

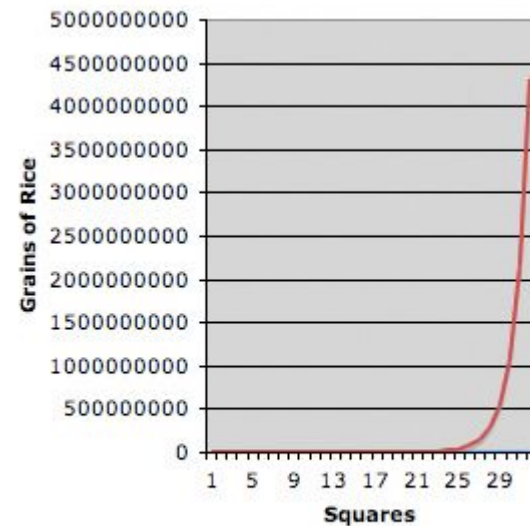
Digital Heritage Science

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Sample Graph of Exponential Growth,
Representing the First Half of the Chessboard.
 $y=2^{(x-1)}$

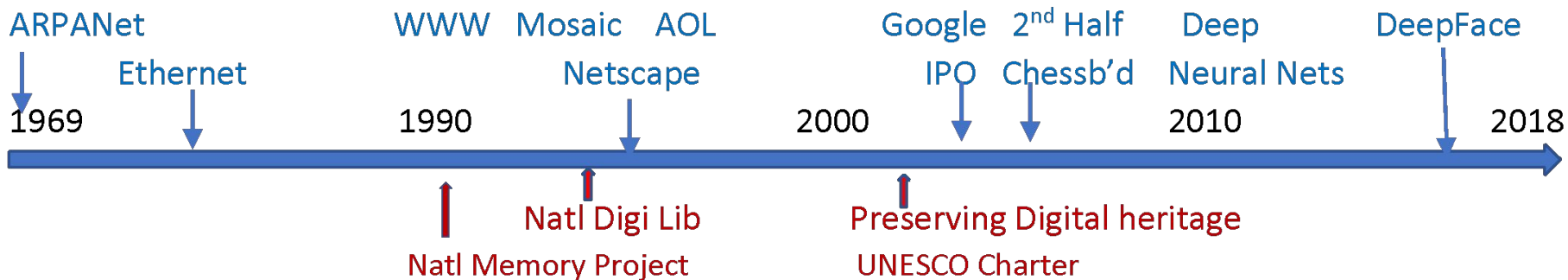
The Singularity takes effect in the second half of the chessboard



iicd

International Institute for Art, Culture and Democracy

Digital Heritage Science



The Cognitive Era

Technological Advances

- Deep Learning Pattern Classification and Feature Extraction
- Natural Language Processing and Knowledge Acquisition
- Ontologies / Reasoning and Curatorial Bots
- Robots as Artists – new genres at the click of a button
- *Age of Living Machines - Biotechnology –the new revolution*

Our Posthuman Future

Fukuyama (2002) considered the two nightmare scenarios that futurists had given our generation.

- George Orwell (1984)
- Aldous Huxley (Brave New World)

Fukuyama more or less 1984 with the “evil” Soviet Empire which had collapsed, he saw only ***the benign and anarchist nature of the internet*** and felt the nightmare was just that. He did not anticipate Google, Facebook, Twitter and ***the great hack*** that awaited us in the second decade of the new millennium.

*Biotechnology presents us with a special moral dilemma, because any reservations we may have about progress need to be tempered with a recognition of its undisputed promise. Hanging over the entire field of Genetics has been **the specter of Eugenics** – that is the deliberate breeding of people for certain selected heritable traits.*

Philip Dick “Do Androids Dream of Electric Sheep?”

Time for an ethics refresher for all technologists

KalaBhairava at Lepakshi



Democratizing Heritage

Lepakshi Vijayanagara Murals and Kiratarjuniya Augmented Reality Postcards

An IDH translation project of IIACD in collaboration with FlippAR

Experience the exquisite Vijayanagara murals and the Kiratarjuniya story depicted in the ceiling paintings in the Natyamandapa and stone reliefs on the walls of the Mahamandapa in Lepakshi temple, Andhra Pradesh, brought alive through these five Augmented Reality postcards on your mobile or tablet.



Download "FlippAR Go" App from Play Store (Android) or App Store (iOS)



Click "Magic Eye" button



Scan postcard image and watch it come alive!



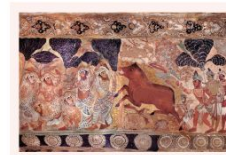
Lepakshi Vijayanagara Murals



Kiratarjuniya (1/4)



Kiratarjuniya (2/4)



Kiratarjuniya (3/4)



Kiratarjuniya (4/4)

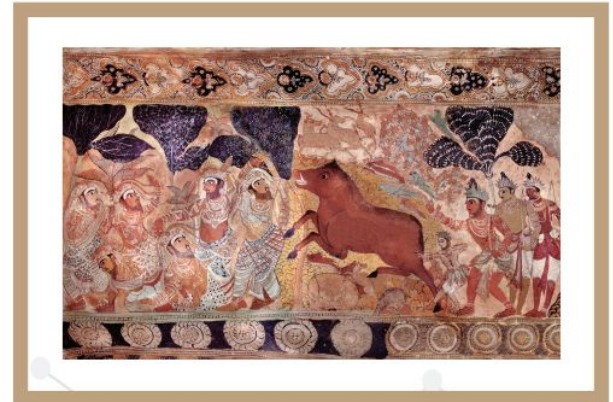
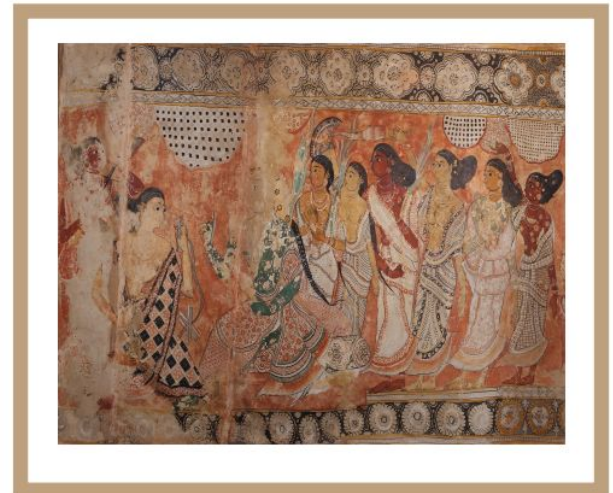
Can this evolve into a search engine for heritage in your city/state?

IIACD in collaboration with FlippAR, brings alive the Lepakshi Vijayanagara murals and Kiratarjuniya through this set of five Augmented Reality postcards co-designed and developed by the trans-disciplinary team of IDH investigators, which includes art and cultural scholars, technologists, designers, animators and artists at its Centre for Cultural Heritage and Tourism Studies and the FlippAR technologists.

Designed for iOS and Android mobile phones and tablets, FlippAR Go mobile app uses a combination of libraries including Vuforia, AR Kit, AR Core, OpenGL & other libraries to create the augmented reality experience. It uses both marker and markerless AR to trigger experiences. The web based AR builder tool has been developed using Node.js, React & MongoDB.

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Puppet Animation of Arjuna & Indra

Disguised as an aged, fatigued and bent old man after a long journey, Indra holding a parasol appears at the hermitage where Arjuna is performing his Tapasya. After an extended debate with Arjuna on his armour and weapons, Indra reveals his divine form to his son.

The animated last scene of this ceiling mural depicts Arjuna with a crown and prostrating before his father Indra

