How Humans and Nature Can Coexist

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Research Questions

- Japanese culture often views humans and nature existing in harmony
- Examples: Shintoism and Satoyama
- Traditional views

How can humans and nature coexist in harmony

today?





Princess Mononoke Background

- The film is set in Japan likely in the 1300-1500s
- Ashitaka is a prince who comes from Emishi
- He kills a boar god attacking the village and is cursed
- He comes upon a war between Iron Town and the forest
- Who wins?

Thesis

- The ending debate
- It answers how nature and humans can coexist in harmony today, even with industrialization
- This is through the creation of a modern day responsible landscape
- In order to explain this concept, I need to go over the types of landscapes present in the film





Background

Mumcu and Yilmz identify the three landscape types

Responsible landscapes: are those where nature and humans can live in harmony and see each other as equals

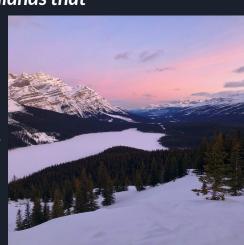
- Humans are interconnected with and responsible for nature
- They should protect and conserve nature

Wilderness landscapes: Areas of pure nature such as forests or woodlands that contain no human settlements

- Nature can grow freely
- Is often at risk for human destruction

Apocalyptic landscapes: The result of humans' destruction of nature

- Often to the point where nature cannot regrow
- Features large human casualties



Responsible Landscape

- In *Princess Mononoke*, Miyazaki gives us good examples of these three landscapes
- The first being the responsible landscape featured in the town of Emishi where

Ashitaka lives

- Emishi
 - The city is located on the outskirts of the forest
 - Elements of civilization (stone paths, houses, community)
 - The buildings appear to be made of natural materials (straw)
 - Space for greenery to grow
 - Close relationship with nature
 - "Whatever you may be God or demon, please leave us in peace."





Responsible Landscape Continued

- All of these elements signify a responsible landscape
 - Work/live off the land
 - Situated on the edge of forests
 - Have room for nature to grow
 - Agriculturally based and low tech



Wilderness Landscape

- The forest, where San lives, is an example of a wilderness landscape
 - Lush greenery and pure blue water
 - Sunlight filters in through the trees
 - Quietness in the forest
 - Viewer feels like they are intruding on the landscape
 - Supernatural creatures in the forest (forest god)





Wilderness Landscape Continued

- This is a wilderness landscape because:
 - Pure nature (forests or woodlands)
 - Nature grows freely without human control
 - Risk of human destruction for resources
 - Spiritual presence shows nature's power





Apocalyptic Landscape

- Iron Town is an example of an apocalyptic landscape:
 - The landscape appears blackened with little to no greenery
 - Matched by dark and cloudy weather over the town
 - The townspeople are dirty
 - Villagers view the natural world as scary and unusual
 - Lots of technology
 - Overconsumption of resources (iron)





Apocalyptic Landscape Continued

- Iron Town is an apocalyptic landscape because:
 - There is complete destruction of nature
 - Overconsumption of resources (iron and guns)
 - Lots of technology
 - Lack of acknowledgement of their effect on the environment





Conclusion

- Mumcu and Yilmz's version is traditional
- Can't work with industrialization
- Solution: Modern Day Responsible Landscape
- But what does that look like?
- Humans need an attitude adjustment
- Environmental policies
- Green energy
- Protection of remaining natural areas







Questions?

Any questions? Thank you for listening!