- 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 Andres)
- 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: diverse ecology → resource surpluses & monopolization; common iconography, glyph system, calendar, earthworks, non-urban ceremonial centers → loosely unified chiefdoms
Highland Mesoamerica

Valley of Mexico: rich soils and other resources, 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)

- 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

Monopolization of source and specialist manufacturing
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 to 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

Maya
- idyllic view
- dispersed population
  - jungles can’t have large populations…
- slash-and-burn (swidden)
  - cutting & burning natural vegetation; ash turned into field
  - fields 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?

- 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

Maya lord trampling a prisoner (ouch!)
Maya mural showing 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 connection to 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
- surprisingly 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

  battle by proxy

  “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”

- 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

- 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

Pacific Coast and Highland Andes of South America
- 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?

- 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
<table>
<thead>
<tr>
<th>Andean civilization</th>
<th>Pukara (highland)</th>
</tr>
</thead>
<tbody>
<tr>
<td>North Coast (Peru)</td>
<td>North Titicaca Basin</td>
</tr>
<tr>
<td>- desert coastal plain</td>
<td></td>
</tr>
<tr>
<td>South-Central Highlands</td>
<td>altiplano = high-elevation grassland</td>
</tr>
<tr>
<td>- maritime hypothesis</td>
<td>- enough resources for state (?)</td>
</tr>
<tr>
<td>- vertical ecology =</td>
<td>- basis for trade systems</td>
</tr>
<tr>
<td>- Pacific drainage valley system</td>
<td></td>
</tr>
<tr>
<td>Initial Period 2500-1800 BC</td>
<td>Moche (coast) AD 200-700</td>
</tr>
<tr>
<td>- small villages on coast</td>
<td>- multi-valley system</td>
</tr>
<tr>
<td>- U-shaped platform mounds</td>
<td>- Moche Valley</td>
</tr>
<tr>
<td>- introduction of maize (?)</td>
<td>- Huaca de la Luna / del Sol</td>
</tr>
<tr>
<td>Early Horizon 900 – 200 BC</td>
<td>- corveé labor</td>
</tr>
<tr>
<td>- Chavin Phenomenon (coast)</td>
<td>- Lords of Sipán</td>
</tr>
<tr>
<td></td>
<td>- collapse AD 700</td>
</tr>
<tr>
<td>Early Intermediate Period AD 200 - 600</td>
<td>Moche Valley</td>
</tr>
<tr>
<td>Middle Horizon</td>
<td>Tiwanaku (highland)</td>
</tr>
<tr>
<td>- Lords of Sipán</td>
<td>- South Titicaca Basin</td>
</tr>
<tr>
<td>Late Horizon: Inca State</td>
<td>Textiles</td>
</tr>
<tr>
<td></td>
<td>- quipu =</td>
</tr>
</tbody>
</table>