

116 CODED DATA FIELD: GRAPHICS

Field definition

This field contains coded data relating to non-projected graphics as defined by ISBD(NBM) (e.g. prints and photographs) needed for library and museum-based cataloguing.

Occurrence

Optional. Repeatable if more than one type of graphic material is covered by the same catalogue record.

Indicators

Indicator 1: blank (not defined)

Indicator 2: blank (not defined)

Subfields

\$a Coded Data for Graphics

All data entered in \$a is identified by character position within the subfield. The subfield is currently always 18 characters in length. Conventionally the character positions are numbered 0-17. Not repeatable.

Subfield \$a fixed-length data elements

Name of Data Element	Number of Characters	Character Positions
Specific material designation	1	0
Primary support material	1	1
Secondary support material	1	2
Colour	1	3
Technique (drawings, paintings)	6	4-9
Technique (prints)	6	10-15
Functional designation	2	16-17

Notes on Field Contents

If coding is not attempted for a data element, the fill character should be used in the character positions designated for the data element. If all seven data elements are not coded, the field should not be present.

\$a/0 Specific material designation

A one-character code is used to record the specific material designation that describes the special class of material (usually the class of physical object) to which the item belongs. The following codes are used:

a = collage

An original work created by affixing various materials (paper, wood, newspaper, cloth, etc.) to a surface.

b = drawing

An original visual representation (other than a print or painting) made with pencil, pen, chalk, or other writing instrument on paper or similar non-rigid support.

c = painting

An original visual representation produced by applying paint to a surface.

d = photomechanical reproduction

Any picture produced in imitation of another picture through the use of a photographic process to transfer the image to a printing surface. Hence, a snapshot made to document a painting or a Xerox copy of a print are considered photomechanical reproductions. Art reproductions, postcards, posters, and study prints are included here.

e = photonegative

A piece of film, a glass plate, or paper on which appears a "negative" image, i.e. directly opposite to a "positive" image (photoprint), slide, or transparency. Used to produce a positive print. Does not include negative photoprints, photoprints that are a combination of negative and positive images, photographs or solarized prints, all of which are considered to be techniques used when making photoprints.

f = photoprint

A positive image made either directly or indirectly on a sensitised surface by the action of light or other radiant energy. The term "photoprint" is used here as a more precise term than "photograph", which technically can cover both the print and the negative. Radiographs and opaque stereographs are included here.

h = picture

A two-dimensional visual representation accessible to the naked eye and generally on an opaque backing. This term is used when a more specific designation is unknown or not desired.

i = print

A design or picture transferred from an engraved plate, wood block, lithographic stone, or other medium. Generally, there are four types: planographic print, relief print, intaglio print, and stencil print.

k = technical drawing

A cross section, detail, diagram, elevation, perspective, plan, working plan, etc., made for use in an engineering or other technical context.

m = master

Any plate, mould, matrix, die etc. which allows the reproduction of the same impression.

z = other non-projected graphic type

Other types not included in the above. Includes mixed media productions made by a combination of freehand and printing techniques when one or the other does not predominate. In some cases, where mixed media are applied, one must decide whether the creator intends the item to be a photoprint (even though it is painted over the photographic image). Hand colouring is considered a technique applied to a printing process; this aspect is covered by a character position 3. Computer-produced graphics and the various duplication masters (including spirit masters and transparency masters) are included here.

\$a/1 Primary support material

A one-character code is used to specify the type of material used for the primary support (i.e., the support or base on which an image is printed or executed) of a non-projected graphic. The following codes are used:

a = canvas

b = bristol board

c = cardboard/illustration board

d = glass

e = synthetics (plastic, vinyl, etc.)

f = skins (leather, parchment, vellum, etc.)

g = textiles (including man-made fibres)

h = metal

i = paper

j = plaster

k = hardboard

l = porcelain

m = stone

n = wood

u = unknown

v = mixed collection

z = other

\$a/2 Secondary support material

A one-character code is used to specify the type of material (other than normal museum matting) to which the primary support is attached (mounting).

This character position is coded only when the mount or mat is of historical, informational, aesthetic, or archival importance. (In other cases code "y" is used.) The

same codes are used within this element as with Primary support material (Character position 1), with the following additional code:

y = no secondary support

\$a/3 Colour

A one-character code is used to specify the colour of the non-projected graphic item. The following codes are used:

a = one-colour, monochrome

The image is printed or executed in one colour. Code "a" is used for monochrome art works. It is not used with photographic materials.

b = black-and-white

The image is printed or executed in black and white.

c = multicoloured

The image is printed or executed in more than one colour.

d = hand coloured

The image, produced by a printing or photographic process, is hand coloured.

u = unknown

v = mixed

The work or collection is a combination of one-colour, black-and-white, coloured, hand-coloured, and/or other images.

x = not applicable

The characteristic is not appropriate to the type of material being presented.

z = other

The image has colour characteristics other than specified above, e.g. stained, tinted, toned (e.g. sepia).

\$a/4-9 Techniques (Drawings, Paintings)

A two-character code is used to specify the technique in which drawing and paintings are executed. There are three two-character positions for technique codes and they should be entered from left to right, any unused positions being filled with blanks. If a graphic is not a drawing or painting, the first character positions contain xx (Not Applicable) and the remaining positions contain blanks. The following codes are used:

aa = pencil

ab = graphite

ac = colour pencil

ad = India ink

ae = lavierung India ink

af = coal

ag = chalk

ah = black chalk
ai = sanguine
aj = water colour
ak = tempera
al = gouache
am = pastel
an = oil
ba = felt-tip pen
bb = stain
bc = crayon
bd = sepia
be = writing ink
bf = casein
bg = golding
bh = encaustic
bi = acrylics
bj = collage
bk = silver point
bl = air brush
uu = unknown
vv = mixed
xx = not applicable
zz = other

\$a/10-15 Technique (Prints)

A two-character code is used to specify the technique in which prints are executed. There are three two-character positions for technique codes and they should be entered from left to right, any unused positions being filled with blanks. If a graphic is not a print, the first two character positions contain xx (Not Applicable) and the remaining positions contain blanks. The following codes are used:

ba = woodcut
bb = chiaroscuro woodcut
bc = white-line woodcut
bd = camaieu
be = heliogravure
bf = chromolithography
bg = lino-cut

bh = etching
bi = lithography
bj = photolithography
bk = zincography
bl = algraphy
bm = aquatint
bn = reservage (sugar aquatint)
ca = vernis-mou (soft ground etching or tracing)
cb = engraving
cc = engraving in the crayon manner
cd = burin engraving
ce = drypoint
cf = mezzotinta (mezzotint)
cg = monotype
ch = silkscreen
ci = steel engraving
cj = computer graphics
ck = photocopying
uu = unknown
vv = mixed
xx = not applicable
zz = other

\$a/16-17 Functional Designation

A two-character code is used to describe the functional form of the item. If the code does not apply, the two character positions contain xx (Not Applicable). The following codes are used:

aa = architectural drawing

Graphic delineation made for the design and construction (or documentation of design and construction) of sites, structures, buildings, details, fixtures, furnishings, and decorations, as well as other objects designed by an architect or architectural office.

ab = item cover

Cover forming the binding or outer enclosure of an item, i.e. hardback or paperback book covers, record sleeves, etc. Covers may be detached or attached to the item.

ac = sticker

Message or design on slips of paper that are gummed or otherwise treated to adhere to a surface. Also included book owners' identification labels (ex libris); usually intended for attaching inside a book. Book plates may be attached or detached.

ad = poster

Single or multi-sheet chiefly pictorial notice made for posting, usually in a public place, to attract attention to events, activities, causes, goods, or services. The purely decorative posters made since about 1960 are included.

ae = postcard

Card with a graphic scene on one side, on which a message may be written or printed for mailing without an envelope.

af = greetings card

Card sent or given on special occasions; usually bearing messages of good will.

ag = chart

An opaque sheet that exhibits information in a graphic or tabular form, e.g. a wall chart.

ah = playing cards

Cards made in sets of a designated number of cards and marked for use in playing one or more games or telling fortunes; marks may follow a standard suit and rank system or may be special designs.

ai = flash card

A card or other opaque material printed with words, numerals, or pictures and designed for rapid display. Activity cards are included here.

aj = ephemera

Transient everyday items, usually printed and on paper, that are manufactured for a specific limited use, then often thrown away. Also included everyday items that are meant to be saved, at least for a while. Code as ephemera if no more specific code is suitable.

an = calendar

A table showing the months, days, of the week, and dates of a given year.

as = place card

Decorated card that marks a place reserved for occupancy.

au = santino

Printed card which has, on one side, the picture of a holy or sacred subject and, on the other side a prayer or an appeal formula.

uu = unknown

vv = mixed

xx = not applicable

zz = other