## 2.2 Old Kingdom Egypt; Architecture and the Afterlife

- 1) Old Kingdom Egypt -c. 2686 2181 BCE
  - About 3000 BCE Egypt was centralized into a single state under a diefied monarch, a king that later was called a pharaoh, meaning "great house."
  - \* Upper and Lower Egypt were the kingdoms that were unified
  - · Upper Egypt was the upper part of the river, therefore the farthest south
  - · Lower Egypt was the lower part of the river, therefore the farthest north (the delta)
  - The pharaoh was the son of Ra (pronounced RAY), the Egyptian Sun God... compare w Sumerian Sun God Anu, and Greek Sun God Helios. Ra traveled across the sky during course of day.
  - · Mortuary Architecture permanent stone built with great geometrical precision
  - · Palace Architecture in north, similar to Mesopotamia, pleated mud walls
  - · Domestic Architecture impermanent, med, bundled reeds, matted papyrus
- 2) Some building types mastaba and pyramid
  - The mastaba (tumulus) a burial mound. Perimeter of stone or brick, contained a secret burial chamber and entranceway, then infilled with sand. Mastaba is arabic for "bench."
  - · The mastaba is a building block of the pyramid
  - The *pyramid* became the tomb that provided for the pharaoh's *afterlife*. The pyramid was a solidified remaking of the pharaoh's palace (of sorts) to house the pharaoh's spirit, or *ka...* imperfectly defined as the spiritual connection between the body and the soul.

Afterlife very important to Egyptians, as their pharaoh would continue to perform his kingly duties in conjunction with *Ra...* and after traveling the course of the sun during the day, for instance, pharaoh would then need a boat to paddle back to the beginning again...

The *serdab* was a sealed chamber within the pyramid which contained a statue of the dead pharaoh.

Entry to the burial vaults was secretive and circuitous.

- 3) Some building *examples Zoser* 
  - · Zoser (spelled Djoser in book) but pronounced: ZO-zer
  - · Zoser's architect, the first documented in history: Imhotep
  - Zoser's tomb at Saqqara about 2650 BCE (about 10 miles south of Giza on western bank)

First pyramid - about 2650 BCE - a six-stepped pyramid about 200 feet tall. Entire precinct surrounded by pleated walls. The entry was through a processional hall of strong Egyptian columns on the south end of the complex. A secret passageway immediately inside the processional hall led to the Heb-Sed Court filled with 22 altars and sham pavilions used in the Heb-Sed festival (see plan image). The sham altars must have resembled a frozen, ghost-town-like sort of recreation of the life of the pharaoh for his afterlife.

Zoser's pyramid does not have a square base.

White and red courtyards symbolizing upper and lower Egypt

Upper Egypt symbols: white // white cone crown // lotus\*\*\*
Lower Egypt symbols: red // red cap crown // papyrus

\*\*\* An inconsistency is that at Karnak (Upper Egypt) uses all papyrus column capitals

- 4) Some building examples Sneferu
  - Sneferu father of Khufu (we'll use this Egyptian name, not the Greek name Cheops)

- Sneferu built (1) Meidum (MY-dum) which collapsed; Bent Pyramid at Dashur, which started out at too steep of an angle and had to be adjusted to finish; Red Pyramid at Dashur, which is probably where he's buried
- Sheathing stone (limestone) all gone. The pyramidion was the gilded capstone on top.
- Try to imagine perfectly smooth gleaming white limestone pyramids with gleaming gold pyramidions on top. Must have been a stunning sight.

## 5) Some building examples - Khufu

- · Khufu son of Sneferu. Khafre son of Khufu. Menkaure son of Khafre.
- Khufu Khafre Menkaure are the three giant pyramids on the Giza Plateau. Khufu largest; Khafre slightly smaller; Menkaure about half the size of Khufu.
- · Sphinx is guarding the middle one, Khafre (the second biggest one).
- Great Pyramid at Giza is Khufu. 479 feet tall. 755 feet square at base. 51.5° angle
   Entryway partway up to an inclined path rising to burial vault. Sheathing stone all gone from
   Great Pyramid.
- Entire Giza complex has many valley temples, mastabas, smaller pyramids for lesser queens and courtiers.
- · No great explanation for the constructibility of the pyramids. Some explanations offered.

## 6) Decline of Old Kingdom Egypt

- General exhaustion of resources manpower, wealth for such extravagances as giant
  pyramid burial tombs. This was not a free society, so we must imagine the pyramids were mostly
  built by slaves. A type of theocratic dictatorship with priests and kings at the top and everyone else
  and slaves at the bottom of the society.
- Greek historian Herodotus (484 425 BCE) wrote that Khufu's pyramid was the *ultimate act* of tyranny. This condemnation may have been a criticism of the waste of resources, the use
   of tens of thousands of slaves (or more), etc.

## 7) Vocabulary

- ashlar masonry stones that have been "worked" or "dressed" to have flat and cubic volumes and smooth surfaces tightly coursed
- pyramidion the final piece (the capstone) of a pyramid or obelisk, made of gold and carved with depictions of Ra and Horus
- obelisk a stone stele that is a tall rectangular stone or stack of stones tapering upward gracefully to a pyramidion. It's often covered with hieroglyphics. This is mortuary architecture.
- stele a monumental stone marker, sometimes indicating a grave, that primarily told a story behind the monumental or funerary event.
- · hypostyle hall
- pylon
- 8) Middle Kingdom 2150 1750 BCE (hiatus of 350 years and Capital moves to Thebes)
  - Mentuhotep II 2061 2040 BCE Buried at Deir-el-Bahri across Nile from Thebes (Karnak)
  - Mentuhotep's mortuary site is a new type, and distinctly different from the pyramids as a
    mortuary architecture... it's a terraced, rock-cut assembly that accessed by a ramp or stair
    creates a short processional that leads to a temple and/or hidden burial vault. It was most
    likely landscaped as well, making a symbolic paradise.

As the pyramids were giant structures within giant precincts, the mortuary architecture of Mentuhotep was much more of a *human scale* and much more accessible.