

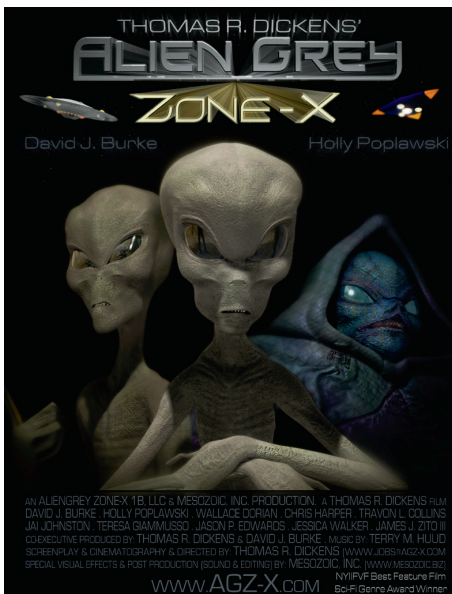
# Thomas R. Dickens

Producer / Director  
Special Visual Effects Supervisor



For nearly twenty years, **Thomas R. Dickens** has been extremely active in the design and creation of special effects that have been seen in an expanding list of major feature films and television shows. His credits are listed on the following pages.

Now he brings his own award-winning film ***Alien Grey: Zone-X*** to the big screen.



“With ***Alien Grey: Zone-X*** I have created a film that I know will stimulate and inspire the science fiction audience. Our concept can be expanded to create a series of films to meet our audience demand, and can also be adapted as a television series,” notes Dickens.

Learn more about **Thomas A. Dickens**, on IMDB:  
[www.IMDB.com/name/nm1309777/](http://www.IMDB.com/name/nm1309777/)

Full info on ***Alien Grey: Zone-X***  
[www.AGZ-X.com](http://www.AGZ-X.com)

Mesozoic, Inc. Website:  
[www.Mesozoic.biz](http://www.Mesozoic.biz)



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

# Thomas R. Dickens / MESOZOIC, INC.

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## Motion Pictures (Computer Generated Effects)

2007-2008 <b>Alien Grey: Zone-X</b>	Director/Producer/Special Visual Effects Sup/Prod	AlienGrey Zone-X 1B, LLC
2007 <b>Jack and the Beanstalk</b>	Digital Matte Painter/Modeler	Neo Art and Logic Studios
2007 <b>American Pie III</b>	CGI Artist	Neo Art and Logic Studios
2006-2007 <b>Lair</b> (Cinematics)	VFX/CG Supervisor/Lead	Sony Cineamatics Group
2006-2007 <b>Living Hell</b>	Lead CGI Artist	P13 Studios
2006 <b>Pulse</b>	Lead CGI Artist	Neo Art and Logic Studios
2006 <b>Super-Gator</b>	Lead CGI Artist/Concept Designer	Neo Art and Logic Studios
2005 <b>Asylum</b>	Lead Lighting/Animation	Warner Brothers Animation
2004-2005 <b>Rumor Has It</b>	Lead Vehicle Modeler	Warner Brothers Animation
2004 <b>Dukes of Hazzard</b>	FX Animatics	Warner Brothers Animation
2004 <b>After the Sunset</b>	Lead Character Modeler	Warner Brothers Animation
2004 <b>Fat Albert Movie</b>	CG Supervisor	Warner Brothers Animation
2004 <b>The Chronicles of Riddick</b>	Technical Shot Consultant	Warner Brothers Animation
2003-2004 <b>Scooby-Doo Too</b>	Lead Modeler/Rigger/Animator/TD	Warner Brothers Animation
2003 <b>Straight Jacket</b>	VFX Supervisor-Creator	SRO Pictures
2003 <b>Old McDonald's Farm</b> (development)	Lead Modeler	Warner Brothers Animation
2003 <b>Out For Blood</b>	VFX Supervisor-Creator	Metropolis Films
2003 <b>Vlad (the Vampire)</b>	VFX Supervisor/Lead Creature Effects Creator	Metropolis Films
2002-2004 <b>Sponge Bob Movie</b>	Lead Modeler/Rigger/Technical Animation	Warner Brothers Animation
2002-2003 <b>Loony Toons, Back In Action</b>	Supervisor&Lead Modeler/Rigger/Animation/CG Sup	Warner Brothers Animation
2002 <b>Girls Will Be Girls</b>	Co-VFX Supervisor-Creator	SRO Pictures
2001-2002 <b>The Pearl</b>	VFX Supervisor-Creator	Metropolis Films
2001-2002 <b>Scooby-Doo Movie</b>	Lead Character Modeler/Design Artist/Animator/TD	Warner Brothers Animation
2001 <b>We Were Soldiers</b>	Missile Prop Modeler	Digital Domain
2001 <b>A Beautiful Mind</b> ( <i>Academy Winner</i> )	Pigeon Character Modeler/UV Texture Setup	Digital Domain
2001 <b>Harry Potter and the Sorcerer's Stone</b>	Lead Character Concept Designer: Dragon "Norbert"	Sony ImageworksRhythm&Hues
2000-2001 <b>PC and the Web</b>	Lead Character Modeler/Setup	Moon Crescent Ent
2000 <b>Cast Away</b>	Supervising/Senior Object Modeler/Setup	Sony Imageworks
2000 <b>Spider Man</b>	Supervising/Senior R&D Character Modeler	Sony Imageworks
2000 <b>Stuart Little II</b>	Senior Character Modeler/R&D	Sony Imageworks
2000 <b>What Lies Beneath</b>	Senior Character Modeler/Shot Setup	Sony Imageworks
2000 <b>Astroboy</b> (development)	Concept Designer/Lead Modeler	Sony Imageworks
1999-2000 <b>Hollow Man</b>	Senior Character Modeler/Character Animator	Sony Imageworks
1999 <b>Run</b> (studio short)	Supervisor/Senior Character/Object Modeler	Sony Imageworks
1998-1999 <b>Stuart Little</b>	Lead Character/Object Modeler/Concept Sculpt Designer	Sony Imageworks
1997 <b>Anaconda</b>	Lead Object Modeler/Character Modeler	Sony Imageworks
1997 <b>Backstage Magic</b> (studio short)	Concept Designer/Storyboards/Lead Character Modeler	Sony Imageworks

## Motion Pictures (Real-World Effects)

1996 <b>Bad Trout</b> (development)	Concept Designer/Pre-production Artist	Sony Imageworks
1996 <b>My Fellow Americans</b>	Sculptor	Tom Talmon Studio/Paramount
1996 <b>The Arrival</b>	Painter/Fabricator/Puppeteer	David Allen Productions
1996 <b>The Head of the Family</b>	Painter	Creature FX/Full Moon Ent
1996 <b>The Beast Within II</b>	Concept Designer/Miniatures	American Independent Films
1996 <b>Kraa!, the Sea Monster</b>	Mold-maker/Sculptor/Painter	Creature FX/Full Moon Ent
1995-1996 <b>Demon in a Bottle</b>	Painter/Puppeteer/Miniatures	Creature FX/Full Moon Ent
1995 <b>Search</b>	Lead Conceptual Designer/Miniatures/Painter	Hollywood Optical Systems
1995 <b>The Chase</b>	Lead Concept Designer/Miniatures/Painter	Hollywood Optical Systems
1995 <b>Hidden World</b>	Concept Designer/Sculptor/Mold-maker/Painter	Creature FX/Full Moon Ent
1995 <b>Shadow Lake</b>	Painter	Creature FX

1995 <b>Markus 4</b>	Lead Concept Designer/Miniatures/Painter	Hollywood Optical Systems
1995 <b>Dinosaur Valley Girls</b>	VFX Supervisor-Creator/2 <sup>nd</sup> Unit Director	Frontline Entertainment
1995 <b>Primevals</b>	Miniatures/Painter	David Allen Prods
1994 <b>Theodore Rex</b>	Sculptor/Concept Artist	Criswell Prods
1994 <b>Mighty Morphin' Power Rangers</b>	Fabricator	Criswell Prods
1994 <b>Dinosaurs of Skull Mountain (3-D)</b>	Art Director/Concept Artist/Character Creator	Hollywood Optical Systems
1993 <b>Oblivion I &amp; II</b>	Lead Miniatures	David Allen/Full Moon
1993 <b>Time Master!</b>	Concept Designer/Sculptor	Creature FX/Full Moon Ent
1993 <b>Ragdoll</b>	Concept Designer	Creature FX/Full Moon Ent
1993 <b>Teenie Weenies (The Wee People)</b>	Concept Designer/Sculptor	Creature FX/Full Moon Ent
1993 <b>Dr. Mordred II</b>	Concept Designer	Creature FX/Full Moon Ent
1993 <b>Stargate</b>	Miniatures/Model Building/Sculptor	Anatomorphex
1992 <b>Addams Family Values</b>	Lead Sculptor	Paramount Pictures
1992 <b>Armies of Darkness</b>	Lead Prop Painter/Coordinator	Renaissance Pictures
1991 <b>Carnosaur</b>	Conceptual Colorist/Painter	MMI/Concord Pictures
1990 <b>The Body Snachers</b>	Conceptual Colorist	Thomas Burman Prods
1989 <b>Junk Yard</b>	Concept Designer	Ed Hunt Prods

## Television (Computer Generated Effects)

2008 <b>Raytheon</b>	Sr. Audio/Visual Specialist/Producer	Raytheon
2007-2008 <b>COX (Commercial)</b>	Matte Painting/Compositing/Tracking	Duck Studios
2005-2008 <b>Raytheon (Several Promos)</b>	Lead CGI & Motion Graphics	DesertRockEnt./Raytheon
2006 <b>New Balance Shoes (Commercial)</b>	CGI Supervisor/Lead	Brand New School Studios
2006 <b>Toonami (Spots)</b>	Lead Animator	Brand New School Studio
2005 <b>Scooby Doo (Morning Television)</b>	Lead CGI Modeler	Warner Brothers Animation
2005 <b>Voyagers To Mars (Interactive Film)</b>	VFX Supervisor-Creator	Desert Rock Entertainment
2005 <b>Orange - "Try" (Commercials)</b>	Character/Face Shape Modeler	Brand New School Studio
2004-2005 <b>Ronald McDonald (Commercials)</b>	CG Supervisor-Creator ( <b>CGI Ronald McDonald</b> )	Warner Brothers Animation
2004-2005 <b>Sea Monsters (3D IMAX)</b>	Lead CGI Modeler/Rigger/Character Animator	Warner Brothers Animation
2003-2004 <b>Einstien and Albert</b>	Lead Character Modeler/Textures	Dept of Water & Power
2003 <b>SRO Company Logo</b>	Supervisor-Creator	SRO Pictures
2003 <b>C-Bridge Company Logo</b>	Supervisor-Creator	C-Bridge
2002 <b>Piggly-Winks</b>	Lead Character Modeler	Mike Young Productions
2001 <b>Mambouzi</b>	Lead Character Modeler	Neal Nellans Prods
2000-2001 <b>Apex Predators</b>	Lead Character Modeler/Textures	PIC Prods/The Learning Channel
1997 <b>Wheel of Fortune 2000</b>	Modeler/Colorist	Sony Imageworks

## Television (Real-World Effects)

1996 <b>Pledge</b>	FX: Supervisor/Creator/Director/Motion Control	Manachy Films, Inc
1996 <b>Purity Farms Milk</b>	Sculptor/Painter	Creature FX
1996 <b>Barbie</b>	Mold-maker/Casting/Painter	Creature FX
1995 <b>Waffle Crisp</b>	Matte Painting/Pre-production Art	Concrete Productions
1995 <b>Coke</b>	Painter/Stage Crew	Tom Talmon Studio/Palomar
1995 <b>Frigidaire</b>	Sculptor/Mold-maker/Casting/Painter/Stage Crew	Tom Talmon Studio/Dream Quest
1995 <b>Legos</b>	Painter	Merritt Prods
1995 <b>Mexicasa Salsa</b>	Concept Designer	Kessler-Irish/Concrete Prods
1994 <b>Orkin</b>	FX: Supervisor/Creator/Assist Director	Concrete Prods
1994 <b>Charles Schwab</b>	Crew Assist/Miniatures	Tom Talmon Studio
1994 <b>Thrifty Car Rental</b>	FX: Supervisor/Concept Designer/Creature Creator	Concrete Prods/Dream Quest
1994 <b>Starburst Fruit Chews</b>	FX: Coordinator/Matchframer/Ice Sculptor/Stage Assist	Dream Quest
1993 <b>Walt Disney/Mickey's Parade</b>	Painter	Walt Disney
1993 <b>Commander Toad in Space</b>	Cel/Background Painter	Churchill Films
1992 <b>The 12 Dangers of Skydiving</b>	Cel/Background Painter	Mesmo Prods/MTV
1992 <b>Stanley and the Dinosaurs</b>	Concept Artist/Sculptor/Painter/Storyboards	Churchill Films/ABC
1992 <b>Uncle Elephant</b>	Miniatures/Background Painter	Churchill Films/PBS
1991 <b>Rock-o-saurs</b>	Concept Design/Pre-production Art	Churchill Films/ABC
1990 <b>Umblebums</b>	Concept Design/Sculptor	Limelight Prods
1989 <b>Ford Cars and Trucks</b>	Color Storyboards	Ford Motor Company

## Video Games/Theme Parks/Miscellaneous

2007 <b>SpyQuest</b>	Concept Designer/Modeler	Desert Rock Ent.
2006 <b>Sea World, Reality Games</b> (and others)	Concept Designer/Illustrator	Mirage Entertainment
1991-2005 <b>Fine Sculpture/Model Kits</b> (12 Kits)	Concept Art/Sculptor/Mold-maker/Casting/Painting	Link and Pin/Lunar Models
1999 <b>Michael Jordan Golf</b>	Supervising/Lead Character Modeler	Sony Imageworks
1999 <b>Eibo</b> (Robot Pet Dog)	Concept Designer/Character Modeler	Sony Imageworks
1997 <b>Art Presentations</b>	Entered 5 paintings	Sony Imageworks
1996 <b>Lion King, Balloon-a-techs</b> (and others)	Sculptor/Fabrication	Tom Talmon Studio/Disney
1996 <b>Logo/Production Art</b>	Concept Design/Production Illustration	Vulture Recovery Inc
1996 <b>Dino-Warriors</b>	Pre-production Maquette Sculptor/Painter	Frank Brunner Prods
1995 <b>Species II</b> (Promo Sculpture/Masks)	Vacuforming/Fabrication/Packaging	Don Post Prods
1994 <b>MTV</b> (Stage Show)	Painter	Lexington Prods
1994 <b>Neil Diamond</b> (Stage Show)	Model Builder	Q.U.A.D.
1994 <b>Speed Racer</b> (Model Kits)	Sculptor	Streamline Enterprises
1992-1994 <b>Art Restoration</b>	In house Painter	Artifact/Q.U.A.D.
1989-1993 <b>Jurassic Park, Busch Gardens, Universal Studios FL, Oita Mini-plants, San Rio Puroland, Christmas Models</b>	Supervising Painter/Sculptor	Landmark Ent Group
1993 <b>Logo/Menu Art</b>	Concept Designer/Production Illustration	Stuffy's Submarine Sandwiches
1993 <b>African Safari Photo Shoot</b>	Photographer/Videographer	Sunrise Productions
1993 <b>Winterfest Designs</b> (16th Annual)	Concept Designer/Painter ( <b>First Place Award</b> )	Jurassic Holidays
1993 <b>Logo/Production Art</b>	Concept Designer/Production Illustration	The Dinosaur Store
1993 <b>Custom T-Shirt/Caps</b> (10 Designs)	Creator/Producer of custom Line	Nature's Own/Jurassic
1993 <b>Photo shoot</b> (Various)	Photographer	Q.U.A.D.
1992-1993 <b>Ball Room Dance Paintings</b>	Concept Designer/Painter	Expressions Dance Studios
1992 <b>Merely-A-Bear</b> (children's book)	Illustrator	Landmark Ent Group
1991 <b>Matte Painting</b>	Concept Design/Matte Painter	Fantasy II
1988-1989 <b>Desoto Raceway/Studio</b>	Custom Mural/Lettering Airbrush Painter	Magic Brush

## Education

-2008 <b>Study</b>	CGI on Maya/Lightwave 3d/PhotoShop/After Effects/ Z-Brush/Sculpting/Painting/Anatomy/Pre-history/Nature	Los Angeles, California
1995- 2004 <b>Society of Vertebrate Paleontology</b>	Distinguished Member	Los Angeles, California
2001 <b>Moon Crescent Studios</b>	XSI training	El Segundo, California
1999-2000 <b>Sony Entertainment</b>	<b>Five</b> Management Courses	Culver City, California
1996-1999 <b>Sony Imageworks</b>	UNIX/MAYA/Alias/Wavefront/SOFTIMAGE/Studio Paraform/Career Training Program: (Computer Modeling/ Animation)/Acting/Life Drawing/etc	Max/Culver City, California
1998-2000 <b>Gnoman 3D School</b>	Character Setup 101	Hollywood, California
1998 <b>Silicon Studios</b>	Modeling/Animation 101/102	Santa Monica, California
1987-1989 <b>Ringling School of Art and Design</b>	Major: Illustration ( <b>AA, Certificate of Completion/ First Place: Best of Illustration Award</b> )	Sarasota, Florida
1985-1986 <b>Art Institute of Ft Lauderdale</b>	Major: Commercial Art	Ft Lauderdale, Florida
1984 <b>Broward Community College</b>	Major: Business	Dania, Florida
1982-1983 <b>Ithaca College</b>	Major: Communications/Cinematography	Ithaca, New York
1982 <b>St.Thomas Aquinas H.S.</b>	Graduate	Ft Lauderdale, Florida