Support Support

**3D Scanner** – If you need to scan an object for your game, you can use NSM 3d scanner.

**3D Printers** – If you need to print a 3d model of your game, you can use NSM 3d printers.

**3D Motion Capture** – If you need to capture 3d character animation for your game.

**2D and 3D Animation** – If you need support with your 2D or 3D Animations.

Contact:

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http://mynsmstore.uh.edu  
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**Xbox 360** – If you need to test your game with an Xbox 360 console.

Contact:

Chang Yun  
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713-743-3366