

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