**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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jabaez@uh.edu

[http://mynsmstore.uh.edu](http://mynsmstore.uh.edu)  
[http://nsmit.nsm.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  
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