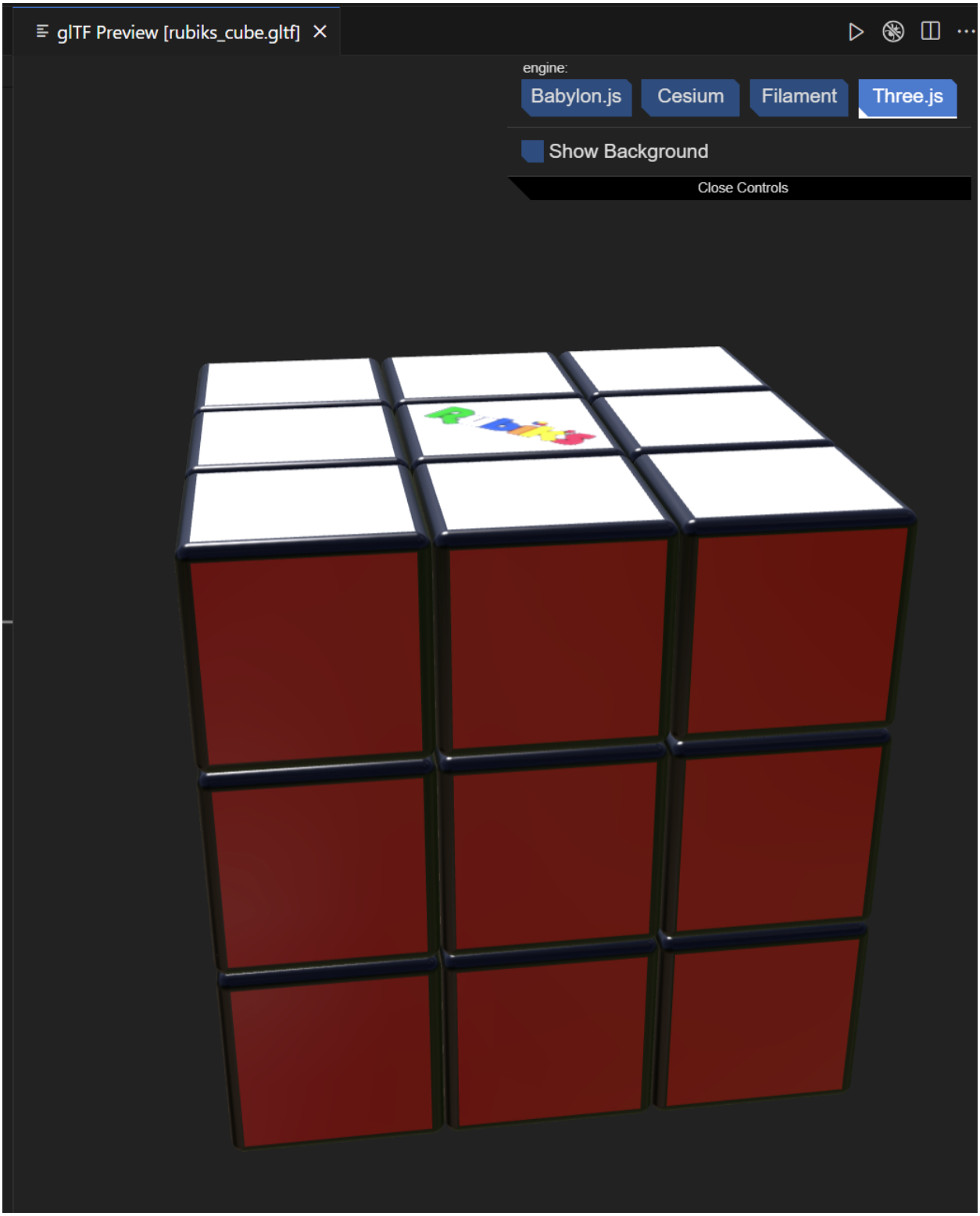
        // Animation Loop
        function animate() {
            requestAnimationFrame(animate);
            controls.update();
            renderer.render(scene, camera);
        }
        animate();

        // Handle Window Resize
        window.addEventListener('resize', () => {
            camera.aspect = window.innerWidth / window.innerHeight;
            camera.updateProjectionMatrix();
            renderer.setSize(window.innerWidth, window.innerHeight);
        });

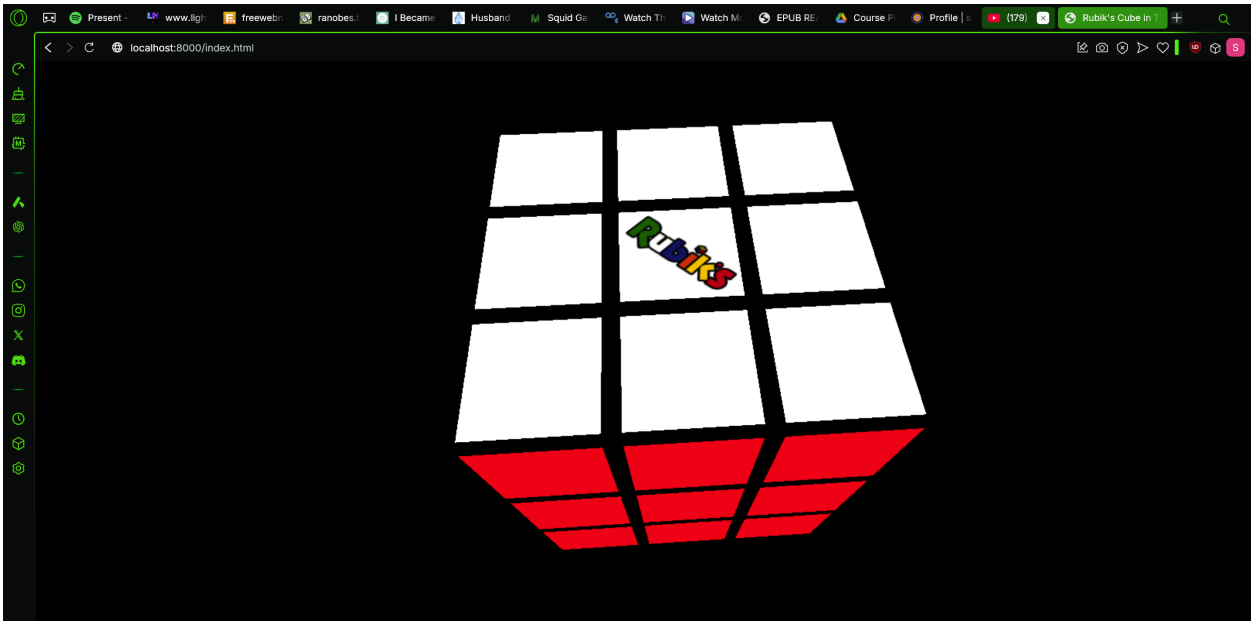
    </script>
</body>
</html>
```

Screenshots:

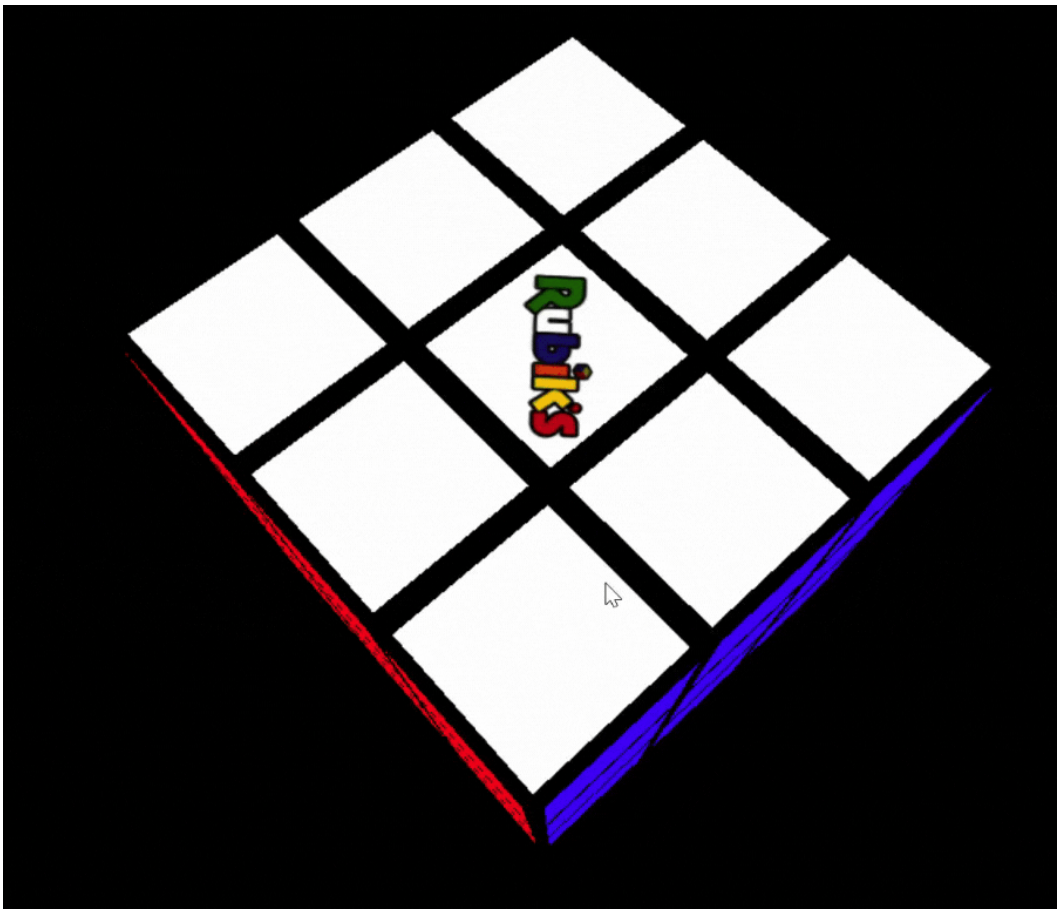
Preview of cube in 3js in VSCode



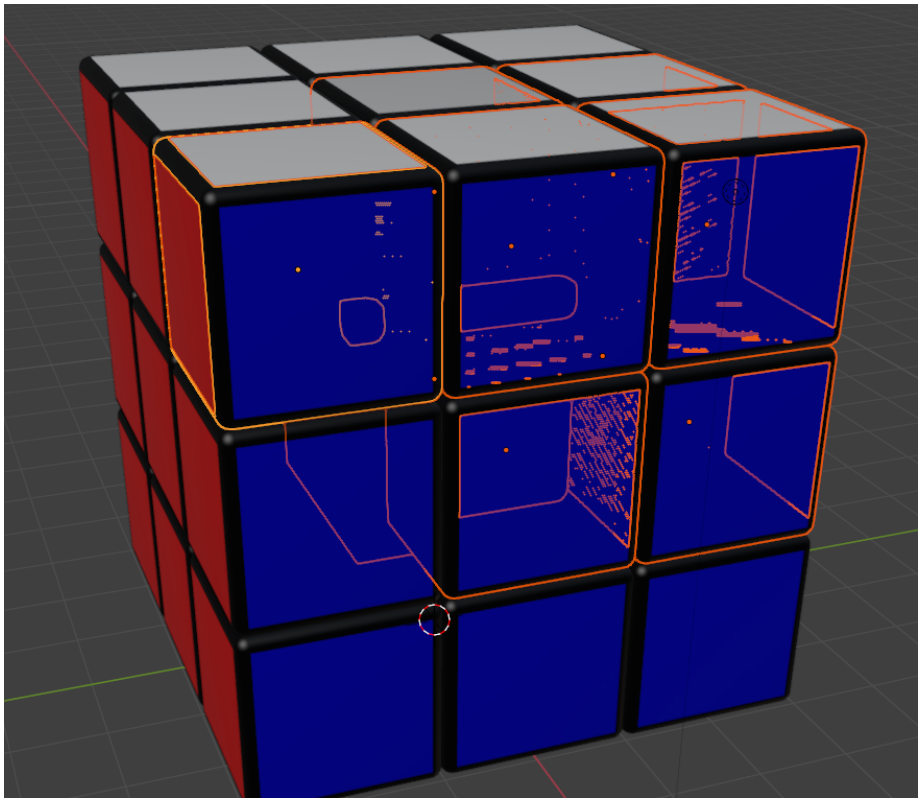
Preview of cube in web-browser:



Alternate View of DT:



SS of DT in Blender with meshes selected:



SS of meshes separate at Discrete level: