



PRESS RELEASE

For Immediate Release

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**Producer / Director / Writer / Special Effects Master
Thomas R. Dickens Returns to His Home Town of Fort Lauderdale
To Host the Theatrical Debut of his Recently Completed
Science Fiction Action Adventure “Aliens: Zone-X”
at the Cinema Paradiso, Fort Lauderdale, Saturday August 15, 2015, at 1:00pm**



July, 2015 (Los Angeles, CA) – If you have seen **Academy Award Winner “A Beautiful Mind,” “Stuart Little I and II,” “Scooby Doo I & II” “Anaconda,”** or **“Cast Away,”** you have already seen some of **Thomas R. Dickens’** special effects work.

Now after overcoming countless obstacles of producing an independent film of this scope, Thomas brings his own personal vision for a science fiction / action adventure / suspense feature film to the big screen in **“Aliens: Zone-X.”**

Describing his film, Dickens observes: “I want **Aliens: Zone-X** to give the audience something that they simply do not receive from Hollywood mega-budget films: **the director’s personal vision**, the result of ‘taking a chance.’”

Hollywood films are, by their nature, corporate creations meant for mass consumption. Huge sums of money and talent are thrown in to produce amazing projects, but often projects with no clear message, just glitz and glam, particularly in the realm of science fiction. Most

of it is 'leave your brain at the door' entertainment. The science fiction aspect of it is just window dressing, on formula worn out stories. Viewers leave the theatre without a thought about it, and no more of a discussion than 'did you like it?'

'**Aliens: Zone-X**' asks the viewer to keep your brain 'in your head' while viewing. There are many topics that are woven through the film, which I hope will inspire conversations after viewing: 'What if questions.

The science fiction I was inspired by were works by **H.G. Wells, the original Star Trek, Jules Verne** and others, work that was not meant to be merely flashy, but was meant to ask questions of the viewer. Everything wasn't spelled out for them or easily answered. Viewers must think.

The films were not meant to 'mess with the viewer's mind' as many films today do, leaving the viewer 'beat up' after watching. **I believe the viewing experience should be expansive.**

But that being said, **Aliens: Zone-X** will also entertain the viewer who just wants a thrill to enjoy, and **not** think so much, it's perfect for that as well. There are character arcs, romance, beautiful locations, intense fight scenes, nail biting suspense, stunning visual effects, and a powerful original film score."

"**Aliens: Zone-X**" is the account of how Park Ranger Don Morgan is torn from his routine life when he stumbles upon a UFO visitation in the arid, deserted Park Area where he resides. At the same time, across the same Park Area an inexplicable, bizarre power outage knocks out all electronics and communications, stranding a carload of hikers, and downing a small plane. Searching for hydration in the blistering heat, Don meets the survivors, and must lead them across an apparently abandoned Military Testing area (similar to "Area 51") called "ZONE-X". Is it the sun,

dehydration, or is something else (a covert government mind control test or possibly aliens) playing tricks on their minds, confusing them with harrowing mirages? In order to end the extra-terrestrial's experiment on humanity, Don must summon newly found paranormal abilities and battle his arch rival "The Madman" who is also stranded in the park, not to mention gigantic marauding creature monstrosities cyborg spiders, flying beasts, huge reptiles who might be "created" by the Aliens.

Now Thomas R. Dickens is hosting the theatrical debut screening in his own home town of **Fort Lauderdale**, at the **Cinema Paradiso**, on **Saturday August 15, 2015, at 1:00pm.**

Join Thomas for a personal Q&A following the screening.



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[Purchase Tickets](#)

[Aliens: Zone-X Official Website](#)

[Aliens: Zone-X on IMDb](#)

View the [teaser](#) and [trailer](#) on YouTube

[Thomas R. Dickens IMDB Page](#)

Producer / Director / Writer **Thomas R. Dickens** is available for interview by appointment pending scheduling availability.



Contact:

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Cast of Characters:

David J. Burke as: Park Ranger Don Morgan

Holly Poplawski as: Suzan Barns

Wallace Dorian as: Pilot Mitchell Barns

Chris Harper as: Tray Stevens

Travon L. Collins as: Richard

Jai Johnston as: Mike

Teresa Giammusso as: Jill

Jason P. Edwards as: "Bud"

Jessica Walker as: Bethsaida

James J. Zito III as: "The Madman"

Co-Executive Production: Thomas R. Dickens / David J. Burke

Written by: Thomas R. Dickens

Direction of Photography: Thomas R. Dickens

Direction: Thomas R. Dickens

Assistant Production: Alyssa Wampole / Trae Mathews

Stunt and Fight Choreography / Training: Lallee Hughtez (World Kickboxing Champion)
Stunt and Fight Choreography / Training: Shi Xing Wei (Wu Shu Champion)

Post Production (Conversion, Film Edit, Foley, Sound Design, Sound Mix):
Thomas R. Dickens / Mesozoic, Inc.
Music: Terry M. Huud
Assistant Production (Post): Beata J. Dickens
Studio Voice Re-Recording (ADR): Jay Hall / Digital Sound Nevada

Special Visual Effects / Creature Effects (Supervision, Design, Creation):
Thomas R. Dickens / Mesozoic, Inc.

Additional Effects Artists:

Harry Walton
Bob Calandriello
Eric Williams
Tom Haney
Jon Synnestvedt
David Radford
Manda Cheung
Clint Nitkiewicz Hernandez
Beth Pederson
Ryan Carter
Jason Shulman
Will Harrison
Joey Pruitt
Ron Hui
Vivian Zhang
Mythic Flame Animation Studio

Special Makeup Effects: Jason P. Edwards

Still Photography: Doug Harvey

Legal Representation: M. Hope Aguilar

THOMAS RANDALL DICKENS' BIO

12 years old taught Stop Motion Animation: Discovery Center Children's Museum in Fort Lauderdale, FL.

Graduated St. Thomas Aquinas HS, Fort Lauderdale, FL, in 1982

Major: Cinematography and Communications at Ithaca College in NY. 1982

Major: Art, Art Institute of Fort Lauderdale, Major: Business Broward County Community College Fort Lauderdale, FL 1984-1986

Major: Illustration, Associates Degree and Best of Illustration Award, Ringling School of Art and Design, Sarasota, FL. 1987-1989

Moved to Los Angeles in late 1989.

Began "Traditional" (Non-Computer Generated, Real World) Special Visual Effects and Animation (Stop Motion Animation, Rod/Mechanical/Motion Control Operated Puppets, Miniatures, Matte Paintings, Maquettes, Concept Designs.

Formed Company: "Integrity Productions" 1991

Extensive freelance, as well as employed by companies like: Landmark Ent., Full Moon Ent., Frontline Ent., Hollywood Optical Systems, Renaissance Pictures.

Worked on children's films, for Churchill Films. Also films like "Star Gate, My Fellow Americans, The Arrival, Armies of Darkness, Addams Family Values,"

Worked for Theme Parks such as: "Jurassic Park, MTV, Neil Diamond, Lion King, and on Television Commercials for: Ford, Walt Disney, Starburst, Thrifty, Charles Schwab, Orkin, Legos, Frigidair, Coka-Cola, Barbie, Pledge

First Official Title of: Special Visual Effects Supervisor/Producer on: "Dinosaur Valley Girls", 1995

Started work on first Computer Generated Imaging Effects at Sony Pictures Imageworks, on "Andaconda", as Character Modeler, Summer of 1996. Continued work there on films such as: "Stuart Little I/II, Cast Away, What Lies Beneath, Hollowman, Harry Potter (and the Sorcerer's Stone), Spiderman", working for 4 years, as: Lead Modeler, Character Animator, Concept Designer, 1996- 2000

Thomas R. Dickens marries, Beata, in 2000.

Integrity Productions became: Mesozoic, Inc. 2001

Digital Domain on: "A Beautiful Mind" (*Academy Award*), and "We Were Soldiers"

Warner Brothers Feature Animation, starting in 2001, and remaining there for 5 years, working on films like: "Scooby Doo I/II, Looney Toons (Back in Action), Rumor Has It, Dukes of Hazzard, After the Sunset", as a Supervising/Lead Modeler, Rigger, Pipeline Setup, Technical Animator, CGI Supervisor.

Thomas R. Dickens/Mesozoic, Inc. Does Visual Effects/Animation Supervision/ Production on 5 Independent films, "Girls Will Be Girls, Straight Jacket, Out For Blood, Vlad, The Pearl", etc., and many other Theme Park Designs, Television Commercials and other Indie Films.

Makes many Theme Park Conceptual Design Illustrations for Mirage Ent..

Lead CGI VFX on "Pulse", and other projects, for Neo Art and Logic. 2005-2006

Back to Sony Computer Entertainment of America to Visual Effects Supervise and CGI Supervise a crew of 75 for the Cinematics for one of the Sony Playstation's biggest games: the Video Game: "Lair". 2006-2007

Return to Neo Art and Logic for work on: "American Pie III, Jack and the Beanstalk, and Pulse II/III", "Jack and the Beanstalk", Supergator, 300, Asylum, and other films, 2006-2010

Thomas R. Dickens: Writes/Produces/Directs for his second Feature Film: "Faces". 2009

Mesozoic, Inc. on "Inale" in 2010, and "Coffin Baby", 2013

Produces 2 music CDs, including "vividity", as well as Produces the book, "Glances", 2011.

Mesozoic, Inc., on "Alongside Night", and "Dear Eleanor", 2013-2014

Mesozoic, Inc. became: VFXrex 2014

Principal AudioVisual Specialist Raytheon 2008-2015

SyFy, VFXrex "Cozmos" effects, 2015

**Thomas R. Dickens: Writes/Produces/Directs/DPs/VFX for his Feature Film:
"Aliens: Zone-X", wrapped, 2015**

**Was a distinguished member of the Society of Vertebrate Paleontology from
1995-2011. Member of the Visual Effects Society, VES, 2007-2013**

**Thomas R. Dickens remains married to Beata, and has two beautiful children,
Kylea and Kayden Dickens.**

Thomas R. Dickens

Cell: (310) 463-7159 Email: Thomas@VFXrex.com Site: VFXrex.com

* Direction/Production/Post Production *

* VFX Supervision/CGI Supervision * 3D CGI *

* Concept Design/Illustration/Painting * Real World VFX *

Motion Pictures

2015	COZMOS	CGI Effects Lead	VFXrex
2014	Dear Eleanor	CGI Effects Lead	Mesozoic, Inc.
2013	Alongside Night	CGI Effects Lead	Mesozoic, Inc.
2013	Aliens: Zone-X (4 "Best of" Awards)	Writer/Director/DP/Producer/VFX&Post Supervisor	Mesozoic, Inc.
2013	Coffin Baby	VFX Color Timing	Atlantic & Pacific
2011	Vanilla Gorilla	Pre-Prod Art/Concept Art/Creature Design	GlobeStepper Prods
2010	Jack and the Beanstalk	Visual Effects	Neo Art and Logic
2010	Inale	Lead CGI Artist /Creature Design	New Element Prods
2009	Astroboy	Concept Designer/Lead Modeler	Sony Imageworks
2009	Faces	Writer/Director/Producer/VFX&Post Supervisor	Mesozoic, Inc.
2006-2008	Living Hell	Lead CGI	P13 Studios
2007	Primeval	Previs/Cinema-graphics	Hollywood Pictures
2007	Jack and the Beanstalk	Lead CGI Artist	Neo Art and Logic
2007	American Pie Presents Beta House	Lead CGI Artist	Neo Art and Logic
2006-2007	Super-Gator	Lead CGI Artist/Concept Designer	Neo Art and Logic
2006	300	Lead Previs Modeling	300 Films
2006	Pulse	Lead CGI Artist	Neo Art and Logic
2005	Asylum	Lead Lighting/Animation	Warner Brothers
2004-2005	Rumor Has It	Lead Vehicle Modeler	Warner Brothers
2004	Dukes of Hazzard	FX Animatics	Warner Brothers
2004	After the Sunset	Lead Character Modeler	Warner Brothers
2004	Fat Albert Movie	CG Supervisor	Warner Brothers
2004	Chronicles of Riddick	Technical Shot Consultant	Warner Brothers
2003-2004	Scooby-Doo Too	Lead Modeler/Rigger/Animator/TD	Warner Brothers
2003	Straight Jacket	VFX Supervisor-Creator	SRO Pictures
2003	(Vampires) Out For Blood	VFX Supervisor-Creator	Metropolis Films
2003	Vlad (the Vampire)	VFX Supervisor/Lead Creature Effects Creator	Metropolis Films
2002-2004	Sponge Bob Movie	Lead Modeler/Rigger/Technical Animation	Warner Brothers
2002-2003	Looney Tunes, Back In Action	Supervising-Lead Modeler/Rigger/Animation	Warner Brothers
2002	Girls Will Be Girls	Co-VFX Supervisor-Creator	SRO Pictures
2001-2002	The Pearl	VFX Supervisor-Creator	Metropolis Films
2001-2002	Scooby-Doo Movie	Lead Character Modeler/Design Artist/Animator/TD	Warner Brothers
2001	We Were Soldiers	Hard Surface Modeler	Digital Domain
2001	A Beautiful Mind (Academy Winner)	Character Modeler/UV Texture Setup	Digital Domain
2001	Harry Potter and the Sorcerer's Stone	Lead Character Concept Designer: Dragon "Norbert"	Sony/Rhythm&Hues
2001	Fossil	Lead Character Modeler	Neal Nellans Prods
2000-2001	PC and the Web (a Cyber Adventure)	Lead Character Modeler/Setup	Moon Crescent Ent
2000	Cast Away	Supervising/Senior Object Modeler/Setup	Sony Imageworks
2000	Spider Man	Supervising/Senior R&D Character Modeler	Sony Imageworks
2000	Stuart Little II	Senior Character Modeler/R&D	Sony Imageworks
2000	What Lies Beneath	Senior Character Modeler/Shot Setup	Sony Imageworks
1999-2000	Hollow Man	Senior Character Modeler/Character Animator	Sony Imageworks
1998-1999	Stuart Little	Lead Character/Object Modeler/Concept Sculpt Designer	Sony Imageworks
1997	Anaconda	Lead Object Modeler/Character Modeler	Sony Imageworks
1996	My Fellow Americans	Sculptor	Paramount
1996	Arrival	Painter/Fabricator/Puppeteer	David Allen Productions
1996	Head of the Family	Painter	Creature FX/Full Moon
1996	The Beast Within II	Concept Designer/Miniatures	American Independent

1996	Kraal, the Sea Monster	Mold-maker/Sculptor/Painter	Creature FX/Full Moon
1995-1996	Demon in a Bottle	Painter/Puppeteer/Miniatures	Creature FX/Full Moon
1995	Search	Lead Conceptual Designer/Miniatures/Painter	Hollywood Optical
1995	Chase	Lead Concept Designer/Miniatures/Painter	Hollywood Optical
1995	Hidden World	Concept Designer/Sculptor/Mold-maker/Painter	Creature FX/Full Moon
1995	Shadow Lake	Painter	Creature FX
1995	Markus 4	Lead Concept Designer/Miniatures/Painter	Hollywood Optical
1995	Dinosaur Valley Girls	VFX Supervisor-Creator/2 nd Unit Director	Frontline Ent
1995	Primevals	Miniatures/Painter	David Allen Prods
1994	Theodore Rex	Sculptor/Concept Artist	Criswell Prods
1994	Mighty Morphin' Power Rangers	Fabricator	Criswell Prods
1994	Dinosaurs of Skull Mountain (3-D)	Art Director/Concept Artist/Character Creator	Hollywood Optical
1993	Oblivian I-II	Lead Miniatures	David Allen/Full Moon
1993	Time Master!	Concept Designer/Sculptor	Creature FX/Full Moon
1993	Teenie Weenies (The Wee People)	Concept Designer/Sculptor	Creature FX/Full Moon
1993	Dr. Mordred II	Concept Designer	Creature FX/Full Moon
1993	Stargate	Miniatures/Model Building/Sculptor	Anatomorphex
1992	Addams Family Values	Lead Sculptor	Paramount Pictures
1992	Army of Darkness	Lead Prop Painter/Coordinator	Renaissance Pictures
1991	Carnosaur	Conceptual Colorist/Painter	MMI/Concord Pictures
1990	The Body Snatchers	Conceptual Colorist	Thomas Burman Prods

Television/Video/Corporate

2014-2015	GBS (Corporate)	Producer/ Lead CGI/ Principal AudioVisual Specialist	Raytheon
2005-2013	SAS Advanced Media (Corporate)	Producer/ Lead CGI/ Principal AudioVisual Specialist	Raytheon
2007	COX (Commercial)	Animatics/Compositing/Matte Painting	DUCK
2006	New Balance Shoes (Commercial)	CGI Supervisor/Lead	Brand New School
2006	Toonami (Spots)	Lead Animator	Brand New School
2005	Scooby Doo (Program)	Lead CGI Modeler	Warner Bros Anim
2005	Voyagers To Mars (Interactive Film)	VFX Supervisor-Creator	Desert Rock
2005	Orange - "Try" (Commercials)	Character/Face Shape Modeler	Brand New School
2004-2005	Ronald McDonald (Commercials)	CG Supervisor-Creator	Warner Bros Anim
2004-2005	Sea Monsters (3D IMAX)	Lead CGI Modeler/Rigger/Character Animator	Warner Bros Anim
2003-2004	Einstein and Albert (Commercials)	Lead Character Modeler/Textures	DWP
2003	SRO Company (Logo)	Supervisor-Creator/Animator	SRO Pictures
2003	C-Bridge Company (Logo)	Supervisor-Creator/Animator	C-Bridge
2002	Jakers! (Piggley-Winks) (Television)	Lead Character Modeler	Mike Young Prods
2000-2001	Apex Predators (Documentary)	Lead Character Modeler/Textures	PIC/Learning Channel
1997	Wheel of Fortune 2000 (Program)	Modeler/Colorist	Sony Imageworks
1996	Pledge (Commercial)	FX: Supervisor/Creator/Director/Motion Control	Manarchy Films, Inc
1996	Purity Farms Milk (Commercial)	Sculptor/Painter	Creature FX
1996	Barbie (Commercial)	Mold-maker/Casting/Painter	Creature FX
1995	Waffle Crisp (Commercial)	Matte Painting/Pre-production Art	Concrete Productions
1995	Coke (Commercial)	Painter/Stage Crew	TT Studio/Palomar
1995	Frigidaire (Commercial)	Sculptor/Mold-maker/Casting/Painter/Stage Crew	Dream Quest
1995	Legos (Commercial)	Painter	Merritt Prods
1995	Mexicasa Salsa (Commercial)	Concept Designer	Kessler-Irish
1994	Orkin (Commercial)	FX: Supervisor/Creator/Assist Director	Concrete Prods
1994	Charles Schwab (Commercial)	Crew Assist/Miniatures	Tom Talmon Studio
1994	Thrifty Car Rental (Commercial)	FX: Supervisor/Concept Designer/Creature Creator	Concrete/Dream Quest
1994	Starburst Fruit Chews (Commercial)	FX: Coordinator/Matchframer/Ice Sculptor/Stage Assist	Dream Quest
1993	Walt Disney/Mickey's Parade (Spot)	Painter	Walt Disney
1993	Commander Toad in Space (Children's Film)	Cel/Background Painter	Churchill Films
1992	The 12 Dangers of Skydiving (Spot)	Cel/Background Painter	MTV
1992	Stanley and the Dinosaurs (Spot)	Concept Artist/Sculptor/Painter/Storyboards	ABC
1992	Uncle Elephant (Spot)	Miniatures/Background Painter	PBS
1991	Rock-o-saurs (Spot)	Concept Design/Pre-production Art	ABC
1990	Umblebums (Spot)	Concept Design/Sculptor	Limelight Prods

1989 **Ford Cars and Trucks** (Commercial)

Color Storyboards

Ford Motor Company

New Media

2011 **Defender** (Interactive Magazine)

Lead CGI Artist

Raytheon

2011 **"Glances (A Book of Poems)"** (Book/E-Book)

Producer/Book Art

Mesozoic, Inc.

2011 **TD (t dickens) "vividity"** (Music CD)

Producer/Composer/Musician/CD Art

Mesozoic, Inc.

2006-2007 **Lair** (Cinematic)

VFX Supervisor/CG Supervisor/CG Lead

Sony (SCEA)

2006 **Sea World, Reality Games**

Concept Designer/Illustrator

Mirage

1991-2005 **Fine Sculpture/Model Kits** (12 Kits)

Concept Art/Sculptor/Mold-maker/Casting/Painting

Link and Pin/Lunar

1999 **Michael Jordan Golf** (Video Game)

Supervising/Lead Character Modeler

Sony Imageworks

1999 **Eibo** (Robot Pet Dog)

Concept Designer/Character Modeler

Sony Imageworks

1997 **Art Presentations**

Entered 5 paintings

Sony Imageworks

1996 **Lion King, Balloon-a-techs**

Sculptor/Fabrication

TT Studio/Disney

1996 **Logo/Production Art**

Concept Design/Production Illustration

Vulture Recovery

1996 **Dino-Warriors**

Pre-production Maquette Sculptor/Painter

Frank Brunner

1995 **Species II** (Promo Sculpture/Masks)

Vacuforming/Fabrication/Packaging

Don Post Prods

1994 **MTV** (Stage Show)

Painter

Lexington Prods

1994 **Neil Diamond** (Stage Show)

Model Builder

Q.U.A.D.

1994 **Speed Racer** (Model Kits)

Sculptor

Streamline Ent

1992-1994 **Art Restoration**

In house Painter

Artifact/Q.U.A.D.

1989-1993 **Jurassic Park, Busch Gardens,**

Supervising Painter/Sculptor

Landmark Ent

Universal Studios FL, Oita Mini-plants,

San Rio Puroland, Christmas Models

1993 **Logo/Menu Art**

Concept Designer/Production Illustration

Stuffy's Subs

1993 **African Safari Photo Shoot**

Photographer/Videographer

Sunrise Prods

1993 **Winterfest Designs** (16th Annual)

Concept Designer/Painter **(1st Place Award)**

Jurassic Holidays

1993 **Logo/Production Art**

Concept Designer/Production Illustration

The Dinosaur Store

1993 **Custom T-Shirt/Caps** (10 Designs)

Creator/Producer of custom Line

Jurassic

1993 **Photo shoot** (Various)

Photographer

Q.U.A.D.

1992-1993 **Ball Room Dance Paintings**

Concept Designer/Painter

Expressions Dance

1992 **Merely-A-Bear** (children's book)

Illustrator

Landmark Ent

1991 **Matte Painting**

Concept Design/Matte Painter

Fantasy II

1988-1989 **Desoto Raceway/Studio**

Custom Mural/Lettering Airbrush Painter

Magic Brush

Education

-2015 **Continued Study**

3D/2D/Photography/Real World Art/Software

Los Angeles, CA

2001 **Moon Crescent Studios**

XSI training

El Segundo, CA

1999-2000 **Sony Entertainment**

5 Management Courses

Culver City, CA

1996-1999 **Sony Imageworks**

3D/2D/Real World Art/Tech

City, CA

1998-2000 **Gnoman 3D School**

Character Setup 101

Hollywood, CA

1998 **Silicon Studios**

Modeling/Animation 101/102

Santa Monica, CA

1987-1989 **Ringling School of Art and Design**

Major: Illustration **(AA, Certificate of Completion/**

Sarasota, FL

1st Place: "Best of Illustration" Award)

1985-1986 **Art Institute of Ft Lauderdale**

Major: Commercial Art

Ft Lauderdale, FL

1984 **Broward Community College**

Major: Business

Dania, FL

1982-1983 **Ithaca College**

Major: Communications/Cinematography

Ithaca, NY

Associations

2007-2014 **Visual Effects Society**

Member

Los Angeles, CA

1995-2011 **Society of Vertebrate Paleontology**

Distinguished Member

Los Angeles, CA

