SPH fluid simulation
Eulerian fluid simulation
Global Illumination using Photon Mapping
Interactive 3D object manipulation using Kinect
Automatic generation of plants for virtual environments
Screensaver using water simulation
New techniques for Ambient Occlusion
First person shooting basketball game
Small 3D game
Glass fracture under impact
Solid-fluid interaction using PhysX
Motion capture of hand motion
Brownian rod simulation
Ukulele player using inverse kinematics
Motion analysis using OpenSim
Cartoon rendering
3D keyframe animation system

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Other
WebGL or OpenGL ES
- iPad fluid app
Add incompressibility to open source VEGA system
Eye model - simulation motion of eye
Google scholar visualization