* Make your own float noise(float x) function.
* Use your noise function to animate a shape by moving it, rotating it or scaling it.
* Make an animated composition of several shapes 'dancing' together using noise.
* Construct "organic-looking" shapes using the noise function.
* Once you have your "creature," try to develop it further into a character by assigning it a particular movement.
* Change the multiplier of line 45. Try to animate it.
* At what level of zoom does the noise start looking like random again?
* At what zoom level is the noise is imperceptible?
* Try to hook up this noise function to the mouse coordinates.
* What if we treat the gradient of the noise as a distance field? Make something interesting with it.
* Now that you've achieved some control over order and chaos, it's time to use that knowledge. Make a composition of rectangles, colors and noise that resembles some of the complexity of a[Mark Rothko](http://en.wikipedia.org/wiki/Mark_Rothko) painting.
* What other generative pattern can you make? What about granite? marble? magma? water? Find three pictures of textures you are interested in and implement them algorithmically using noise.
* Use noise to modulate a shape.
* What about using noise for motion? Go back to the [Matrix chapter](http://patriciogonzalezvivo.com/2015/thebookofshaders/08/). Use the translation example that moves the "+" around, and apply some *random* and *noise* movements to it.
* Make a generative Jackson Pollock.
* Contemplate how each noise implementation looks. Imagine them as a raw material, like a marble rock for a sculptor. What can you say about about the "feeling" that each one has? Squinch your eyes to trigger your imagination, like when you want to find shapes in a cloud. What do you see? What are you reminded of? What do you imagine each noise implementation could be made into? Following your guts and try to make it happen in code.
* Make a shader that projects the illusion of flow. Like a lava lamp, ink drops, water, etc.
* Use Simplex Noise to add some texture to a work you've already made.