

MARC Control Fields Cheat Sheet (Visual Materials)

Leader

Type of Record (Byte 06)	Scope (From MARC 21 Format for Bibliographic Control)
k - Two-dimensional non-projectable graphic	Used for two-dimensional nonprojectable graphics, such as photographs, digital pictures, drawings, duplication masters, reproductions, photonegatives, photoprints, picture prints, technical drawings, transparency masters, and reproducible art.
r - Three-dimensional non-projectable graphic	Includes man-made objects such as models, dioramas, three-dimensional art works, exhibits, machines, clocks, and occurring objects such as, microscope specimens (not mounted for viewing).
p - Mixed Materials	Used when there are significant materials in two or more categories having been accumulated by or about a person or body, or of mixed forms of materials, such as text, photographs, and audio-visual materials. Intended primary purpose is other than for instructional materials coded as o (Kit).
o - Kit	Used for a mixture of various components issued as a unit for purposes where no one item is the predominant component. Examples are packages of assorted materials, such as (books, workbooks, guides, activities, etc.), or packages of scoring guides, score charts, interpretative manuals, etc.

008 (Selected)

Label/Byte position	Code	Scope (From MARC 21 Format for Bibliographic Control)
Running Time 18-20	nnnn <always>	Running time is not applicable, such as when the item is a kit.
Form of Item 29	blank - None of the following o - Online q - Direct electronic	Generally blank, but a collection of still images could be coded.
Type of Visual Material 33	a - Art Original	Two or three-dimensional work of art created by an individual or reproduction of it.
	b - Kit	Note that the scope for kit in 008 differs from the scope for instructional materials. Mixture of components from two or more categories, which is the predominant constituent of the item. Also includes the packages of material called labor of love, set of K-12 social studies curriculum material (all books), educational test materials (tests, answer sheets, score sheets, etc.).
	c - Art Reproduction	Two or three-dimensional mechanically reproduced edition.

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	d - Diorama	<i>Three-dimensional representation of a scene created on a three-dimensional background.</i>
	g - Game	<i>Item or set of items designed for play according to a set of rules. Code g includes puzzles and simulations.</i>
	i - Picture	<i>Two-dimensional visual representation accessible to the eye without the need for backing. [Would include a collection of photographs]</i>
	k - Graphic	<i>Used for original or historical graphic material. [Basic rules apply to a collection of actual photographs]</i>
	l - Technical Drawing	<i>Cross section, detail, diagram, elevation, perspective, etc. in architectural engineering or other technical context.</i>
	n - Chart	<i>Opaque sheet that exhibits data in graphic or tabular form. [MARC example is for a Periodic Table]</i>
	q - Model	<i>Three-dimensional representation of a real thing, excluding toys. Do not confuse with Toy - w]</i>
	r - Realia	<i>Includes 1) all other three-dimensional items not covered by q (tools, utensils), and 2) naturally occurring objects.</i>
	w - Toy	<i>Material object for children or others to play with (or for amusement). Something contrived for amusement rather than for educational or scientific purposes.</i>
Technique 34	n <always>	<i>Item is not a motion picture or a videorecording.</i>

007

Select the Non-projected Graphic tab, the equivalent of byte 00 Category of Material - k. A non-projected graphic "is generally a two-dimensional pictorial representation, often opaque (e.g., print, photoprint, drawing) or transparent, and not intended to be projected for viewing (e.g., a photographic negative)."

Select codes from the menu for these byte positions:

01 - Specific material designation. "Special class of nonprojected graphic to which the item belongs, (e.g., a picture)."

03 - Color. "Color characteristics of the nonprojected graphic."

04 - Primary support material. "Type of material used for the support or base on which an image is printed or executed. Intended for use in handling and storage of material."

05 - Secondary support material. "Type of material (other than normal museum matting) to which the primary support (007/04) is attached. Used only when the mount or mat is of historical, informational, aesthetic, or archival importance." <if not import, use blank>

For a list of codes and scope notes, refer to the [MARC 21 Documentation for 007 Non-projected Graphic Material](#) [1].

Source URL: <https://web.library.yale.edu/cataloging/visual-materials-non-projectable/control-fields>

Links

[1] <http://www.loc.gov/marc/bibliographic/bd007k.html>