

117 CODED DATA FIELD: THREE-DIMENSIONAL ARTEFACTS AND REALIA

Field definition

This field contains coded data relating to three-dimensional artefacts and realia as defined by ISBD(NBM) for library and museum-based cataloguing.

Occurrence

Optional. Repeatable if more than one type of three-dimensional artefacts and realia material is covered by the same catalogue record.

Indicators

Indicator 1: blank (not defined)

Indicator 2: blank (not defined)

Subfields

\$a Coded Data for Three-Dimensional Artefacts and Realia

All data entered in \$a is identified by character position within the subfield. The subfield is currently always nine characters in length. Conventionally the character positions are numbered 0-8. Not repeatable.

Subfield \$a Fixed-length Data Elements

Name of Data Element	Number of Characters	Character Positions
Specific Material Designation	2	0-1
Material	6	2-7
Colour	1	8

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 three data elements are not coded, the field should not be present.

\$a/0-1 Specific Material Designation

A two-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:

aa = study kit

ab = laboratory and construction kits

ac = specimens (biological etc.)

ad = fauna
ae = flora
af = minerals
ag = microscope slides
ah = jigsaws
ai = tools and equipment
aj = arms
ak = containers
al = furniture
am = transport
an = textiles
ao = clothes
ap = games and recreation
aq = toys
ar = dolls
as = models
at = models for making
az = seals

1) A piece of wax or some other plastic or adhesive substance fixed on a folder letter or document, etc. in such a way that an opening cannot be effected without breaking it.

2) A piece of wax, lead etc. with an individual design stamped into it, attached to a document as a guarantee of authenticity.

ba = dioramas
bb = replicas
bc = sculptures
bd = design objects
be = industrial production
bf = machines
bg = coins
bh = medals
bi = jewellery
bj = artefacts
uu = unknown
vv = mixed
zz = other

\$a/2-7 Material

A two-character code is used to specify the type of material the three-dimensional artefact or realia is made of. There are three two-character positions for type of material codes and they should be entered from left to right, any unused positions being filled with blanks. The following codes are used:

aa = terra-cotta
ab = wax
ac = clay
ad = majolica
ae = porcelain
af = ceramic
ag = plaster
ah = glass
ba = wood
ca = ivory
da = stone
db = precious stones
dc = marble
dd = basalt
de = [obsolete; where used, recode as da]
df = porphyry
ea = paper
eb = cardboard
fa = precious metals
fb = metal
fc = bronze
fd = copper
ga = synthetics
ha = textile
ia = plastic
uu = unknown
vv = mixed
zz = other

\$a/8 Colour

A one-character code is used to specify the colour of the three-dimensional artefact and realia. The following codes are used:

a = one-colour, monochrome

The item is executed in one colour (monochrome).

b = black-and-white

The item is executed in black and white.

c = multicoloured

The item is executed in more than one colour.

d = hand coloured

The item 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 item is other than specified above.