BÊTE COMME UNE IMAGE.
ONTOLOGIES ET FIGURATIONS ANIMALES

Les métamorphoses dans les relations inuit avec les animaux et les esprits
Bernard SALADIN D’ANGLURE

Abstract : Taking into account Inuit oral tradition and examining their social practices, both ancient and current, one realizes the importance and the vitality of the interactions between the three realms of humans, animals and spirits. Whether it pertains to the only animal the Inuit have domesticated, the dog, or to large game animals or to the caribou, Inuit share those related worlds and they have them interact. Moreover, there are hybrid peoples : human/fish, human/sea mammal or human/bird... All these beliefs give rise to many legends, prescriptions and prohibitions. Failing to comply with them leads to metamorphoses and disruptions for humans ; it is up to shamans, possessed by their auxiliary animal spirits or transformed into them, to restore the initial order. These metamorphoses, modifications of animal scale, and changes from one species to another are governed by the same cosmology that provides them with meaning.

Keywords : Inuit, animals, dogs, cosmology, metamorphoses, spirits

De la souveraineté perdue à la souveraineté retrouvée : voyage vers l’avenir sur le dos des baleines
Natacha GAGNÉ

Abstract : Among New Zealand Māori, the tohorā (“whales”) is at the heart of their worldview : accompanying or guiding the ancestors’ pirogue on their journey to Aotearoa ; created by the gods or being their companion animal ; appearing in the ornamentation of ancestral houses on marae (“ceremonial centers”), and leaving their marks on the landscape. A link is often established between guardian animals and chieftainship, the locus of political power. This connection is apparent in some recent literary works written in a context of decolonization and it appears to be an important key for the social reproduction of the group and for its political assertiveness in dealing with the State and mainstream society. This article presents an anthropological analysis of māori Witi Ihimaera’s short story “The Whale” (1972) and novel The Whale Rider (1987). This allows us to revisit Erik Schwimmer’s article on the guardian animals of the Māori in which he offered some thoughts on their concept of mana (“spiritual power, authority, prestige, status”).

Keywords : Māori, Witi Ihimaera, Erik Schwimmer, whale, guardian animals, mana

L’affaire des «serpents-totems» à Yaoundé : l’endroit et le verso
Séraphin Guy BALLA NDEGUE

Abstract : This article focuses on the ambivalence of discourses and practices that pertain to the snake among the Beti of Cameroon : for some, a source of power and protection against evil forces, while for others, a source of nocturnal dread and vector of misfortune. Although
some species are prized for their meat, its consumption is regulated by prohibitions. The encounter or the presence of a snake in a home is seen as an ominous sign and, like a dream, it may support etiological inferences. Taking into account the influence of Christianity and the circulation of new idioms generated by modernity, we try to understand what feeds this ambivalence using data pertaining to what the people call “totem-snakes” in Yaoundé.

**Keywords**: snake, dream, illness, witchcraft, Beti

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**Quand la tortue est vache : traitements cosmologiques de discontinuités spatio-temporelles chez les Wayùu de Colombie**

*Lionel Simon*

**Abstract**: This article tries to shed some light onto how sea-earth discontinuity and day-night succession give a particular consistency to the experience of the world. It analyzes the impact of these two axes (temporal and spatial), through journeys and usages of places, on the practical relationships the Wayùu people weave with their environment. This journeys and practices centered perspective is supplemented with analyses of accounts of animal transformation. It pays attention to the ways various accounts establish correspondences between different beings, in order to grasp how continuities operate within Wayùu cosmology. This approach is useful to isolate identification processes based on the topological and chronological distributions of the cosmos.

**Keywords**: cosmologies, identification, Wayùu, Colombia, discontinuities

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**Pourquoi prendre le point de vue animal ?**

*Éric Baratay*

**Abstract**: For the last 30 years, social sciences, in general, and history, in particular, have elaborated a strictly human approach to the “animal”. They focused almost exclusively on humans, neglected the other facet of this relation, namely the animals, and transformed the latter into mere objects or pretexts of study. This study aims to show that we should focus more on animals so as to understand these fully-fledged stakeholders and the relations they have with humankind. After a presentation of the methodological aspects of this approach, we turn to World War I, a good example of the use of innumerous animals. Here, the usage of animals, their successes, their failures and their relations with the soldiers cannot be adequately understood without taking into account the animal point of view and without proposing a genuine animal story, thereby completing the human history of animals.

**Keywords**: animals, ethology, history, First World War, men-animals relations

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**Du castor cosmique au chantier du castor : la transformation d’un mythe**

*Denys Delâge*

**Abstract**: Going back to the works of Lewis Henry Morgan on the American beaver and of François-Marc Gagnon on the representations of the Canadian beaver in the 17th and 18th centuries, this study seeks to understand the place the beaver occupied in the symbolic world (myths and rituals) of indigenous people and, second, the history of beaver fur trade up to the
beaver’s near extinction. It then turns to the colonial perception of the beaver, that is, the cultural transfer mechanisms of an indigenous myth of the beaver, as a key figure of the genesis of the world, to a profane “white” myth, a hierarchical or republican social regime based on a beaver-like work ethics. This is coupled with the belief in the existence of a beaver-like society that would be analogous to that of the “Savages”, both doomed to disappear with the arrival of civilization in progress.

**Keywords**: beaver, mythology, ethnohistory, cultural transfers, history of animals, colonialism, environment

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**Ontologie animiste et viande d’élevage : retour sur les notions d’« animaux indiens » et « animaux blancs » chez les Anicinabek**

**Marie-Pierre BOUSQUET**

**Abstract**: In 1973, Serge Bouchard and José Mailhot asserted that there were, for indigenous people, both “White” (domestic) and “Indian” (wild) animals. In light of contemporary Anicinabe dietary practices concerning domesticated and non-domesticated animals, we ask whether this “Indian”/“White” animal dichotomy might still be relevant and what might those relations with animals reveal about Anicinabe ontology. We begin with the idea that the Anicinabek see themselves as meat eaters, because hunting and trapping are traditional activities with strong social and spiritual meanings. If cows, pigs, and chickens are nowadays important in their diet, becoming integrated into their culinary heritage, are these animals, on the ontological level, now as good to eat as beaver or moose?

**Keywords**: animals, indigenous people, Quebec, food, meat, Anicinabek (Algonquins), ontology, animism

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**Les Dane-zaa et l’orignal : quelques pistes de réflexion**

**Paul BÉNÉZET**

**Abstract**: The Dane-zaa (“The Real People”), hunter-gatherers that settled in northeastern British Columbia and northwestern Alberta, are related to the athapaskan linguistic family. Despite transformations of their ancestral land as a result of mining and agriculture, the Dane-zaa still hunt many animal species. Among them, the moose stands out because of the central place it occupies in dane-zaa way of life. Based on data gathered from fieldwork conducted among the Doig River community, this article presents some aspects of the relationship the Dane-zaa have with the moose.

**Keywords**: Dane-zaa, hunting, moose, ontology

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**Entre créateurs d’alliance et marchandises : les cochons d’Inde dans les Andes péruviennes à l’heure des projets d’élevage**

**Emmanuelle PICCOLI**

**Abstract**: In this article, we present the transformations brought about by the implementation of guinea pig breeding development projects in the region of Cajamarca, in the northern part of the Peruvian Andes. We highlight, in particular, the changes introduced by
the commodification of an animal that plays a fundamental role in sealing alliances and that is part of the domestic community. These development projects, which depart from traditional ways, necessitate relational adjustments within, and between families, with guinea pigs and with humans and animals, that is, changes in the use of spaces, transformation of social ties and alliances, and modification of agricultural production. We study these major social changes in the light of the contemporary mining context of the Peruvian Andes.

**Keywords:** commodification, livestock, guinea pigs, The Andes, Peru, development, gift economy, domestic community

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**Femme-panthère, homme-caméléon : animalisation du soi et rhétorique de l’authenticité chez les musiciens du Gabon**

Alice ATERIANUS-OWANGA

**Abstract:** Since the 1970s, Western audiences have had, at times, primitivist colored views of African musicians, ascribing animal characteristics to them. By examining the case of two Gabonese musicians belonging to different generations (a female signer from the 1970s and a contemporary male rapper), this paper analyzes the role of animal identification in their creative processes, in the reception of their music, and in the dialogical construction of the notion of “Africaness” it brings about. By combining archival and ethnographical data, the paper identifies the types of accounts from which these views about animals are bred, primarily from the different phases of the post-colonial period and the affects they produced on the artists, in order to reflect upon the place of the animal realms in the diachronic image constructions of the other and of the self.

**Keywords:** music, Gabon, animalisation, authenticity, cultural markets

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**Cosmologies amérindiennes et figurations animales dans la bande dessinée**

Laurent JÉROME

**Abstract:** This article contributes to current and ongoing discussions on the religious dynamics of indigenous people of the Americas and, more specifically, on the representations of indigenous cosmologies in the arts and in literature. It provides an initial exploration of what a medium like graphic novels can reveal about the images we create of indigenous cosmologies and the strategies of reappropriation, by indigenous peoples, of self-representation in graphic novels. Focusing on an analysis of the themes favored by indigenous and European writers and illustrators, we examine how indigenous cosmologies and animal figuration are addressed in the Ninth Art (graphic novels). In short, what can graphic novels tell us about indigenous cosmologies and beliefs about animals ?

**Keywords:** graphic novels, indigenous people, cosmology, figuration, art

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**Du décor virtuel à l’avatar métamorphe : les figures de l’animal dans le jeu vidéo World of Warcraft**

Olivier SERVAIS
Abstract: This paper presents an ethnography conducted in the virtual environment of World of Warcraft (WoW), an online video game filled with many non-human forms, including animals. The paper seeks to answer the following question: What are the numerous animal figures depicted within the game? When passive, these depictions are just artistic dimensions of the main software, only serving as ornaments within the environment of the game. They are merely animal figures with which the player’s avatar cannot interact. However, the animal plays a central role within the game. It is often a key entity which populates the environment and interacts, in a recurring manner, with the player’s avatar. In WoW, the active animal figures are supported by the players’ avatars or by artificial intelligences embodied in virtual creatures. Six different animal figures will be studied, with the paper concluding with images of hybrids, frontier-entities created from various figures.

Keywords: animal, video game, digital, virtual ethnography