

2020/2021 Local-Provided Training Skills Training Application

This application packet consists of the Skills Training Application and the Course Reference List.

Your Skills Training Application **must** be approved by Contract Services Administration Training Trust Fund (CSATTF) **prior** to taking the requested course. There is no reimbursement for Local-Provided Training. Please note that Contract Services' facilitation of skills training is not intended to expand, limit or in any way affect the scope of work covered by any collective bargaining agreement.

Eligibility:

Skills Training Application Expires:__

- For Roster classifications, you must be active on the Roster for the applicable local union and classification, and be in compliance with Contract Services training requirements. You may check your status on the Online Roster at www.csatf.org, under "Rosters & Lists."
- For Non-Roster classifications, you must reflect on the Online Roster in the applicable Local Union and classification and be in compliance with Contract Services training requirements.

For questions regarding training dates, course content and scheduling, please contact your Local Union.

This form must be completed, signed, and returned as instructed below. Submit one signed application for each requested course. Please allow 1-2 weeks for processing.

Print all information completely and legibly. Personal information will be updated accordingly.

Name:				Last four dig	its of SSN*:	
						must provide full SSN
Local Union:	Job Title	/Classif	ication:			
Address:		City	y:		State:	Zip Code:
Cell #:_(Home #: <u>(</u>)	-	Email:		
Course #:	Course Nan	ne:				
I have read, understood and Applicant Signature:	_					
Return this form to CSATTF						
CSATTF Attn: Skills Training						0040 ext. 1260
2710 Winona Avenue				Fax Number:	818.847.004	18
Burbank, CA 91504						
		For O	office Use	: Only		
Required Training Compliant:_		C	ompleted	by:		

Approved |

Denied

Rev 1/22/20



2710 Winona Avenue, Burbank, CA 91504 | T 818.847.0040 | F 818.847.0048 | www.csatf.org

Motion Picture & Television Industry | Administration • Training

2020/2021 Local Provided Training Course Reference List #1200

Course Number	Course Name
1200-230	3Ds Max Advanced Topics 1.1
1200-231	3Ds Max Advanced Topics 1.2
1200-232	AutoCAD Advanced Topics 1.1
1200-233	AutoCAD Advanced Topics 1.2
1200-234	AutoCAD Advanced Topics 2.1
1200-235	AutoCAD Advanced Topics 2.2
1200-236	InDesign Advanced Topics 1.1
1200-237	InDesign Advanced Topics 1.2
1200-238	MODO Advanced Topics 1.1
1200-239	MODO Advanced Topics 1.2

Course Number	Course Name
1200-240	Rhino Intro 1.1
1200-241	Rhino Intro 1.2
1200-242	Rhino Beginner 1.1
1200-243	Rhino Beginner 1.2
1200-244	Rhino Mezzo 1.1
1200-245	Rhino Mezzo 1.2
1200-246	Rhino Advanced Topics 1.1
1200-247	Rhino Advanced Topics 1.2
1200-248	Rhino Advanced Topics 2.1
1200-249	Rhino Advanced Topics 2.2

Course Number	Course Name
1200-250	Vectorworks Intro 1.1
1200-251	Vectorworks Intro 1.2
1200-252	Vectorworks Beginner 1.1
1200-253	Vectorworks Beginner 1.2
1200-254	Vectorworks Mezzo 1.1
1200-255	Vectorworks Mezzo 1.2
1200-256	Vectorworks Advanced Topics 1.1
1200-257	Vectorworks Advanced Topics 1.2
1200-258	Vectorworks Advanced Topics 2.1
1200-259	Vectorworks Advanced Topics 2.2

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Course Number	Course Name
1200-260	Vectorworks for Set Design 1.1
1200-261	Vectorworks for Set Design 1.2
1200-262	Vectorworks for Set Design 2.1
1200-263	Vectorworks for Set Design 2.2
1200-264	Vectorworks for Set Design 3.1
1200-265	Vectorworks for Set Design 3.2
1200-266	Vectorworks for Set Design 4.1
1200-267	Vectorworks for Set Design 4.2
1200-268	ZBrush Advanced Topics 1.1

Course Number	Course Name
1200-269	ZBrush Advanced Topics 1.2
1200-270	ZBrush Advanced Topics 2.1
1200-271	ZBrush Advanced Topics 2.2
1200-272	Real-Time Graphic Engines Intro 1.1
1200-273	Real-Time Graphic Engines Intro 1.2
1200-274	Real-Time Graphic Engines Advanced Topics 1.1
1200-275	Real-Time Graphic Engines Advanced Topics 1.2
1200-276	Modeling Digital Assets: Models & Props 1.1
1200-277	Modeling Digital Assets: Models & Props 1.2

Course Number	Course Name
1200-278	Camera Movements for Production Design 1.1
1200-279	Camera Movements for Production Design 1.2
1200-280	Storyboarding Camera Movement 1.1
1200-281	Storyboarding Camera Movement 1.2
1200-282	Matte Painting Basics for Production Design 1.1
1200-283	Matte Painting Basics for Production Design 1.2
1200-284	Futuristic Character Design 1.1
1200-285	Futuristic Character Design 1.2
1200-286	Keyshot Fundamentals 1.1

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Course Number	Course Name
1200-287	Keyshot Fundamentals 1.2
1200-288	Concept Art Creation in Photoshop 1.1
1200-289	Concept Art Creation in Photoshop 1.2
1200-290	Current Production Practices for the Art Department Topic 1
1200-291	Current Production Practices for the Art Department Topic 2
1200-292	Current Production Practices for the Art Department Topic 3
1200-293	Current Production Practices for the Art Department Topic 4

Course Number	Course Name
1200-294	Current Production Practices for the Art Department Topic 5
1200-295	Dynamic Figure Design for Concept and Storyboard 1.1
1200-296	Dynamic Figure Design for Concept and Storyboard 1.2
1200-297	Photoshop Advanced Techniques for the Art Department 1
1200-298	Photoshop Advanced Techniques for the Art Department 2
1200-299	Live Online Modo Essentials 1.1
1200-300	Live Online Modo Essentials 1.2

Course Number	Course Name
1200-301	Live Online Modo Essentials 1.3
1200-302	Live Online Modo Essentials 1.4
1200-303	Live Online Rhino Essentials 1.1
1200-304	Live Online Rhino Essentials 1.2
1200-305	Live Online Rhino Essentials 1.3
1200-306	Live Online Rhino Essentials 1.4
1200-307	Live Online Vectorworks Essentials 1.1

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Course Number	Course Name
1200-308	Live Online Vectorworks Essentials 1.2
1200-309	Live Online Vectorworks Essentials 1.3
1200-310	Live Online Vectorworks Essentials 1.4
1200-311	Live Online SketchUp 1.1
1200-312	Live Online SketchUp 1.2
1200-313	Live Online SketchUp 2.1
1200-314	Live Online SketchUp 2.2
1200-315	Live Online SketchUp 3.1
1200-316	Live Online SketchUp 3.2
1200-317	Grasshopper 1.1
1200-318	Grasshopper 1.2

Course Number	Course Name
1200-319	Maya Advanced Topics 1.1
1200-320	Maya Advanced Topics 1.2
1200-321	Adobe Dimension 1.1
1200-322	Adobe Dimension 1.2
1200-323	Live Online Rhino Advanced 1.1
1200-324	Live Online Rhino Advanced 1.2
1200-325	Live Online SketchUp Advanced 1.1
1200-326	Live Online SketchUp Advanced 1.2
1200-327	Prototyping for the Art Department 1.1
1200-328	Prototyping for the Art Department 1.2
1200-329	Arnold Renderer 1.1

Course Number	Course Name
1200-330	Arnold Renderer 1.2
1200-331	V-Ray 1.1
1200-332	V-Ray 1.2
1200-333	Rhino Layout 1.1
1200-334	Rhino Layout 1.2
1200-335	SketchUp 1.1
1200-359	SketchUp 1.2
1200-336	SketchUp 2.1
1200-360	SketchUp 2.2
1200-337	SketchUp 3.1
1200-361	SketchUp 3.2

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Course Number	Course Name
1200-338	SketchUp 4.1
1200-362	SketchUp 4.2
1200-339	SketchUp Advanced
1200-340	Layout Essentials for Sketchup 1
1200-341	Layout Essentials for Sketchup 2
1200-346	Secrets of Proportion in Design
1200-347	Plug-ins & Ancillary Programs for SketchUp
1200-348	Advanced Techniques for Working Drawings
1200-349	Film Speak: Visual Communication

Course Number	Course Name
1200-350	Current trends in workflow pipeline
1200-356	SketchUp Advanced: The Missing Tools
1200-357	Case Studies in Cinema Design
1200-358	SketchUp Advanced: Practical Modeling Techniques
1200-363	Sketchup Advanced: Advanced Texturing Techniques
1200-364	Sketchup Advanced: Profile Builder 3
1200-367	Design the Shot
1200-368	Film Speak: How Movies Tell Stories 1.1
1200-369	Film Speak: How Movies Tell Stories 1.2

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