

ARC 231 OUTLINE

Egypt

Objectives

- Recognize monuments & archetypes; know their dates and conditions under which they were built
- Explain the main concepts of ancient Egyptian religion and its impact on architectural development
- Interpret methods of construction in Egyptian architecture, especially in response to the local ecology
- Recognize and describe Egyptian aesthetic (decorative) traditions
- Distinguish the concept of “visual utility” in Egyptian design
- Understand the role of designers within monumental projects
- Understand the role of primary patrons and the expression of their values in commissioning projects

Historical Context (all BCE)

5000	Earliest evidence of Egyptian culture
3000	First unification of Upper and Lower Egypt
3000-2625	Archaic Period (Dynasties I-II)
2665-2155	Old Kingdom (Dynasties III-VI)
2040-1785	Middle Kingdom (Dynasties XI-XII; reunification); Second Intermediate (Dyn. XIII-XVII)
1554-1080	New Kingdom (Dynasties XVIII-XX); Third Intermediate (Dynasties XXI-XXIV)
712-332	Late Kingdom (Dynasties XXV-XXXI)
332	Conquest of Egypt by Alexander the Great, followed by Ptolemaic Dynasty
30	Egypt yields to Roman military pressure; becomes a province of Empire under Augustus

Archaic Period & Old Kingdom

Tomb of Queen Hemeith, Saqqara: Dyn. I (ca. 3050-2890 BC)
Djoser’s Funerary Complex, Saqqara (Imhotep; ca. 2630 BC)
Complex of Great Pyramids, Giza (Gizeh): IV Dynasty, ca. 2545-2457 BCE
 Menkaure (2530 BCE+)
 Khafra (2560 BCE+)
 Khufu (2570 BCE+)

New Kingdom

Mortuary Temple of Hatshepsut, Deir-el-Bahari (Senenmut: ca. 1473-1458 BC)
The Great Temple of Amun-Ra, Karnak (1529-1156)
 Hypostyle Hall ca. 1290

Terms

ashlar masonry	bearing wall
benben	canon
causeway	clerestory
glyph	hypostyle
ka	mastaba
mortuary temple	obelisk
pyramid (“true” and stepped)	pylon
relief sculpture (high/low and raised/sunken)	serdab
stele	valley building
visual utility	wall painting