

1. A real-time ray tracing environment. Include interactive controls that allow users to modify light positions, add objects, and change component positions(or other operations).
2. A Rubik's Cube Simulator. It can be modified by mouse and randomly scrambled or ... (not planned yes) with interactive buttons.
3. Music Visualizer with Procedural Graphics. Use noise and textures to create dynamic visuals that change with the music's rhythm and frequency.