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

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

Contact:

Chang Yun  
PGH514  
713-743-3366