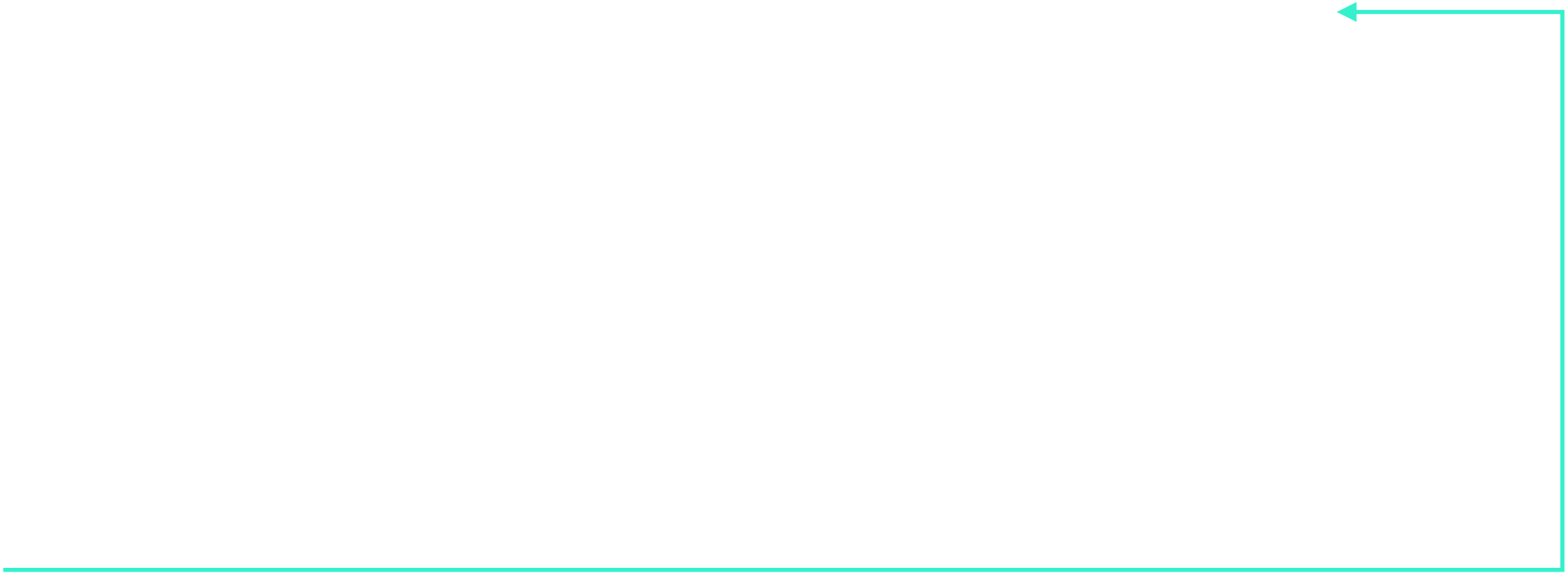



```
const CubeMesh = () => {  
  const ref = useRef();  
  useFrame(() => (ref.current.rotation.y += 0.01));  
  return (  
    <mesh ref={ref}>  
      <boxBufferGeometry attach="geometry" args={[1, 1, 1]} />  
      <meshNormalMaterial attach="material" />  
    </mesh>  
  );  
};
```



```
// This is equivalent to  
const mesh = new THREE.Mesh();
```



</mesh>

const ref = useRef();



<meshref=={ref}>

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

return(



const CubeMesh => {

<meshNormalMatrinal<matrinal="matrinal"/>

<boxBufferGeometry.setAttribute='geometry' args={ [1,1,1] } />

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