# Issue 386

### E22 Human-Made Object (CEO’s HW)

E22 Human-Made Object

Subclass of: E19 Physical Object

E24 Physical Human-Made Thing

Scope note: This class comprises all persistent physical objects of any size that are purposely created by human activity and have physical boundaries that separate them completely in an objective way from other objects.

The class also includes all aggregates of objects made for functional purposes of whatever kind, independent of physical coherence, such as a set of chessmen.

Examples:

* Mallard (the World’s fastest steam engine) (Solomon, 2003)
* the Portland Vase (Walker, 2004)
* the Coliseum (Hopkins, 2005)

In First Order Logic:

E22(x) ⊃ E19(x)

E22(x) ⊃ E24(x)

### E24 Human-Made Thing (SdS’s edits)

E24 Physical Human-Made Thing

Subclass of: E18 Physical Thing

E71 Human-Made Thing

Superclass of: E22 Human-Made Object

E25 Human-Made Feature

E78 Curated Holding

Scope Note: This class comprises all persistent physical items of any size that are purposely created by human activity. This class comprises, besides others, Human-Made objects, such as a sword, and Human-Made features, such as rock art. For example, a “cup and ring” carving on bedrock is regarded as an instance of E24 Physical Human-Made Thing.

Instances of Human-Made thing may be the result of modifying pre-existing physical things, preserving larger parts or most of the original matter and structure, which poses the question if they are new or even Human-Made, the respective interventions of production made on such original material should be obvious and sufficient to regard that the product has a new, distinct identity and intended function and is human-made. Substantial continuity of the previous matter and structure in the new product can be documented by describing the production process also as an instance of E81 Transformation.

Whereas interventions of conservation and repair are not regarded to produce a new Human-Made thing, the results of preparation of natural history specimens that substantially change their natural or original state should be regarded as physical Human-Made things, including the uncovering of petrified biological features from a solid piece of stone. On the other side, scribbling a museum number on a natural object should not be regarded to make it Human-Made. This notwithstanding, parts, sections, segments, or features of a physical Human-Made thing may continue to be non-Human-Made and preserved during the production process, for example natural pearls used as a part of an eardrop.

Examples:

* the Forth Railway Bridge (E22) (The Forth Railway Bridge centenary 1890-1990 ICE Proceedings, 1990, Vol.88(6), pp.1079-1107.
* the Channel Tunnel (E25) (Holliday, I., Marcou, G., and Vickerman, R. W., 1991)
* the Historical Collection of the Museum Benaki in Athens (E78) (Georgoula, E., 2005)
* the Rosetta Stone (E22)
* my paperback copy of Crime & Punishment (E22) (fictitious)
* the computer disk at ICS-FORTH that stores the canonical Definition of the CIDOC CRM v.3.2 (E22)
* my empty DVD disk (E22) (fictitious)

In First Order Logic:

E24(x) ⊃ E18(x)

E24(x) ⊃ E71(x)

Properties:

P62 depicts (is depicted by): E1 CRM Entity

(P62.1 mode of depiction: E55 Type)

P65 shows visual item (is shown by): E36 Visual Item

### E25 Human-Made Feature (CEO’s HW)

Subclass of: E24 Physical Human-Made Thing

E26 Physical Feature

Scope Note: This class comprises physical features that are purposely created by human activity, such as scratches, artificial caves, artificial water channels, etc. In particular, it includes the information encoding features on mechanical or digital carriers.

Examples:

* the Manchester Ship Canal (Famie, 1980)
* Michael Jackson’s nose following plastic surgery
* The laser-readable “pits” engraved June 2014 on Martin Doerr’s CD-R, copying songs of Edith Piaf’s.
* The carved letters on the Rosetta Stone

In First Order Logic:

E25(x) ⊃ E24(x)

E25(x) ⊃ E26(x)