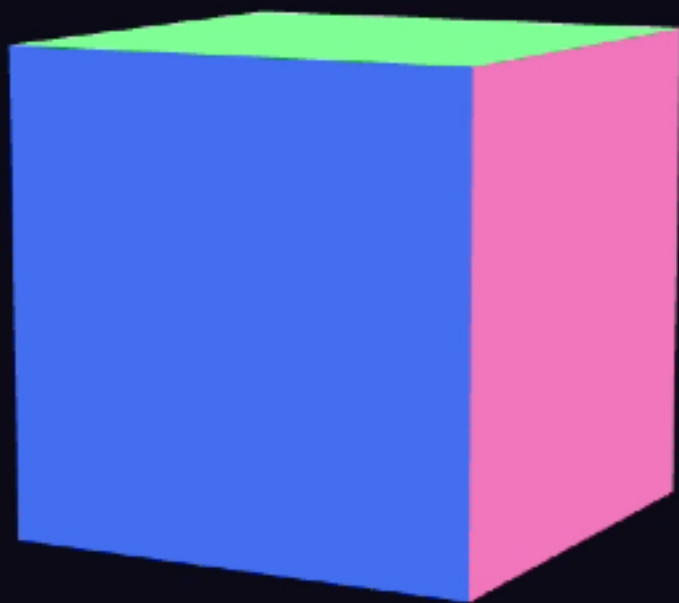


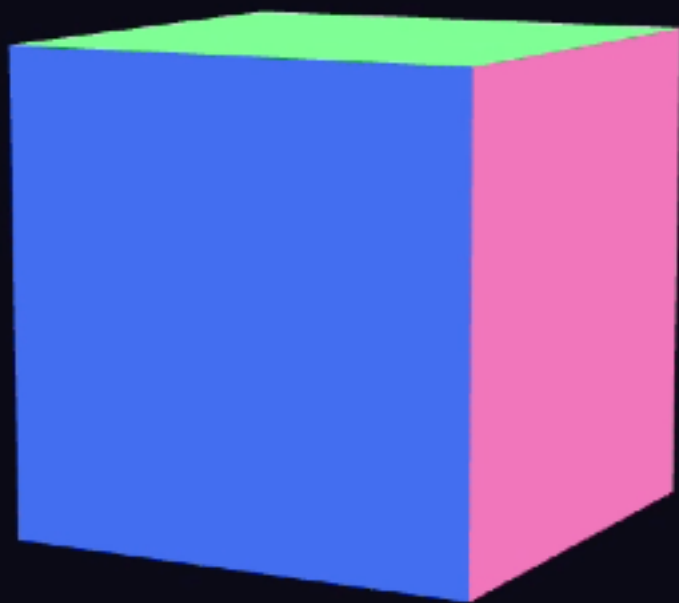
[↗ Open Codesandbox](#)

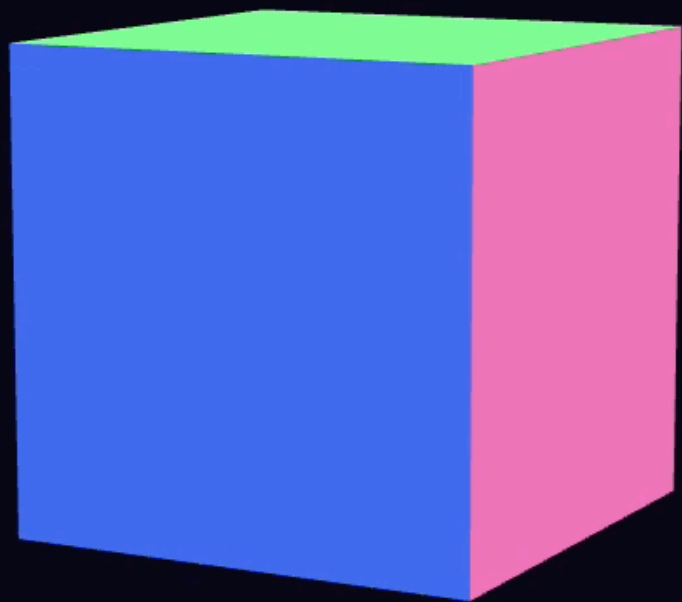


```
import React, { useRef } from "react";  
  
import ReactDOM from "react-dom/client";  
  
import { Canvas, useFrame } from "@react-three/fiber";
```

```
const CubeMesh = () => {  
  const ref = useRef();  
  useFrame(() => (ref.current.rotation.y += 0.01));  
  return (  
    <mesh ref={ref}>  
      <boxBufferGeometry attach="geometry" args={[1, 1, 1]} />  
      <meshNormalMaterial attach="material" />  
    </mesh>  
  );  
};
```

```
const root = ReactDOM.createRoot(document.getElementById("root"));
root.render(
  <Canvas>
    <CubeMesh />
  </Canvas>
);
```






```
import React, {useStateRef} from "react";
```

```
import ReactDOM from 'react-dom/client';
```

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
















































































































































































































































































































```
const root = ReactDOM.createRoot(document.getElementById('root'));
```















































































































































































































































































































