



```
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  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>  
  );  
};
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// This is equivalent to  
const material = new MeshNormalMaterial();  
mesh.material = material;
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