• Mesoamerica
  – Preclassic; Classic; Postclassic Periods
• Highland
  – massive urbanization
  – Valley of Mexico: Teotihuacan
  – Oaxaca: Monte Albán
• Lowland
  – moderate urbanization (?)
  – Maya general issues…
    • idyllic view v. brash reality
    • why the change?
• Preclassic Maya
  – El Mirador (late Preclassic)
• Classic Maya AD 200 - 850
  – Tikal, Calakmul, Copán, Palenque
    • early super powers
• Peruvian North Coast
  – pacific valley drainage system
  – Moche AD 200-700
    • Huaca de la Luna / del Sol
    • Lords of Sipán
• Highland Andes
  – altiplano
  – Tiwanaku
• Preclassic 2000 BC to AD 250
  – traits of Mesoamerican culture come into being
  – Olmec chiefdoms (1200-400 BC); ceremonial centers (e.g., San Lorenzo)
  – glyphs at very end (e.g., El Mirador, San Andrés)
• Classic AD 250 to AD 690-900
  – urban centers & state-level societies
  – explosion of religious, artistic, and militaristic activity
• Postclassic AD 690-900 to AD 1520
  – following the collapse of the Classic in Mesoamerica
  – smaller, more dispersed settlements and states and more secular rule

Olmec Chiefdoms → broad influence on later complexity

Olmec: common iconography, glyph system, calendar, earthworks, non-urban ceremonial centers → loosely unify several chiefdoms
Highland Mesoamerica

Valley of Mexico: rich soils and other resource, but scant rainfall and relatively short growing season

- Classic Period Valley of Mexico
  - Teotihuacan: A single, massive urban center!
    - 40k people @ AD 100; ca. 200 k @ AD 450-650
      - population supported by irrigation agriculture
    - burned to the ground in AD 700
    - monopolization of manufacturing and trade
      - specialist production of obsidian blades
    - vast interaction area including Oaxaca (e.g., Monte Albán) and Lowland Mesoamerica (e.g., Maya Tikal)
      - Oaxacan traders living in own compounds (ethnic co-residence)

monopolization of source and specialist manufacturing

Classic Period Teotihuacan

- detailed urban planning
- Pyramid of Sun & Moon
- Avenue of the Dead
  - lined by > 100 tombs
- the “Citadel”: Palaces & Temple of Feathered Serpent
- 2000 walled residential compounds on a grid
  - 1 compound ~100 people
- craft workshops in compounds
- possible (?) market places
• Oaxaca – Zapotec Civilization
  – began as loose confederation of chiefdoms
    • rotating hosting of feasts (spread prestige & cost)
    • one chiefly lineage gains enough wealth to permanently host feasts (short step hereditary rule)

  – Monte Albán (Oaxaca): single large center!
    • ceremonial center influenced by Olmec
    • top of artificially leveled mountain
    • apex at AD 600-700
    • 50-60,000 people in city and surrounding 8 km²
      – 1/4 the size of Teotihuacan
    • collapse in AD 700: no accepted explanation!!!
Lowland Mesoamerica

- dispersed population
  - jungles can’t have large populations…

- slash-and-burn (swidden)
  - fields prepared by cutting natural vegetation & burning it off; ash turned into field
  - fields are fertile for 2-4 years; must repeat

- benevolent theocracy
  - dispersed populations support religious specialists, who did not oppress
  - why have ceremonial centers with a dispersed population?

Maya

- brash reality
  - irrigation farming based on raised fields in swamps
  - large, settled populations (55k at Tikal)
  - secular & warlike states
    - religion important, but served political purpose
  - body piercing extraordinaire…
    - stingray spines (ouch)…
  - massive deforestation

- why the change?
  - residential complexes built of perishables
  - extensive raised field systems not recognized before use of satellite imagery
  - once glyphs translated, many translated as: “make war, not love…”

Maya mural of sacrifice of war prisoners, Bonampak, Ciapas, Mexico
• El Mirador ca. 300 BC
  – late Preclassic Maya
  – earliest urban center in Maya lowlands
  – earliest examples of Maya Glyphs
    • engraved sculpture at El Tigre Complex
  – Danta Pyramid
    • larger than most of Tikal’s public buildings
  – controlled by an organized elite
    • artisans, priests, traders, unskilled villagers

• Tikal, Guatemala
  – one of four major centers
    • also Paleque, Calakmul, Copán
  – first occupations 800 BC
  – Classic ca. AD 250-800
  – at apex, site covered 16 km²
  – residential complex
    • 45-75,000 people
    • raised swamp fields
      – corn-beans-squash; ramon nut
  – substantial influence from Teotihuacan
    • trade (pottery, green obsidian)
    • support in making war

• Maya Classic Period sequence
  – AD 292-434
    • equal rank settlements spaced ca. 27 km apart
  – AD 514-534
    • standardized symbolic system to mark monuments & public spaces on regional scale
    • 4 regional “capitals” with “emblem glyphs”
  – AD 600-751
    • “super powers” engage in regional conflicts
  – AD 830-909
    • reduction in ceremonial activity & political authority dispersed

• suprisingly modern “super power” struggles
  – Dos Pilas, Guatemala, established AD 629
  – led by brother of King of Tikal, Balaj Chan K’awiil
  – conquered by Calakmul ca. AD 655
  – Balaj Chan K’awiil waged war against Tikal with material support from Calakmul
  – Tikal sacked ca. AD 665 and ruler, Balaj’s brother, carted off
  – Dos Pilas, with Calakmul backing, a regional center until AD 760

“Blood was pooled and the skulls of the people of the central place of Tikal were piled up...Balaj Chan K’awiil preformed a victory dance”
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• coastal valley system
• movement of water and resources ALONG valleys
  – altiplano to coast
• vertical ecology
  – major change in ecology over short distances
  – basis for trade in resources
• coastal state formation about bridging the valley systems
• Moche State AD 200-700
  – Moche valley
  – conquer valleys forming multi-valley system (600 km long)
  – Cerro Blanco (capital)
    • Huaca del Sol
      – 200 million bricks
      – elite residences on top
    • Huaca de la Luna
      – only 50 million bricks!!!
      – ritual function
    • bricks retain maker’s stamp: corveé labor?
Huaca del Sol, Cerro Blanco, Moche valley, Peru
the largest mud brick pyramid in the New World

- Middle Horizon AD 600-1000
- Tiwanaku (highlands)
  - altiplano, southern Lake Titicaca Basin
  - farming and herding on a massive scale
    - raised-field agriculture allowed increase in production
  - 20k people @ AD 450!
  - monumental ceremonial architecture and political control of altiplano

monumental architecture at Tiwanaku, Lake Titicaca

- Andean civilization
- North Coast (Peru)
  - desert coastal plain
- South-Central Highlands
  - altiplano = high-elevation grassland
- maritime hypothesis
  - enough resources for state (?)
- vertical ecology
  - basis for trade systems
- Pacific drainage valley system
- Initial Period 2500-1800 BC
  - small villages on coast
  - U-shaped platform mounds
  - introduction of maize (?)
- Early Horizon 900 – 200 BC
  - Chavin Phenomenon (coast)

- Early Intermediate Period AD 200 - 600
  - Moche (coast) AD 200-700
    - multi-valley system
    - Moche Valley
      - Huaca de la Luna / del Sol
      - corveé labor
      - Lords of Sipán
      - collapse AD 700
  - South Titicaca Basin

- Late Horizon: Inca State
- Textiles
  - quipu =