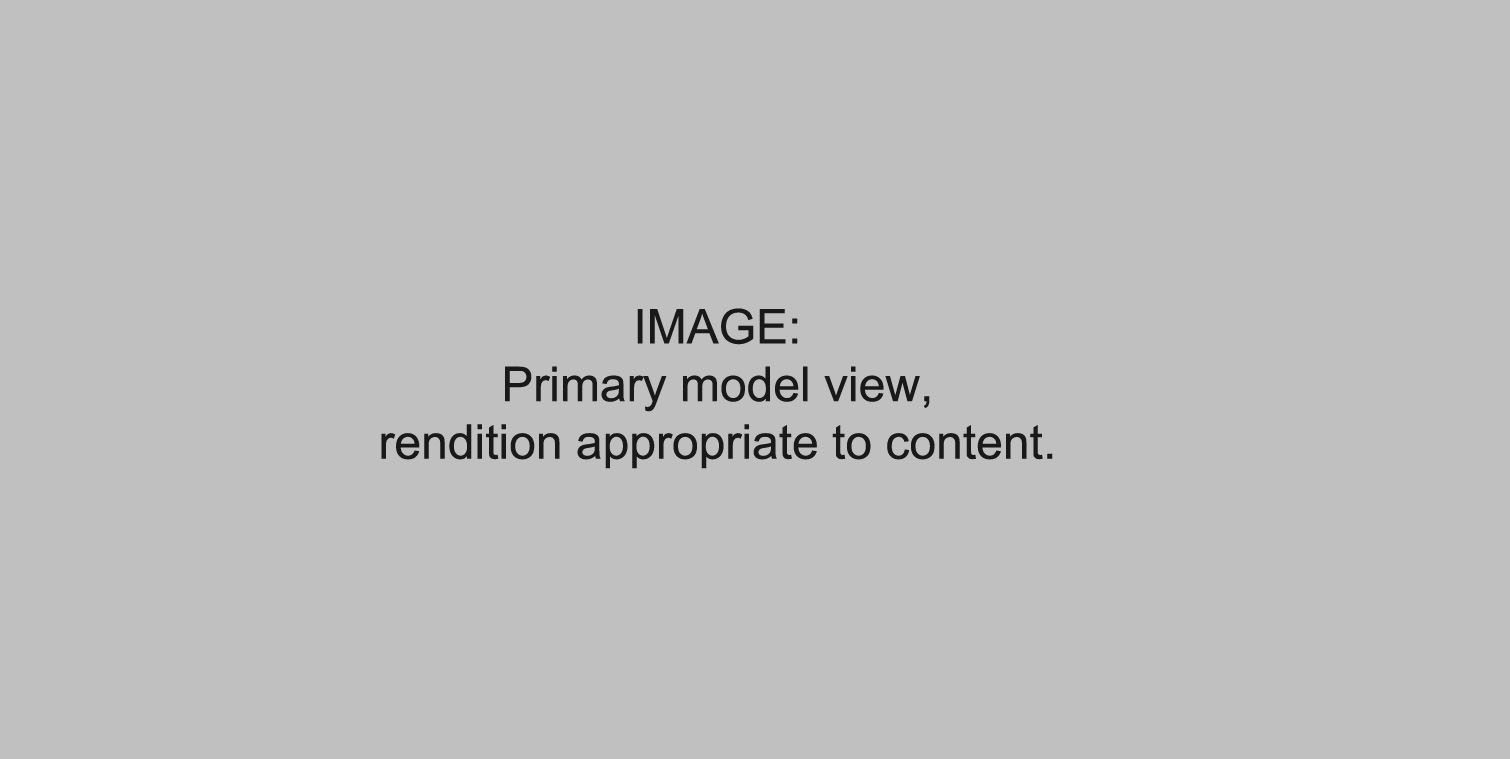
|  |  |
| --- | --- |
| **Document ID:**  GizaCARD record number for this document | **Date:**  Date of document compilation or most recent update. |
| **Model Title:**  Name of the model, subject, or project. | **Identifier:**  GizaCARD record number for the model |
| **Model Type:** 3D-graphic model; reconstruction |  |

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**Available formats:**

File formats in which this model exists (e.g. .unity, .max, .blend, etc.)

**File formats of Model Assets:**

Record all file types used as assets in the model (e.g. .jpg, .tiff., .png, .dxt, .max, .obj., .cmo, .nmo., unity, etc.)

**Subject**:

Keywords or phrases that describe the subject or content of the model. These may include:

- Subject discipline: e.g. archaeology, architecture, geomorphology, etc.

- Subject type: e.g. mastaba tomb, causeway, sculpture, statue, pottery vessel, donkey, furniture, etc.

-Temporal period: e.g. Old Kingdom, ancient Egypt, etc.

**Description / Coverage:**

A brief description of the model, including its primary purpose, spatial and/or topical extent, and general degree of reconstruction, and any other details appropriate to the subject. Also briefly indicate the model’s relationship to real-world entities.

**Artist(s) / Specialist(s):**

List the principal participants in creation of the model; i.e. those who fulfilled primary roles in research, data assembly, interpretation, and build. Specific roles may be indicated.

**Dates:**

* **Creation:** Inclusive dates of model build.
* **Publication(s):** date(s) of the model’s release (open or limited) to public outlet (e.g. online, digital application, museum, etc.). Indicate the outlet to which it was released.
* **Decommissioned:** where applicable, the date after which the model is to be considered outdated or otherwise not for primary use, but rather primarily as a historical/archival holding.

**3D Drawing Tools:**

Record all known 3D drawing software used in the creation of the model and its assets (e.g. 3ds Max, Blender, SketchUp, Mudbox, etc.), including version.

**Sources/References:**

* **Publications:**
* **Images:**
* **Maps/Plans/Drawings:**
* **Field Documents:**
* **Consultants:**
* **Other Sources:**

**Textures:**

List by file name and format (e.g. .jpg, .tiff, .dxt, etc) all files used for the model’s textures.  
Where applicable, include also the format in which these files have been incorporated into the model after processing or compression.

**audio files:**  
List by file name and format (e.g. .wav, .mp3, etc.) all files used for sound in the model.

**Interpretive Specifications & Commentary:**

Include any useful comments and details about the intellectual, interpretive, and/or artistic choices that are particular to this model. Note especially any specifics that directly affected the model’s construction process and its final form in noteworthy ways.

**Other Model Content:**  
List all individual models (by Identifier and Model Name) that are used in it. This will apply especially, but not exclusively, to real-time models/environments, scenes, animations, applications, etc.

**Rights:**  
Any known copyrights on the model.