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:

Jose A Baez Franceschi
NSM Digital Multimedia Developer
NSM SR1 Room 207
713-893-1415
jabaez@uh.edu

http://mynsmstore.uh.edu
http://nsmit.nsm.uh.edu

Xbox 360 – If you need to test your game with an Xbox 360 console.

Contact:

Chang Yun
PGH514
713-743-3366