Support Support

**3D Scanner** – If you need to scan an object for your game, you can use [NSM 3d scanner](http://mynsmstore.uh.edu).  
**3D Printers** – If you need to print a 3d model of your game, you can use [NSM 3d printers](http://nsmit.nsm.uh.edu).  
**3D Motion Capture** – If you need to capture [3d character animation](http://mynsmstore.uh.edu) 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](mailto: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