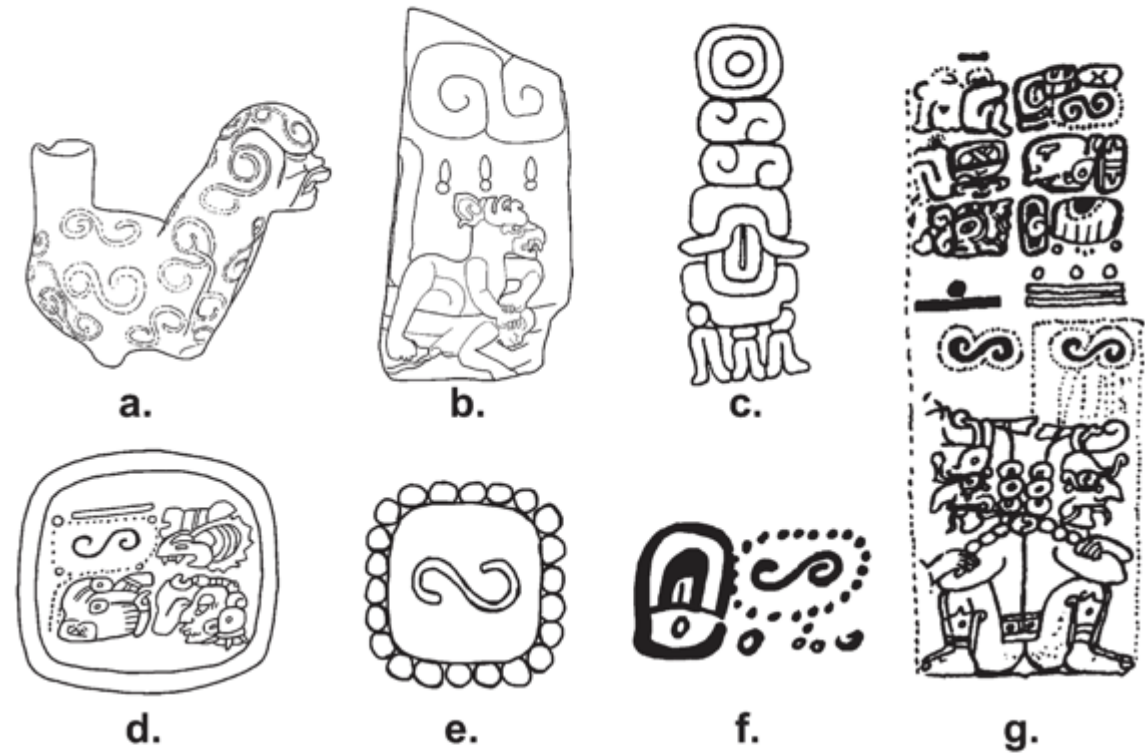


We will be sending a series of what you can see and experience in the January 22 lecture by Nicholas Hellmuth for The Aztlander

This January 22 evening presentation will focus on the Classic Maya but will also show the OLMEC origins.

Then will show how cloud cosmograms continued into the Codex Dresden.

So be prepared for several thousand years of iconography and epigraphy during *The Aztlander* presentation of archaeologist and iconographer Nicholas Hellmuth.



**FIGURE 3.8.** The Lazy-S motif in Mesoamerican art and scripts: (a) vessel with effigy of Olmec rain god (after Taube 2009:29, fig. 5); (b) Chalcatzingo Monument 31; (c) detail of text on stone in the Friedenberg collection (Urcid 2005:fig. 7.6, courtesy Javier Urcid); (d) detail of Maya text on jade plaque currently in the Cleveland Museum of Art (after Stone 1996:404, fig. 3; cf. Mora-Marín 2001:734, fig. A1.36); (e) T632 MUYAL, *muyal*, 'cloud'; (f) *ek' muyal* construction with T632 on p. 38a of the Dresden Codex; (g) detail of Dresden Codex p. 68a (drawing by J. Antonio Villacorta) (drawings a, b, d-f by Michael D. Carrasco).



We will show horizontal and diagonal bands never before presented in a conference on Classic Maya iconography. See you on Jan. 22 in the evening

Monday, January 22, 2024 • 8 PM EST • 7 PM CT

**“Iconography of Cosmology of Early Classic  
and Late Classic Maya World View:**

**Sky Band Above – Earth Band Below and Surface of the Underwaterworld Band”**

**with Dr. Nicholas Hellmuth, Director of FLAAR (USA) and FLAAR Mesoamerica (Guatemala)**

*Access this active hyperlink to join the event:*

<https://us02web.zoom.us/j/89601152398>

Most of the focus will be on celestial Sky Bands, Witz mountain Bands, Caban (Earth Bands), Surface of the Underwaterworld Bands (Xibalba and below).

But to travel between these worlds, Skull and Crossed Boned Bands appear (at Uxmal and nearby Puuc sites), so the lecture also covers Mexico and will present a lot of iconography of cosmograms from Copan, Honduras.

