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:

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