

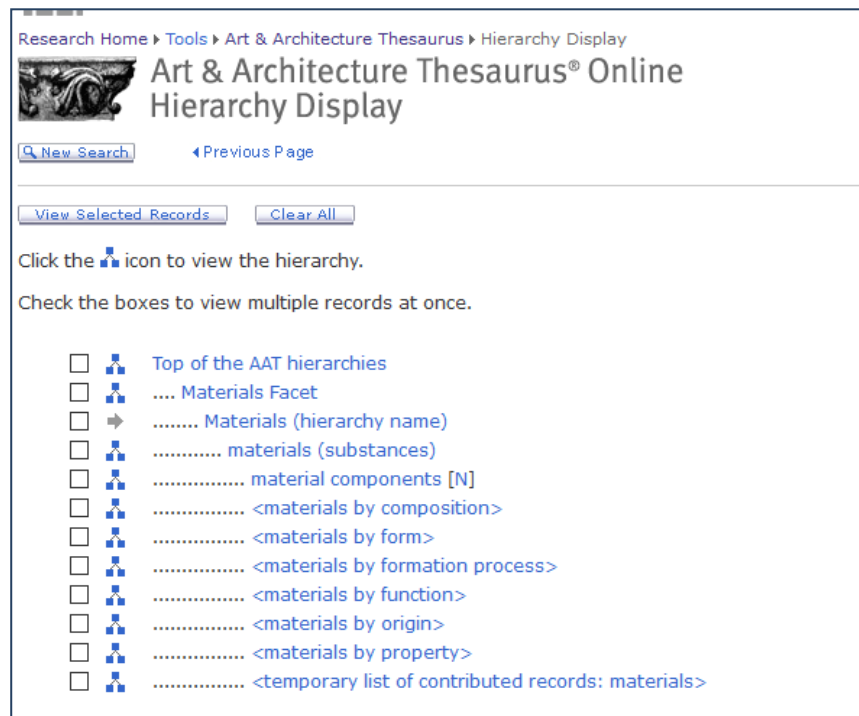
## Current scope note:

This facet comprises types of **physical substances** that are constituents of material objects or are used in their construction, but whose individual substance is not a factor in the objects' function (eg gold, water, bricks, etc.) The facet may include **pure raw materials, processed or unprocessed**, and also materials that have been modelled and are incorporated into objects. Their main attribute is that they **cannot be individualized**, that is, they **cannot be distinct "units"** with clear and distinct boundaries or roles in respect to other units of the same or different kind.

(Version: 1.2.2 / Submission Date: 19.08.2019 / Submission Id: 2150)

Possible subdivisions:

- **Composition** – organic / inorganic (DAI-Thesaurus' choice)
- **Form** – liquid / solid / gas
- **„Source“** – animal / mineral (Object materials thesaurus – FISH Terminologies)
- **„Treatment“** – processed / non-processed
- **Guide terms** (Getty AAT)



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- What do „distinct roles“ mean in this respect?

Material Things (Facet)	
material things (Top Term)	+
structural parts of material objects	+ -
built environment	+ -
mobile objects	+ -
physical features	+ -

## Current scope note:


This term classifies material things that result from human endeavor, have aesthetic, cultural, historical, scientific, or other utilitarian value, and are by design or through collecting portable functional entities.

(Version: 1.2.1 / Submission Date: 11.04.2019 / Submission Id: 2129)

## DAI-Thesaurus

- ☐ [Objekte](#)
- ☐ [Gebaute Umgebung und Befunde](#)
- ☐ [Komponenten](#)
- ☐ [Mobile Objekte](#)
  - ☐ [Abfälle](#)
  - ☐ [Bekleidung](#)
  - ☐ [Biologische Objekte](#)
  - ☐ [Fibeln](#)
  - ☐ [Gefäße](#)
  - ☐ [Geräte/Werkzeuge](#)
  - ☐ [Hausrat/Mobiliar](#)
  - ☐ [Kleinkunst](#)
  - ☐ [Markierungen \(Objekte\)](#)
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  - ☐ [Messgeräte](#)
  - ☐ [Militaria/Waffen](#)
  - ☐ [Modelle \(Objekte\)](#)
  - ☐ [Musikinstrumente](#)
  - ☐ [Reit-/Schirrungszubehör](#)
  - ☐ [Reliefs](#)
  - ☐ [Rundplastiken](#)
  - ☐ [Sakralobjekte](#)
  - ☐ [Schmuck](#)
  - ☐ [Schreib- und Malgeräte/Bild-und Schrifträger](#)
  - ☐ [Sepulkralobjekte](#)
  - ☐ [Sieges-/Herrschaftszeichen](#)
  - ☐ [Spielzeug](#)
  - ☐ [Toilettergeräte](#)
  - ☐ [Transportmittel](#)
  - ☐ [Wahl-/Losobjekte](#)
  - ☐ [Zahlungsmittel](#)


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### Art & Architecture Thesaurus® Online Hierarchy Display

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Click the  icon to view the hierarchy.

Check the boxes to view multiple records at once.

-  Top of the AAT hierarchies
-  .... Objects Facet
-  ..... Built Environment (hierarchy name)
-  ..... Settlements and Landscapes (hierarchy name)
-  ..... Built Complexes and Districts (hierarchy name)
-  ..... Single Built Works (hierarchy name)
-  ..... Open Spaces and Site Elements (hierarchy name )
-  ..... Components (hierarchy name)
-  ..... components (objects parts)
-  ..... Furnishings and Equipment (hierarchy name)
-  ..... Furnishings (hierarchy name)
-  ..... Costume (hierarchy name)
-  ..... Tools and Equipment (hierarchy name)
-  ..... Weapons and Ammunition (hierarchy name)
-  ..... Measuring Devices (hierarchy name)
-  ..... Containers (hierarchy name)
-  ..... Sound Devices (hierarchy name)
-  ..... Recreational Artifacts (hierarchy name )
-  ..... Transportation Vehicles (hierarchy name)
-  ..... Object Genres (hierarchy name)
-  ..... objects
-  ..... object genres (object classifications)
-  ..... Object Groupings and Systems (hierarchy name)
-  ..... object groupings
-  ..... systems (equipment)
-  ..... Visual and Verbal Communication (hierarchy name)
-  ..... Visual Works (hierarchy name)
-  ..... Exchange Media (hierarchy name)
-  ..... Information Forms (hierarchy name)
-  ..... Literary and Performing Arts Works (hierarchy name)

## Scope note biological objects:

This term classifies **items of a material nature**, which **have lived or are natural products of/from living organisms**.

Examples of biological objects are mummies, mummified objects and other human, animal or plant remains –such as skeletons, fossilized excrement or fossilized seeds.

NOTE: The object types listed under biological objects are **typically things that can be moved**; hence, insofar as they result from human endeavor and have aesthetic, cultural, historical, scientific, or other utilitarian value, they can be coordinated with the Mobile objects hierarchy.



## Current scope note:

This term classifies material things that **result from human endeavor**, have aesthetic, cultural, historical, scientific, or other utilitarian value, and are by design or through collecting portable functional entities.

(Version: 1.2.1 / Submission Date: 11.04.2019 / Submission Id: 2129)

- Why do they have to result from human endeavor?
- Isn't portability more important?