



## Department of Computer Science and Engineering (AI&ML)

### Semester-I

### Self – Driven Activity

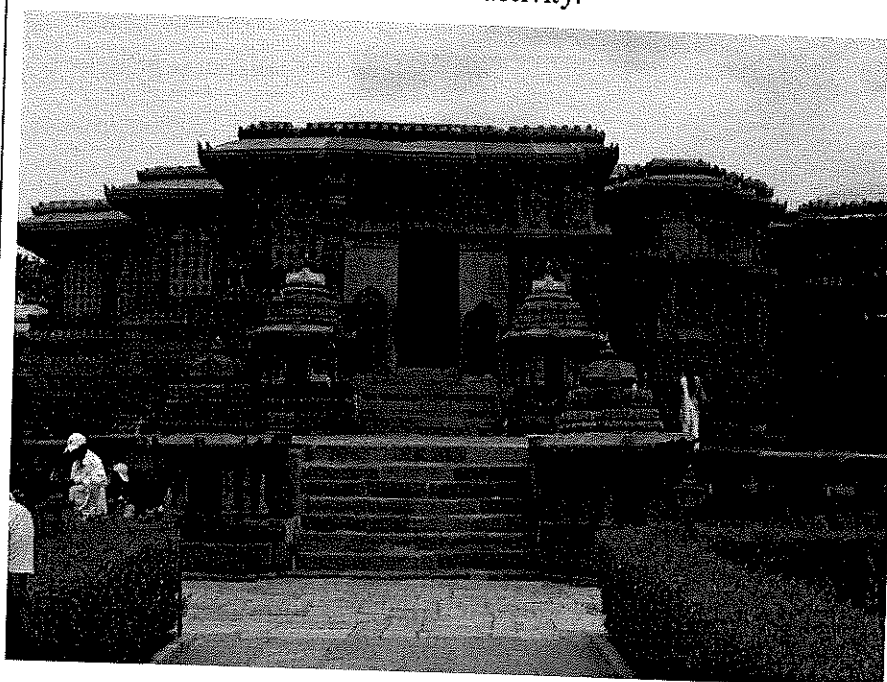
Activity Name	HERITAGE WALK AND CRAFT CORNER
Date of Activity	05-11-2024
Mode of Conduct	Physical
Time	1-Day
Program Theme	IPR & Technology Transfer
Mandatory/Elective	Mandatory
Participants (Online/offline)	Students: attending all students of 3 <sup>rd</sup> semester
Faculty In Charge	Mr. Devaraju H V
Description	<p>Department of Computer Science and Engineering (AI&amp;ML) had organized an Activity on “HERITAGE WALK AND CRAFT CORNER” on 5<sup>th</sup> November 2024 for the 3<sup>rd</sup> semester students.</p> <p><b>The objective of HERITAGE WALK AND CRAFT CORNER</b></p> <ul style="list-style-type: none"> <li>• <b>Cultural Awareness:</b> Foster appreciation and understanding of local history, architecture, and cultural heritage.</li> <li>• <b>Community Connection:</b> Strength in the bond between participants and the community by exploring shared historical landmarks.</li> <li>• <b>Educational Engagement:</b> Provide an interactive and educational experience that highlights significant historical events, people, and traditions.</li> <li>• <b>Promote Preservation:</b> Raise awareness about the importance of conserving cultural and historical sites for future generations.</li> <li>• <b>Local Tourism Support:</b> Encourage participants to support local heritage sites and cultural tourism.</li> </ul>



## Department of Computer Science and Engineering (AI&ML)

### HERITAGE WALK AND CRAFT CORNER

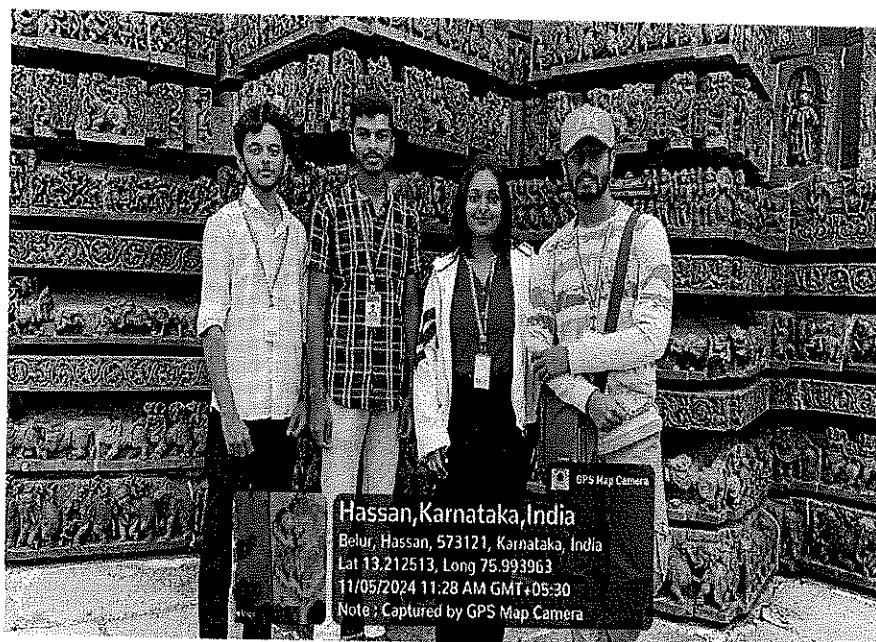
Heritage walks, are best way to learn and recognize our culture, tradition, philosophy, myths and associated rituals with them. The walk makes one look back and reminds us of our rich culture and history, provoking us to thing about the existence of every historical structure and place. It also helps in bringing focus of authorities towards the degrading conditions of heritage place, promoting their care and restoration. Heritage walk is a tool to explore the unexplored and neglected richness of the country. It plays an important role for the development of history and character of the city through generating interests and involvement of the local community in the urban conservation activity.



The HOYSALESWARA temple is a Shaivism tradition monument, yet reverentially includes many themes from Vaishnavism and Shaktism tradition of Hinduism, as well as images from Jainism. The temple is a twin-temple dedicated to HOYSALESWARA and SANTALESWARA SHIVALINGAS, named after the masculine and feminine aspects, both

## Department of Computer Science and Engineering (AI&ML)

equal and joined at their transept. It has two Nandi shrines outside, where each seated Nandi face the respective Shiva Linga inside. The temple includes a smaller sanctum for the Hindu Sun god Surya.



The temple has exclusive carvings and has a plan with two shrines, one for the King and one for the queen. It has about thousand figures on the walls which depict scenes of Mahabharata and Ramayana. It reflects the Hoysala architecture and was built in soapstone. The outer walls of this temple have intricate carvings and the temple has been described as an outstanding example of Hindu architecture. Hoysala temples are sometimes called hybrid or Vesara as their unique style seems between Dravida and Nagara styles.

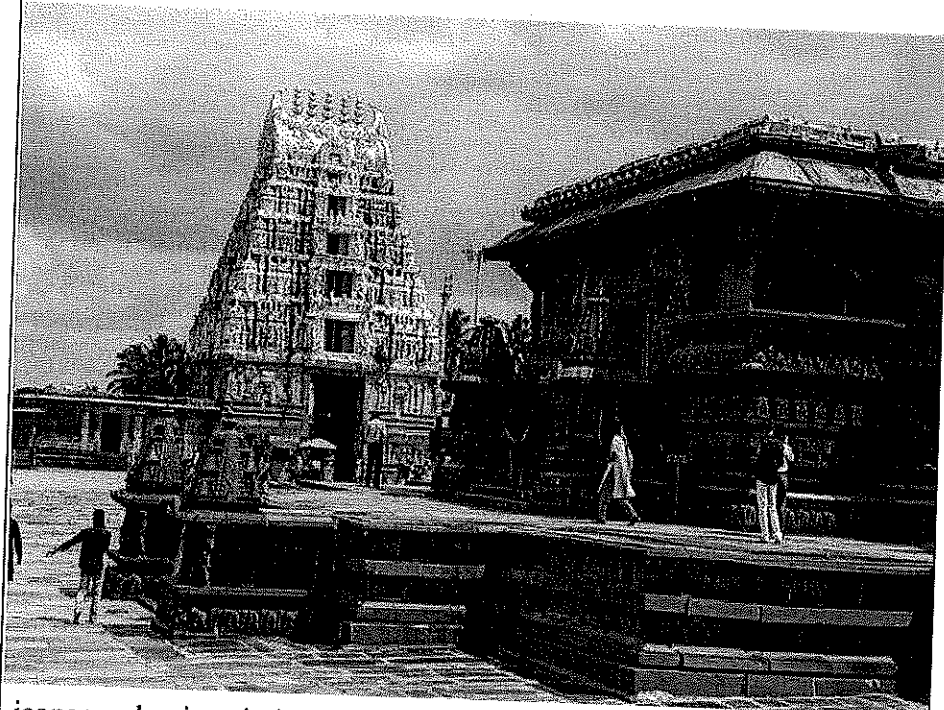
### CHENNAKESHAHA TEMPLE, BELUR:

Chennakesava (lit, "handsome Kesava") is a form of the Hindu god Vishnu. The temple is dedicated to Vishnu and has been an active Hindu temples incepts founding. It is reverentially described in medieval Hindu texts, and remains an important pilgrimage site in Vaishnavism. The



## Department of Computer Science and Engineering (AI&ML)

temple is remarkable for its architecture, sculptures, reliefs, friezes as well its



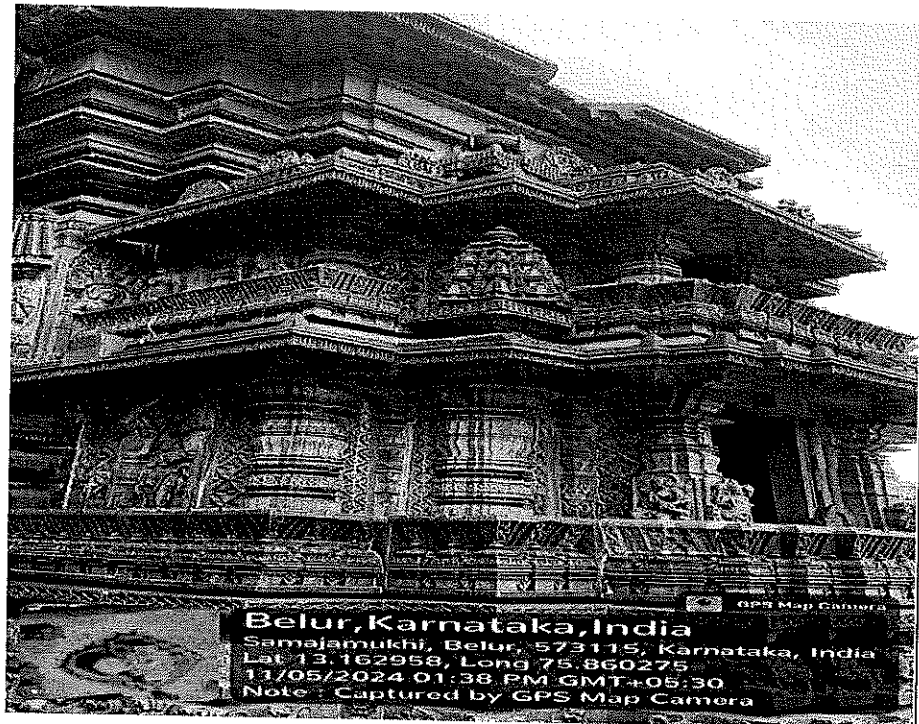
iconography, inscriptions and history. The temple artwork depicts scenes of secular life in the 12th century, dancers and musicians, as well as a pictorial narration of Hindu texts such as the Ramayana, the Mahabharata and the Puranas through numerous friezes. It is a Vaishnava temple that reverentially includes many the mes from Shaivism and Shaktism, as well as images of a JINA from Jainism and the Buddha from Buddhism.

Dedicated to the Hindu god Vishnu in 1117 and sponsored by King Vishnuvardhana, the Belur ChennaKeshava temple's design was also new at the time of its construction. It aligns most closely with the less sculptural variety of the Hoysala style, although a frieze of elephants is carved into the base of the building. The famous temple of Belur, also known as CHENNAKESAVA Temple is one of the oldest and grandest temples of Karnataka's Hassan district. It was built in the early 12<sup>th</sup> century by the Hoysala ruler, Vishnu vardhana, under the guidance of the Hoysala architecture. It was built in the town of Belur which is a famous



## Department of Computer Science and Engineering (AI&ML)

site for the capital of the Hoysala kingdom. The Hoysala kingdom ruled over this entire region for over three centuries inviting people and visitors from all across the country who flock to CHENNAKESAVA Temple. They admire the most fascinating and intricate sculptors and art along with the charm that this place holds and feel spiritually elevated.



### CRAFT CORNER:

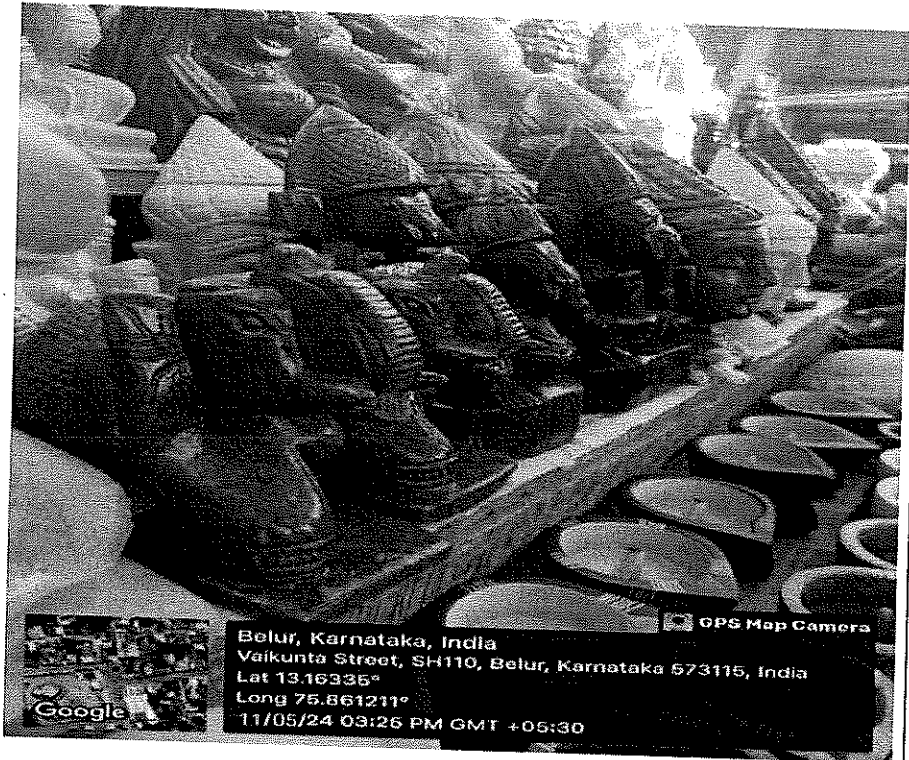
Stone carving is an activity where pieces of rough natural stone are shaped by the controlled removal of stone. Owing to the permanence of the material, stone work has survived which was created during our PREHISTORY. STONE carving is one of the processes which may be used by an artist when creating a sculpture. The term also refers to the activity of masons in dressing stone blocks for use in architecture, building or civil engineering.

We call the process of shaping rock "stone carving." Archaeologists have



## Department of Computer Science and Engineering (AI&ML)

found beautiful, carved stone structures amongst all cultures. But one of the oldest carved stone structures known to man is the Venus of BEREKH At Ram, which is over 800,000 years old. Stone masonry is an ancient process of preparing, shaping and building with stone. Masons can use a variety of tools for stone masonry but the most common tools include chisels, mallets, and straightedges.



The stone carver generally uses a shallower stroke at this point in the process, usually in combination with a wooden mallet. Eventually the sculptor has changed the stone from a rough block into the general shape of the finished statue. Tools called rasps and drifters are then used to enhance the shape into its final form. A rasp is a flat, steel tool with a





## Department of Computer Science and Engineering (AI&ML)

	<p>coarse surface. The sculptor uses broad, sweepings stroke to remove excess stone as small chips or dust. A riffler is a smaller variation of the rasp, which can be used to create details such as folds of clothing or locks of hair. The final stage of the carving process is polishing. Sandpaper can be used as a first step in the polishing process, or sand cloth. Emery, a stone that is harder and rougher than the sculpture media, is also used in the finishing process.</p>
Program Outcome	<ol style="list-style-type: none"> <li><b>Cultural Awareness:</b> The Heritage Walk significantly increased participants' awareness and understanding of the historical and cultural significance of various landmarks and heritage sites. This newfound knowledge fostered a deeper appreciation for our cultural heritage.</li> <li><b>Educational Experience:</b> The walk served as an educational experience, offering insights into the historical background, architectural styles, and cultural stories associated with the sites visited. This hands-on learning experience complemented classroom education and enriched the participants' knowledge.</li> <li><b>Community Engagement:</b> The event promoted community engagement and collaboration. Participants had the opportunity to interact with local historians, guides, and community members, fostering a sense of connection and shared heritage.</li> <li><b>Preservation Advocacy:</b> The Heritage Walk raised awareness about the importance of preserving and protecting heritage sites. Participants were encouraged to become advocates for heritage conservation and to contribute to preservation efforts in their communities.</li> <li><b>Memorable Experience:</b> The walk provided participants with a memorable and enjoyable experience. Many expressed their gratitude for the opportunity to explore heritage sites and learn</li> </ol>



## Department of Computer Science and Engineering (AI&ML)

	<p>about their cultural significance in a guided and structured manner.</p> <p>6. <b>Photographic Documentation:</b> The event also encouraged participants to capture and document their experiences through photographs. These photographs serve as a visual record of the walk and can be used for future educational and promotional purposes.</p>
--	--

*H. N. Prakash*  
Signature of the HOD  
Dr. Prakash H N

*Vishwanath B R*  
Dr. Vishwanath B R  
IIC Vice President

*H. N. Prakash*  
Dr. Prakash H N  
IIC President

*Dr. Mahesh P K*  
Dr. Mahesh P K

*Principal*  
Principal  
Rajeev Institute of Technology  
Hassan-573 201