

117 CODED DATA FIELD: THREE-DIMENSIONAL ARTEFACTS AND REALIA

Field Definition and Scope

This field contains coded data relating to three-dimensional artefacts and realia for library and museum-based cataloguing.

If a precise description of the numismatic resource is required (e.g. according to the Numismatic Description Standard (NUDS)), both subfields may be used.

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

This field was designed prior to the release of the FRBR and IFLA LRM, therefore, all data from this field are relevant for pre-FRBR/IFLA LRM or non-FRBR/IFLA LRM context.

According to the FRBR/IFLA LRM, some data in this field are preferably carried in the linked authority data (see Related Fields) describing the relevant related entity, unless the information pertains to the manifestation.

Subfields & Occurrence

Field/Subfield	Field/Subfield Name	Repeatability	Occurrence
117	CODED DATA FIELD: THREE-DIMENSIONAL ARTEFACTS AND REALIA	R	O
a	Coded Data for Three-Dimensional Artefacts and Realia	NR	O
b	Coded Data for Numismatic Resources	NR	O

Indicators

Indicator	Value	Description
1	#	blank (not defined)
2	#	blank (not defined)

Subfields Description

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

Codes indicate the class of material to which the object belongs and other specific physical characteristics of the three-dimensional artefact or realia.

The subfield is 9-characters in length. 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

\$b Coded Data for Numismatic Resources

Codes indicate specific physical and production information and the class of material to which the numismatic resource belongs.

The subfield is 11-characters in length. Not repeatable.

Subfield \$b fixed-length data elements:

Name of Data Element	Number of Characters	Character Positions
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Specific Material Designation	1	0
Manufacture	3	1-3
Peculiarity of Production	3	4-6
Secondary Treatment	3	7-9
Monetary Status	1	10

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

2-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 resource 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	Only for use in non-specific numismatic cataloguing. Otherwise, use zz and indicate the specific numismatic designation in subfield \$b.
bh	medals	Only for use in non-specific numismatic cataloguing. Otherwise, use zz and indicate the specific numismatic designation in subfield \$b.
bg	coins	
bh	medals	

bi	jewellery	
bj	artefacts	
uu	unknown	
vv	mixed	
zz	other	

\$a/2-7 Material

2-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
fe	gold
ff	silver
fg	iron
fh	nickel
fi	tin
fj	aluminum
fk	platinum
fl	lead
fm	zinc
fn	billon
fo	electrum
fp	orichalcum
fq	pewter
fr	brass
fs	cupro-nickel
ft	bronze aluminum
fu	nickel silver
fv	copper alloy
ga	synthetics
ha	textile
ia	plastic

uu	unknown
vv	mixed
zz	other

\$a/8 Colour

1-character code indicates the colour characteristics of the three-dimensional artefact and realia.

Use blank if this data pertains to FRBR/IFLA LRM entity other than the Manifestation.

a	one colour	The resource is in a single colour. Does not include black-and-white.
b	black-and-white	The resource is in black-and-white tones only.
c	multicoloured	The resource is in more than one colour.
d	hand coloured	The resource is coloured by hand.
u	unknown	
v	mixed	The resource or collection is in a combination of black-and-white and/or colours.
x	not applicable	The colour characteristics do not apply.
z	other	The resource has colour characteristics not covered by the other defined codes. Includes stained, tinted, toned (e.g., sepia).
#	value position not needed	According to specific cataloguing rules based on IFLA LRM, this data is not needed at the manifestation level.

\$b/0 Specific Material Designation of a Numismatic Resource

1-character code indicates the specific material designation describing the particular class to which a numismatic resource belongs.

a	coin	Small, flat, usually round piece of metal or plastic used primarily as a medium of exchange or legal tender. They are standardized in weight, and produced in large quantities at a mint in order to facilitate trade. They are most often issued by a government.
b	medal	Small portable artistic object, a thin disc, normally of metal, carrying a design, usually on both sides. They typically have a commemorative purpose of some kind, and many are given as awards.
c	token	A coin-like item used in commerce but not issued by a government as official currency.
d	tesserae	An ancient form of token.
e	medallion	A coin-like Roman period object, often commemorative in nature, that seem not to have been issued for general circulation.
f	coin ornament	Imitation of a coin used as jewellery or as decoration on clothing or similar; often very light, frequently only struck on one side.
g	pattern coin	Test strike with a coin die.
h	coin weight	Weight for checking whether coins are of the correct weight.
i	paper money	A banknote (often known as a bill, paper money, or simply a note) is a type of negotiable instrument known as a promissory note, made by a bank, payable to the bearer on demand.
j	die	Stamps, usually engraved, used for impressing a design upon a softer material, as in coining money, medals, and printing banknotes.
k	punch	Small stamp for making test or similar marks on coins or similar objects, or for stamping an individual element of the design into a coin die.
l	flan	Coin flan, generally in the form of a small metal plate.
m	ingot	A mass of metal, usually purified, sometimes with indication of its value in a known weight standard.
n	commodity money	Object that originally had another function, but that at the same time or subsequently is used as money (or a money substitute)
o	piedfort	A coin often exactly twice its normal weight and thickness. The name derives from a French word meaning "heavy weight". They are normally not

		circulated, and are only struck for presentation purposes by mint officials for collectors or VIPs. The word is commonly misspelled as “piefort”.
z	other	Other numismatic objects.

\$b/1-3 Manufacture

A three 1-position codes indicate how a numismatic resource was manufactured. They should be entered from left to right.

a	struck	Technique of manufacture that involves the hammering or pressing together of two dies to impress a blank disk.
b	cast	Technique of manufacture by pouring into a mould.
c	gilded	
d	plated	Technique of manufacture that involves covering a (normally base) metal core with a layer of (normally precious) metal.
e	pressed	Technique involving the pressing of material into a form.
f	electrotyped	Production of metal copies of an original by an electrochemical process (generally referred to as electroforming).
g	enameled	The process of applying a vitreous coating to metal, ceramic, glass, or other surfaces by fusion using heat in a kiln or furnace, with the result of creating a smooth, hard surface.
u	unknown	
z	other	

\$b/4-6 Peculiarity of Production

A three 1-character codes indicate any peculiarity of production that can be observed on a numismatic resource. They should be entered from left to right.

a	flawed die	A cracked, worn, corroded, or similarly defective die used to strike a numismatic resource.
b	recut die	Secondary re-engraving of a coin die after it has already been used to strike coins, for example to repair defects in the die or modify the design.
c	off centre	A strike whereby the die was not placed centrally on the flan, but displaced to one side so that part of the design is missing.
d	brockage	A misstrike whereby a numismatic resource remains in the upper die after striking and acts as the die to strike the next coin, thereby producing a negative image of the design in the lower die.
e	double strike	Double or multiple strike during production whereby the die is displaced for the second or subsequent strike.
f	overstrike	Striking of a new type using an existing numismatic resource as a flan. Elements of the original type are visible beneath the new one.
g	gouging	The practice of scraping material from the surface of a flan to reduce its weight.
h	cracked flan	Flan that has cracked and been partially split as a result of the striking process.
i	folded flan	A flan or coin which is folded in two or more prior to being struck on the outer faces.
j	surface enrichment	The intentional practice of increasing the precious metal content of the surface of a numismatic resource.
k	central point	Central point marked into a flan before striking.
l	hammered rim	Creation of a raised rim by hammering parallel to the two faces of the numismatic resource.
m	serratus	A numismatic resource with a notched edge.
n	hybrid	A combination of obverse and reverse dies that do not correspond to an official emission.

\$b/7-9 Secondary Treatment

A three 1-character codes indicate indicating any secondary treatment that a numismatic resource might have been subjected to after it was originally manufactured. They should be entered from left to right.

a	mounted	Mounted in such a way that the coin has become part of a new object.
b	rivettted	Result of being fixed to an object by rivetting.
c	suspension loop	Modified with a loop fixed secondarily to a coin, for example in order for it to be suspended from a necklace.
d	pierced	Intentional hole pierced through a numismatic resource so that it can be worn on a necklace, sewn onto textiles, etc.
e	halved	The result of intentional division of a numismatic resource producing a half of the original numismatic resource.
f	quartered	The result of intentional division of a numismatic resource producing a quarter of the original numismatic resource.
g	cut	Intentional division of a numismatic resource into smaller parts by cutting, other than halved or quartered.
h	fragmented	Broken or fragmented unintentionally (in contrast to cut)
i	punched	Intentionally marked with a punch.
j	countermark	The impression left by a countermark punch (q.v.: A tool that is used to punch into a numismatic resource subsequent to the original striking an additional mark or symbol that had meaning in the contemporary context of the numismatic resource – for example to mark a specific payment or to revalue a coin).
k	defaced	Intentional removal of the design or part of the design of a numismatic resource (for example following damnatio memoriae or the reuse of a coin for other purposes).
l	pecked	Marks made by pointed instrument (e.g. a knife) onto the surface of the numismatic resource.
m	chop mark	A mark of undefined form made normally with a chisel-like tool, for example to test the purity of the core of a numismatic resource. It can also be the result of damage caused when the numismatic resource was found.
n	notched	Cuts into the rim of the coin - also used on other object types such as hacksilber and jewellery
o	folded	
p	clipped	Part of the rim of the numismatic resource has been removed by clipping (for example to obtain metal to strike further coins).
q	burned	
r	melted	Partially or fully melted.
s	graffito	Lettering or similar mark incised into the surface of a numismatic resource that had meaning in the contemporary context of the numismatic resource.
t	repaired	Contemporary or later repair of a defect or other alteration (for example refilling of pierced hole, removal of suspension loop, etc.).
u	reverse reinforced	The practice whereby the reverse of a thin numismatic resource (e.g. a medieval bracteate) is reinforced by a collector or a restorer in a museum in order to conserve or stabilise it.
v	enamelled	With an overlay (wholly or in parts) of enamel.

\$b/10 Monetary Status of a Numismatic Resource

1-character code indicates the monetary status of the numismatic object.

a	official issue	A numismatic resource issued by an official authority.
b	unofficial issue	A numismatic resource which is not produced by an official authority.
c	imitation	A numismatic resource whose type imitates the characteristics another issue or currency.

d	contemporary forgery	A counterfeit numismatic resource made at the original time of issue or circulation.
e	ulterior forgery	A counterfeit numismatic resource made after the time of the original issue or circulation, for the collectors' market.
#	not applicable	

Related Fields

UNIMARC/Authorities format	
147 CODED DATA FIELD: COLOUR AND SOUND CONTENT	In the case of LRM compliant cataloguing, information related to colour and sound content should be entered in field 147 in expression entity records. Information pertaining to the manifestation level should be entered in field 117.

History

1994	New field.
2002	Field issued/re-issued with corrections/additions.
2017	Changes for colour indicator.
2020	Changes to scope of field, subfield \$a position 8 and added related fields.
2023	New subfield \$b and new values in \$a/2-7 Material.