MagicCube.

1. ~~Generate vertex position.~~
2. ~~Generate textureCoord.~~
3. ~~Draw the cube.~~
4. ~~Rotate the cube.(Entire)~~
5. ~~Texture buffer.~~
6. ~~Instanced drawing.~~
7. ~~Generate mipmap.~~
8. ~~Rotate single cube.~~
9. ~~Camera can look&rotate to up/down.~~
10. ~~Camera can look&rotate to left/right.~~
11. ~~Draw a moving cube from camera position to look at direction.~~
12. Load cube map.
13. Initialize cube map.