SOCIAL HISTORY OF JAPANESE POPULAR CULTURE

THE CULTURE OF EDO

(1600 - 1868)

(THE PRECURSOR OF EDO: CLASSICAL JAPANESE CULTURE)

- Aristocratic culture of Nara (710–794) and Heian (794–1185)
- Feudal culture of Kamakura (1185–1333) and Muromachi (1333–1573)
- Buddhist culture (sculpture, painting) at its height during Heian and Kamakura
- Poetry, ink painting, tea ceremony, ceramics, gardens
- Chronicles, books, diaries (Kojiki, Genji Monogatari, Makura no Sōshi)
- These texts circulated only among the aristocracy (i.e. the were not "popular" yet)
- Contemplative texts based on suggestion, simplicity, perishability, and asymmetry
- New aesthetical concepts are introduced (e.g. yūgen, aware, sabi)
- Heian art often reflects the atmosphere of collapse and catastrophe
- The first mentions of kawaii (Heian); the first manga (12ct.), "zoomorphism" popular

The first manga (12ct.)



THE CULTURE OF EDO (1600-1868)

GENERAL BACKGROUND

- The **beginning** of this period (1600s) was symbolized by
 - Battle at Sekigahara, which ended the "warring states" mayhem (sengoku jidai)
 - Political unification of Japan and military rule the Tokugawa shogunate
 - Brand new forms of popular culture emerged, making Edo/Kyoto the "consumer/producer capital"
- Firmly established commercial culture industry, fully conceptualized notion of "popular culture", and its further massification
- The townsman culture (*chōnin bunka*), peaking during the "golden age" of Edo culture, i.e. the Genroku period (1688-1704)
- Japan's isolationist policy toward the outside world (*sakoku*) created a culturally locked state (cf. the Galapagos syndrome), but Japanese culture did not develop in complete isolation
- The ending of this period (1850s to 1860s) was symbolized by:
 - Meiji Restoration of the Emperor's power and rapid modernization of the Empire
 - Commodore Perry's black ships (*kurofune*) arriving at Uraga Channel (Tokyo Bay)
 - The *ē* janaika movement: spontaneous, carnivalesque eruption of the peasants

Period illustration of the *ē janaika movement* (1867–1868)



TOWNS, CITIES, DISTRICTS

- The local lords (*daimyō*) laid the foundations necessary for the development of popular culture by establishing and nurturing "castle towns" (*jōkamachi*) (e.g. Nagoya, Kagoshima)
- Some towns grew into "cities", forming commercial and cultural centres (Kyoto, Osaka, Edo)
- Around 1650 Edo was already a cultural center of Japan, rivalling the old center, Kyoto:
 - Kyoto: production of cultural artefacts and transmission of artistic techniques
 - Edo: the consumer capital and the center of the hegemonic culture of the period
 - Kyoto to Edo: rapid flow of high-quality goods (kudarimono) from the Kamigata area
- Large shipments from Kyoto to Edo (rice, oil, sake, soy sauce) improved the transport network
- New quarters located near temples and shrines (monzenmachi)
- "flower towns" with noble geishas (hanamachi)
- Edo divided into "uptown" (*yamanote*) and "downtown" (*shitamachi*)
- Edo reaches population of one million in 1721

THE POPULATION OF EDO

(picture: color photochrome of Edo in 1865)



WARRIORS

- The warrior population (*bushi*), its manners and culture contributed to the uniqueness of Edo
- Worshipping warrior-style variations of the ancient customs (mostly from the Kamakura period)
- Warriors in the city stimulated emergence of a unique economy, making Edo a consumer capital

TOWNSMEN

- The townsman culture (*chōnin bunka*) peaking during the golden age of Genroku period (1688-1704)
- This culture became an "antidote" to classical/folk culture
- Obsessed with spectacle and sex; bearing sentiments of anti-establishment and resistance
- Edokko as the "prototypical townspeople", and a new social stratum with own style and language
- Edo townspeople forged ties between the artists (i.e. those necessary for cultural production), and the craftsmen (i.e. those who had the skills to realize such production)

OTHERS

- Masterless samurai (*rōnin*), "street knights" (*kyōkaku*), chivalrous rowdies (*otokodate*), hoodlums (*kabukimono*) and other gangsters roaming the city and looking for fight
- Wandering priests, monks, exorcisers (*sekizoro*)
- Master-courtesans ($tay\bar{u}$) and female geisha, versus average "red light district" prostitutes

RED LIGHT DISTRICTS

- establishing brothels and red light districts (yūkaku)
- Edo's Yoshiwara (1617), Osaka's Shinmachi (1623), Kyoto's Shimabara (1640)
- Artistic geishas move to more sophisticated "flower towns" (hanamachi)
- They frequent countless ochaya and ryōriya (e.g., Kyoto's Gion, or Edo's Shinbashi)
- The oversight of sexual commerce as important governmental function even today
- Yoshiwara became the center of Edo social and cultural life
- At the same time, it reflected lewdness and moral depravity of the townsman culture
- Eventually, townspeople replaced the warriors as the main clients of Yoshiwara
- Pleasure quarters were spaces where the Japanese popular culture was flourishing
- Yoshiwara as a favorite setting of *ukiyoe*:

Hokusai's *ukiyoe* depicting the red light district of Yoshiwara (1811)



Digital reconstruction of Yoshiwara



UKIYOE

- Printing culture became technological basis for the townsman culture (*chōnin bunka*)
- Woodblock prints: illustrated books (*ehon*), colored images (*ninshikie*), and most importantly *ukiyoe*:
 - The term "floating world" (*ukiyo*) was coined by the townsmen for the pleasure districts
 - It is adapted from Buddhism to signify the ephemeral and illusory nature of existence
- Mass production of *ukiyoe* during the Kyōhō period (1716-1736)
- ukiyoe (same as the famous Edo craftsmanship) emerged from the shitamachi areas around Nihonbashi, where the "cultured men" of the downtown have lived
- Originally cheap products in Japan, *ukiyoe* heavily inspired the West: Japonaiserie (Japanese-themed or influenced arts), the Impressionist movement (Manet, Dega, Van Gogh)
- The main content of *ukiyoe*:
 - interest in nature and female beauty (*bijinga*)
 - Interest in supernatural fantasies and ghosts (*yōkai, bakemono, oni*)
 - Interest in grotesquery, sociopolitical commentary and satire
- Ukiyoe as a form of popular culture that made the step from (mass) CULTURE to (high) ART

Kiyonaga (1785), Hokusai (1800)



Hiroshige (1852)



Monsters and shape-shifters (*obakemono*)





Ghosts (*yūrei*)

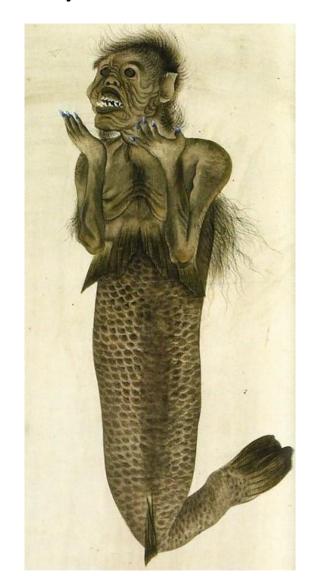


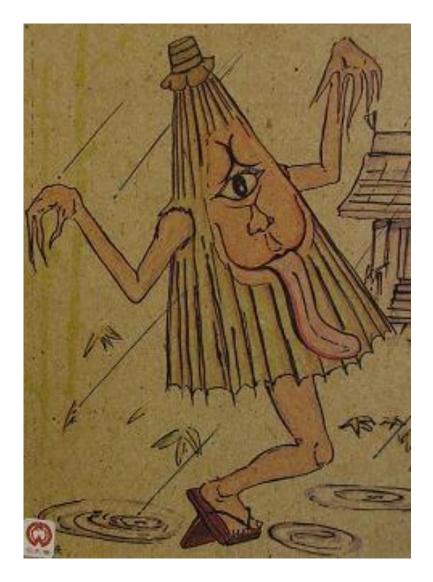




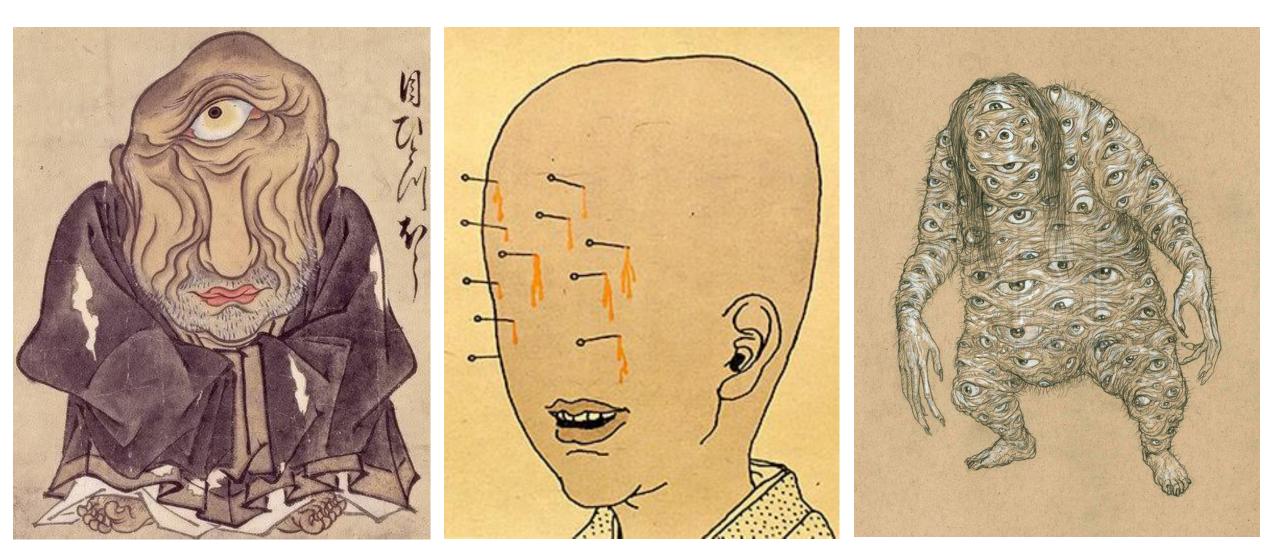
Folk/mythical creatures







"Eye Monsters"



Ukiyoe as reflection of the West



Ukiyoe as satire (the dog shogun Tsunayoshi)

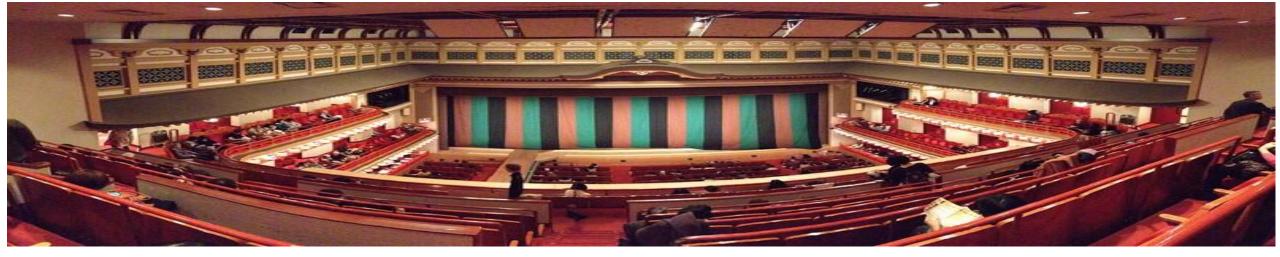


Tsunayoshi in Japan pop today:



KABUKI

- The "mother" of *kabuki*: Izumo no Okuni (1574-1640)
 - Originally a shrine maiden (*miko*), a prostitute, and the first Japanese "celebrity-entertainer"
 - Okuni modified folk/sacred dances and added sex-appeal (cf. today's aidoru)
 - While being cross-dressed, she "behaved oddly" (kabuku)
- Okuni performs at the imperial palace (1612), but invites contempt and regulations:
 - only males allowed to perform
 - separation of *kabuki* from prostitution
 - theatres must follow the principle of *kanzen chōaku* (reward virtue, punish vice)
- In the past, kabuki was often portrayed as pointless and low-brow form of theater
- Travelling theater troupes performed kabuki for small rural towns and villages
- Kabuki and the "cult of celebrity" reigns supreme from mid-18th ct
- Yotsuya Kaidan one of the most popular kabuki plays since 1825 (a tale of revenge and haunting)
- The new rulers of Meiji since 1868 saw kabuki as a pedagogical tool
- *Kabuki* was proudly presented to the West in 1879
- Same as *ukiyoe*: transformation of *kabuki* from (urban) CULTURE to (global) ART



Kabuki



The transformations of Okuni



The "legacy" of Okuni



OTHER POPULAR PERFORMING ARTS

- Reflected by the townspeople's passion for theatrical arts and music
- The golden age of popular performing arts: the Kaisei period (1804-1830)
- Theater as escape from life (genjitsu tōhi) and possibility to break with reality
- Chikamatsu Monzaemon:
 - love suicide plays (*shinjūmono*), based on the conflict of *giri-ninjō*
 - puppet theater (joruri, bunraku) with its impeccable movement of the puppets
 - contemporary stories (sewamono) versus historical stories (jidaimono)
 - gidayū narrators and shamisen musicians
- The No theatre
 - origins in medieval "monkey music" (sarugaku) in 11ct; founders: Kan'ami/Zeami Motokio (14-15ct)
 - Wealthy peasants and merchants as the most conspicuous consumers of Nō
 - Popularization of the Nō-theatre during the Edo period
- Outside Performers
 - During festivals and fairs in popular quarters (Asakusa, Ueno, Ryōgoku)
 - Performances were the soul of middle and lower classes
 - 19th century: rise of "variety halls" (*yose*) in Edo (Kanda, Nihonbashi, Azabu, Akasaka, Yotsuya)
 - Variety halls include performance of comic monologues (rakugo), music with narration, magic shows

OTHER POP-CULTURAL GENRES

• Popular literature

- Fiction published by Tsutaya and Tsuruya sold like hotcakes
- Martial arts literature (e.g. Miyamoto Musashi's "Book of five rings")
- Writers and humourists (e.g. Jippensha Ikku, Hiraga Gennai)
- "yellow-covered books" (kibyōshi) as illustrated satirical fiction
- "vernacular stories" (kanazōshi) classical poetry, fiction, diaries for the masses
- "Tales of Cooking" (Ryōri Monogatari, 164) as the first published Japanese cookbook
- Erotic works
 - "floating world books" (ukiyozōshi) and Ihara Saikaku
 - "smart books" (*sharebon*) about the licensed quarters
 - "the joys of boys" and homo-eroticism among elite ranks (e.g. Chigo Monogatari)
 - "spring pictures" (*shunga*) and popular erotic prints in Japan (e.g. Hishikawa Moronobu)
 - "pillow books" (makura ehon) as love manuals (e.g. Katsukawa Shunchō)

Shunga by Hishikawa Moronobu (1618–1694)



Makura ehon by Katsukawa Shunchō (1785)



HIGH ARTS VERSUS LEISURE ACTIVITIES

- Shrines: Tokugawa leyasu's shrine and mausoleum in Nikkō
- Gardens: built in opulent imperial manner (shinden-zukuri)
- Court ceremonies (gagaku/bugaku) played at Shinto rites
- Art schools: reading, calligraphy, painting, ikebana
- Handicraft: craftsman culture (around Nihonbashi area)
- Martial arts (bugei): swordsmanship now as martial art
- Leisure pursuits (yūgei)
 - Popularization of high art (*ikebana*, *chadō*, poetry writing)
 - Pilgrimages (to Mt. Kumano or the Ise shrine) at times transgressive
 - Culinary tea rooms, shitamachi pubs (Yaozen), sushi becomes popular
 - Travelling boom and travelogues
 - Fireworks (hanabi)

HANABI

- Fireworks as "peaceful application of military means" (i.e. gunpowder)
- Spherical chrysanthemum shells as the representative fireworks of Japan







HANABI: social background

- Decreased need for gunpowder
- Decline of samurai class
- Increased demand for entertainment
- Rise of townsmen culture
- 1733: first public display at River Sumida in Ryōgoku
- further commodification of fireworks (object of *ukiyoe*)





HANABI

Symbolism

- Associated with transience of life, nostalgia for lost times, peak of one's vitality
- Symbolic flower connotations (influenced by the classical art of the Heian period)
- Fireworks as seasonal rites of passage (hanami hanabi momijigari yukimi)
- Hanabi popularized and incorporated into various festivals (matsuri)

- Hanabi remains an indispensable ritual of summer in contemporary Japan
- The Edo culture still significantly influences Japanese daily life and popular culture

FOREIGN INFLUENCES

- Despite the *sakoku* policy, Japanese popular culture did not develop in complete isolation
 - The impact of Korean embassies on Japanese visual performance culture (c.f., today's Korean Wave in Japan (*hallyu*), or the success of K-pop (PSY)
 - Chinese culture was highly venerated; the "Selected Tang-Dynasty Poetry" (Toshisen, 1724) was the number one bestseller of the entire Edo period
 - Dutch learning (*rangaku*) highly important during Edo, same as the Portuguese, Spanish, and English via their technological, medical and gastronomical knowledge
 - Simultaneously, the West was fascinated and affected by many things Japanese
 - Japanese performers go on a first international tour in the West (1866)
 - Introducing foreign capital modified the development of traditional arts
- The issue of cultural origins undermines the nature of a "genuine" popular culture