



Studio Quality Special Effects

- * *VFX Supervision / CG Supervision*
- * *3D CGI Modeling / Texturing / Rigging / Animation / Compositing*
- * *Concept Design / Illustration / Painting*
- * *Maquette / Digitizing Sculpture*
- * *Full/Stop Motion Effects / Puppets / Animation*
- * *Miniatures*



Headed by **Thomas Randall Dickens**, who has over sixteen years experience working in the field of **Special Visual Effects**

and Animation. Mesozoic was established in 1989 by providing quality "Traditional, Real-World" Effects, such as **Stop Motion Animation, Rod / Mechanical / Motion Control Operated Puppets, Walk Around Suits, Miniatures, Matte Paintings, etc.**



In 1995 we began working with State of the Art, 3D, Computer Generated Imagery. This blend of Traditional and High Tech modernized knowledge gives Mesozoic the edge on other companies.

Mesozoic specializes in dazzling our clients artistically and technically, within a wide range of budgets. This

includes the A-List Film Productions, Independent Features, Television Commercials and even Theme Parks.

Mesozoic's strongest asset is our **ability to make an ordinary project extraordinary**. Fantastic conceptualizing creating a "one of a kind" style. We work in all genres from Science Fiction to Children's Animation, wherever dramatic special effects are needed.

Mesozoic can also Produce, Direct, and Supervise any project's Special Visual Effects over the entire Production (from Pre- to Post!)



We can vastly improve the appearance of any project for a small fraction of the cost of larger companies, while providing a much more pleasant working relationship!

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