

### Egypt - Temples

<b>Overview</b>	<ul style="list-style-type: none"> <li>- Temple = fulfilling the role of house. Entrance into the divine world, allows gods to be provided for in their spiritual form. Duty of king to maintain temples.</li> <li>- Two types of temples: <b>cult</b> and <b>mortuary</b> temples.</li> </ul>
<b>Old Kingdom</b> (2686-2125 BCE)	<ul style="list-style-type: none"> <li>- Early temples as arenas for royal display rather than places of worship?</li> <li>- <b>Abu Ghurab</b> - Central obelisk, alabaster altar</li> </ul>
<b>New Kingdom</b> (1550-1069 BCE)	<ul style="list-style-type: none"> <li>- <b>Abu Simbel</b> - Temple dedicated to Amon-Re during reign of Ramses II, existence of temple very much for the purpose of glorifying the king. Symbolism in the architecture targeted at elite members of society - statue over entrance that spells out Ramses' name + scenes inside the temple representing the king smiting enemies. 4 monumental statues of Ramses in the front.</li> </ul>

### Abu Simbel



### Mesopotamia - Temples

<b>Uruk</b> (4 <sup>th</sup> millennium BCE)	<ul style="list-style-type: none"> <li>- Pre-mud brick - reed altars with naval processions.</li> <li>- <b>Eanna complex</b>: Different construction stages illustrating the development of architecture from 4<sup>th</sup> to 3<sup>rd</sup> millennium. Tripartite floorplan. <i>Square building</i> = latest addition to Eanna, break in homogeneity of structure - political statement, new traditions. Eanna as public building? Central + visible. Or as demonstration of power.</li> </ul>
<b>Early Dynastic</b> (2900-2334 BCE)	<ul style="list-style-type: none"> <li>- Rectangular + multi-levelled structure on top of mound. --&gt; bottom level = similar structure to Babylonian house + very restricted access.</li> <li>- <b>Marduk temple</b> - biblical tower of Babel.</li> </ul>
<b>Ur III</b> (2112-2004 BCE)	<ul style="list-style-type: none"> <li>- Ziggurats.</li> <li>- Low homogeneity in design, continuity in building program, but no standardisation of architecture. Used for cultic activity, storage, court and administration. Walled off and separated from everyday life. <i>Gipparu-House</i> - temple of high-priestess + used as storage room.</li> </ul>

### Mesopotamia - Temples (cont)

**Neo-Assyrian** (934-612 BCE)  
- Oblong shape with court for worshippers where deity could be found  
- Deity = master of house, but shielded from view so could not be seen without entering the temple.

### Mesopotamia - Settlements in Sumer and Akkad

**Ubaid period**  
c.3100-1500 BCE  
Small sites, with the additional emergence of larger ones e.g. Eridu and Ur.

**Uruk period**  
c.4000-3100 BCE  
Urbanisation in Uruk through migration from surrounding regions and sedentisation of local pastoral nomadic groups.

**Jemdet Nasr + Early Dynastic I period**  
c. 3000-2600 BCE  
Expansion of urbanism. --> abandonment of countryside (coerced or not).

**Early Dynastic II-III - Ur III**  
c. 2600-2100 BCE  
Standardisation + spread of cuneiform and political unification. Each city = house of a god. *e.g. Lagash.*

**Ur III**  
c. 2100-1850 BCE  
Followed by political decentralisation in the Isin-Larsa period. End of 3<sup>rd</sup> millennium = first irrigation systems.

**Old Babylonian period**  
c. 1850-1500 BCE  
Political reunification under Hammurabi. Growth of existing cities e.g. *Nippur* and *Ur*.

Issues with settlement surveys:

Relies on assumption that physical traces are left behind on surface.  
Therefore tends to miss smaller sites, and requires reliance on textual sources.



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