World of Ancient Temples – An Immersive, Spatial and Aural Experience of The Past

Place: *Veerabhadra Temple, Lepakshi*

Time: *Early Morning, Afternoon, Dusk, Night (Configurable)*

Sound: *Binaural ambience, Binaural pooja, Binaural street, Binaural temple, Binaural inner sanctum, Binaural sounds at below mentioned* touchpoints.

Depth of Detail: *For specific architectural* touchpoint *as mentioned below and in the form of non-intrusive infographics. Apart from these specifics, any aspect of the temple can be experienced in its architectural details (PoV, zoom) and the ground-sky expanse (include the ground and the sky above in the whole photo captures)*

Use Case:

You are in the Veerabhadra temple at Lepakshi, built in 16th century, a glorious chapter of the Vijayanagara Kingdom. You see the expanse of the temple walls from outside, on the street. You enter the temple from the street (as seen today), climb up the stairs and into the main temple premise. All around you, you can see the temple, the pillars, the ruins, the empty grass plots etc. You can set the time of the day – Early morning, Afternoon, Dusk, Night and you can experience the ancient temple at those times.

You can get closer to the following as you travel along (and also read about its history, date of excavation and the latest research papers (if any, from the internet like http://www.academia.edu):

Brahma-Vishnu Carving pillar

Fresco painting in the muka mantapa

The expanse of the ceiling art

The Nagalingam (climb up, see it from any PoV)

The dance teacher

The hanging pillar

The giant foot

Alternative Scenario of Use Case

Experience the above use case as it was when Lepakshi was the commercial centre and an active town. You can walk around the streets, visit the temple, go to the market, experience the village settings and the hustle-bustle.

Measurements and Properties of the VR Experience:

Essentials - UX-centric with end-user value in experiencing the past in its glorious days

Assets - 3D models, Infographics, Photographs/photogrammetry, Binaural Sounds and Devotional Music

Value - Multiple PoV, Endless detail, Realism, Accuracy, Scores of Snippets and Nuggets and Data Visualisation - and a Selfie opportunity

Showcase - Kiosks, Walks (make things we already experience, better)

Feedback - In-person on-the-spot