


```
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>  
  );  
};
```



```
// This is equivalent to  
const geometry = new THREE.BoxGeometry(1, 1, 1);  
mesh.geometry = geometry;
```





const CubeMesh => {



return(

</mesh>

<meshref={ref}>

const ref = useRef();

<meshNormalMatrinalah="matrinal"/>

useFrame(()=>(ref.current.rotation.y+=0.01));

<bboxBufferGeometryattach='geometry'args={ [1,1,1] } />



</mesh>



$\langle meshref = \{ref\} \rangle$

<meshNormalMaterial.setAttribute='material'/>

<boxBufferGeometry attach='geometry' args=[1,1,1]/>