ACQUISITION DIALOGUE

The following questions may help guide the dialogue on the acquisition of artworks. After the general questions, they are organized by medium – Video, Film, Software, Electronics – and split into ‘media’ and ‘display.’ Questions about Interactivity could apply to some artworks.

**General:**
- Firstly, if MoMA acquires this work what will the museum receive?
- In addition, what edition number will MoMA hold?
- How is this work experienced by the viewer when exhibited? If possible, please include tangible aspects (i.e. the physical gallery environment) as well as intangible aspects (i.e., light level and sound). A narrative description is very helpful.

**Video:**

**Media:**
- How was the work shot or recorded? (video and audio)
- How was the work edited? (e.g. Final Cut Pro 10.4.1, Adobe Premiere Pro CC 2015)
- What is your master format? (e.g. Apple ProRes 422 HQ etc)
- What is the video resolution? (e.g. 1920x1080 etc)
- What file format(s) have you used for exhibition? (e.g. H.264 etc)
- What type of sound does the work have? (e.g. mono, stereo, 5.1 surround etc)

**Display:**
- Do you have any guidelines or preferences when it comes to display, such as showing the work projected, on monitors, with speakers or headphones, etc.?
- If projection is acceptable for display, do you have a maximum or minimum projection size?
- Do you have any guidelines or preferences for equipment used to show the work (e.g., manufacturer/model, particular desirable specifications)?

**Film:**

**Media:**
- How was the work shot?
- How was the work edited, on film or digitally (if so how) and then please describe how it was put back to film?
- What is your master format? e.g. print, interpositive, negative
- How is the audio played – as optical sound or digitally? (if digital please elaborate)
- Do you have a preferred film lab?

**Display:**
- As a guide do you have a maximum or minimum projection size?
- Do you have any guidelines or preferences when it comes to display technology?

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Software:

- Please describe your development/build environment.
- Where relevant, what programming languages and compilers or interpreters are employed in building or running the software?
- Has a version control system (i.e. git, svn) been used during development?
- Does the software rely on any third party technologies dependencies (i.e. specific fonts, rendering libraries etc)?
- Are there any minimum system specifications for the software?
- Does the software require an internet connection?
- Will you be able to provide the source code to the museum as part of the acquisition?

Electronics:

- Does this work utilize any electronics for its operation? (e.g. computer, transmitter/receiver, microcontroller, custom wiring, circuit board, etc)
- Operation and maintenance
  - Please provide a description of the operating instructions for the work.
  - Do you have any guidelines or preferences regarding how the museum maintains or upgrades the electronics as the work ages? May hidden technologies be replaced as long as the appearance and behavior of the work is maintained?
  - Do you have a list of equipment for the work that you could provide to aid the museum in sourcing spare components for the electronics?

Interactivity:

- Are the behaviors of this work independent of viewer activity or movement, or is it interactive?
- If it is interactive, how are the behaviors are triggered?
- In planning the extent to which visitors can interact with the work, limits are sometimes set to minimize possible changes in the condition of the work. What are your preferences in regard to moderating interactivity? Has interactivity been moderated in any way in previous installations?