#

Environmental Storytelling— Art/Science/Technology

- —CitizenStories[^]
- Nine Earths IMMERSIVE / AV
- Powers of Us immersive/xr/film
- ---Respira-Trees

Nine Earths is an immersive artwork that explores the relationship between ordinary lives and humanity's excessive demand for the Earth's resources. In doing so it invites the viewer to reflect on our impact on the planet, and how this connects us all.

Nine Earths is a collaborative piece created by the arts collective D-Fuse, and part of their environmental storytelling programme – a unique approach to highlighting some of the most urgent issues of our day.

Why Nine Earths?

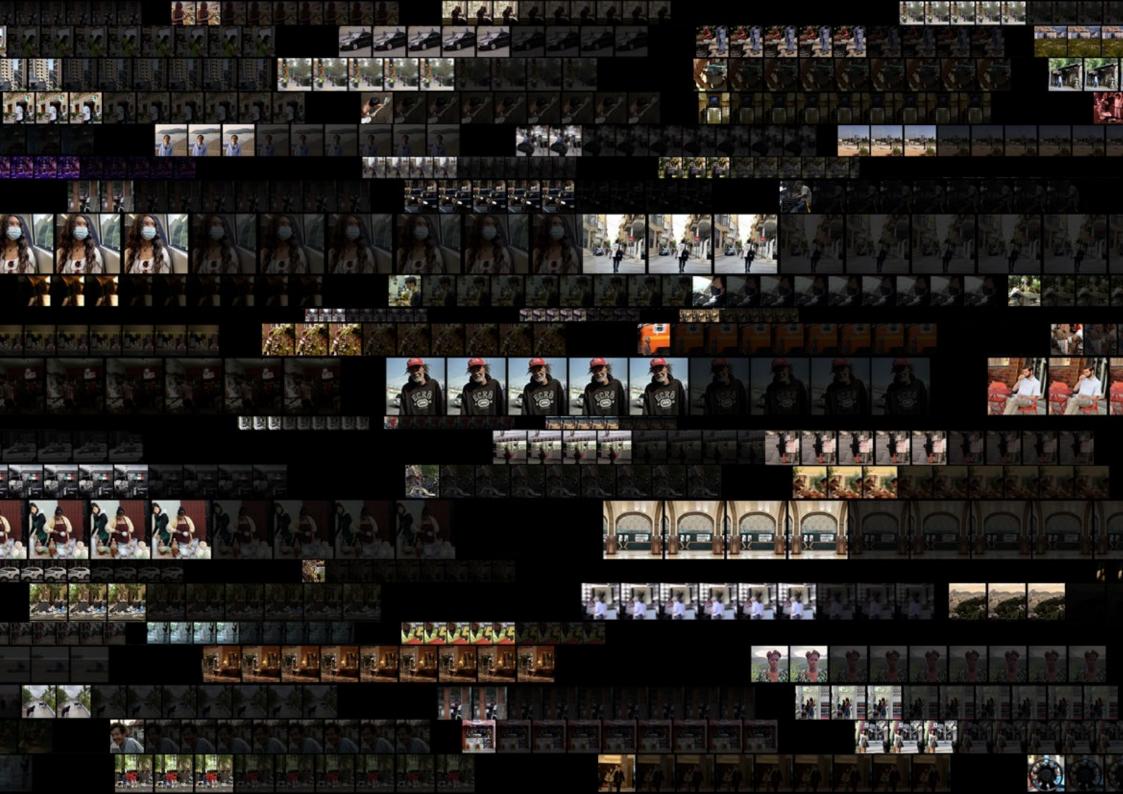
Each year human demand for natural resources — our ecological footprint — exceeds what our planet can regenerate in that time. We are going beyond what scientists call our planetary boundaries, and in doing so putting all our futures at risk. If we all consumed as much as Americans, for example, we would need the equivalent of five Earths' worth of the planet's resources. The Nine Earths of the title is inspired by the ecological footprint of the highest consuming nation of all — Qatar.

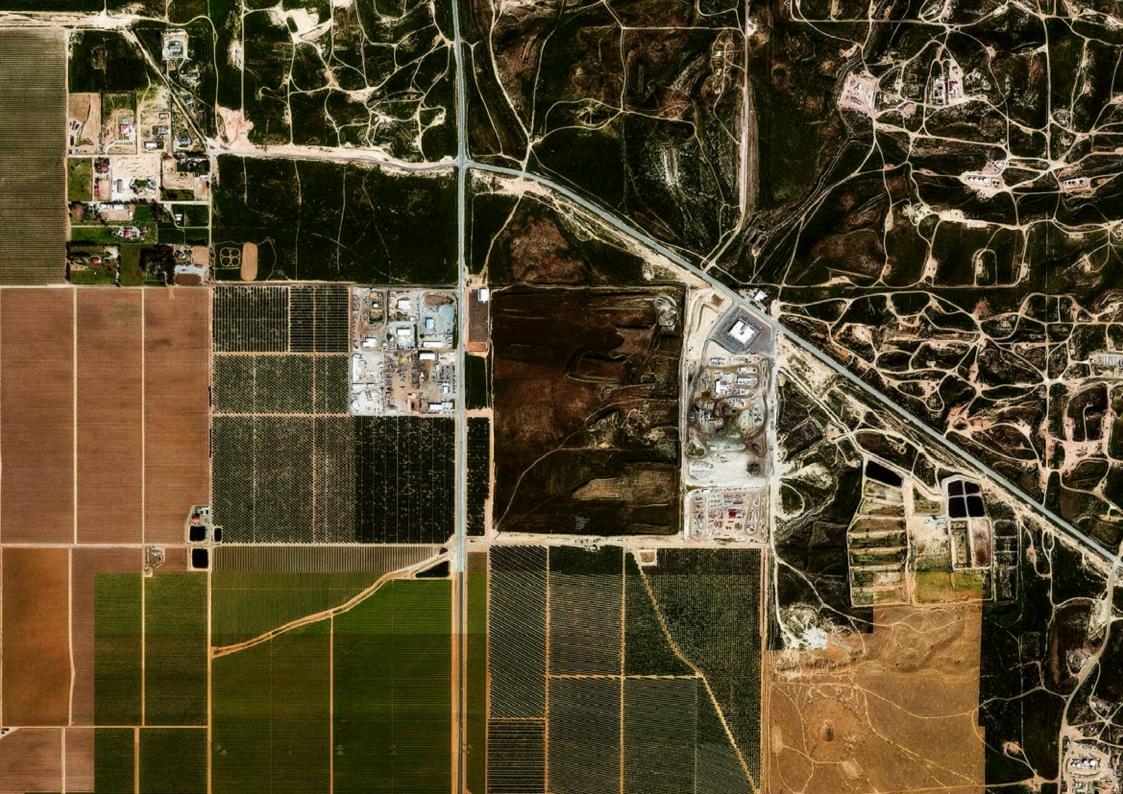


The planetary boundary (PB) concept, introduced in 2009, aims to define the environmental limits humanity can safely operate within. There are nine interlinked boundaries humanity must respect to keep the planet habitable. Six of these have already been overstepped.

The ecological footprint is a way of measuring the impact of human demand on the Earth's ecosystems, otherwise described as its biocapacity. It measures the scale of the biologically productive area that must be regenerated to facilitate the consumption of all products and services.







"There is something about watching our environmental issues through the visual medium. If structured and shown with research, the impact can be lasting"

Rutger Bregman Author of Humankind: A Hopeful History "People respond to art and stories that produce emotions, not just facts. Nine Earths shows how normal people live around the world, consuming food, goods and energy, and we can see ourselves reflected in their lives. I'm very proud to be involved"

Mark Maslin
Earth System Science, University College London



THE RICHEST
10% OF US
EMIT HALF
OF OUR
PLANET'S
CARBON
EMISSIONS

Nine Earths takes its audience on an audiovisual journey, blending words, film, photography, sound and data graphics to explore human consumption and its impact on our world. Central to the piece are "citizen stories" of ordinary people describing their daily routines, hopes and fears. The artwork travels through several continents, bringing together local experiences with its global theme. There are aerial photographs that capture the consequences of over consumption, while quotes from scientists, economists and activists provide a wider context.

/ Nine Earths Trailer https://vimeo.com/dfuse/nine-earths-trailer-1

/ Nine Earths Ethnographic Research https://vimeo.com/dfuse/nine-earths-research-vn



أشعر بالضياع لأثني أعلم أن الدول الغنية تستهلك الكثير وتنتج الكثير من النفايات، مما يؤثر على البيئة، بيتما البلدان الفقيرة ليس لديها شيء تتأثر البرازيل بظواهر الطقس الشديدة والأمراض المعدية وتلوث الهواء. كما يتفاقم سوء التغذية والجوع بسبب ارتفاع درجة الحرارة العالمية. تُعد البرازيل من بين أسوأ دول السياسة

المناخية في العالم، وأرى مستقبلًا

دون ضوء في نهاية النفق.





Tôi là Mario. Tôi đến từ thành phố Guatemala. Vợ tôi và con trai sống ở đầy, còn tối thì gửi tiền về cho họ. Đôi khi tôi làm 12 giờ một ngày, đôi khi thì là 8 giờ. Khoảng hai tuần trước tôi đã chuyển đến LA. Tôi muốn sống ở đây trong vòng hai năm tới và sau đó sẽ quay lai Guatemala. Tôi thích sống ở đầy vi cám giác rất an toàn.





chính trị và ý thức môi trường của người dân. Chủ nghĩa tiêu thụ cũng ảnh hưởng đếnbiến đối khí hậu. Tôi sống ở vùng đồng bằng sông Cửu Long, một vùng đất hiện đang có nguy cơ bị ngập do nóng lên toàn cầu. Gần đây, mùa hè ngày càng nóng hơn. Những năm 2014 - 2019 được coi là thời điểm nóng nhất. Hiện tại, chúng tôi đeo khấu trang để bảo về bản thân khỏi ở nhiễm không khí.

Chủ nghĩa tiêu thụ phản ánh

tư duy, nhu cầu, văn hóa,





diana.





















































2.2

reference.







2.0





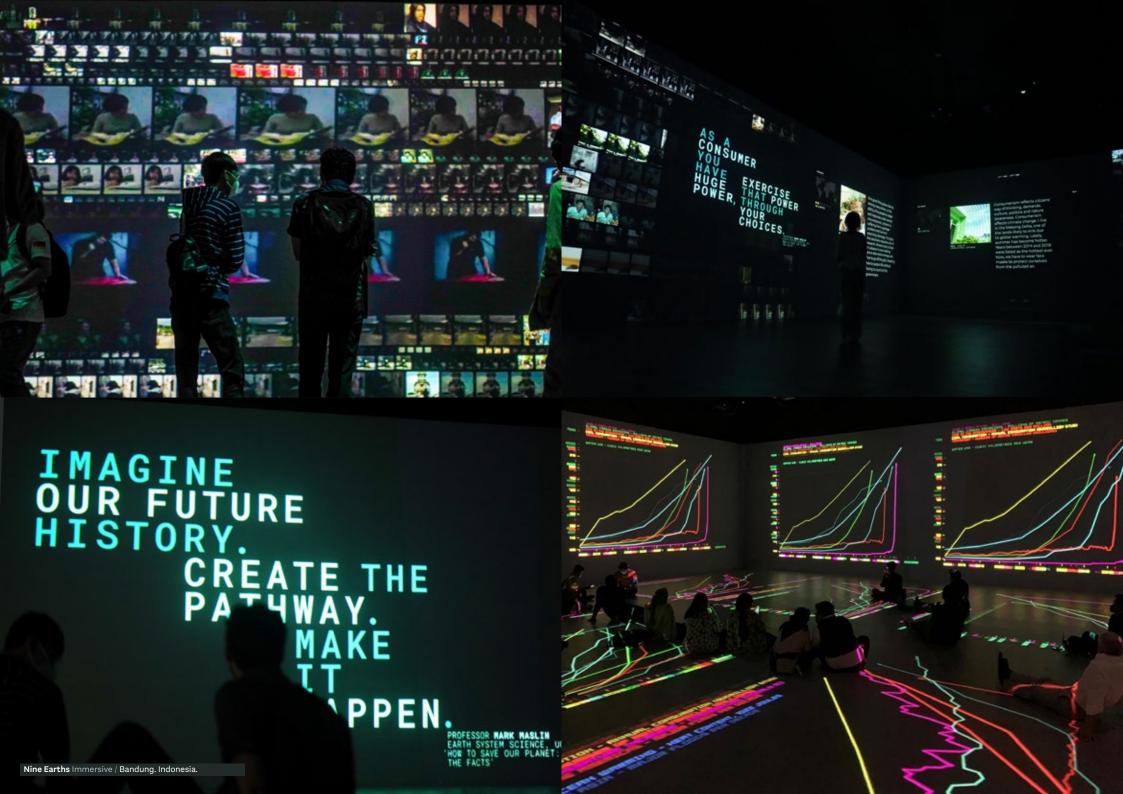




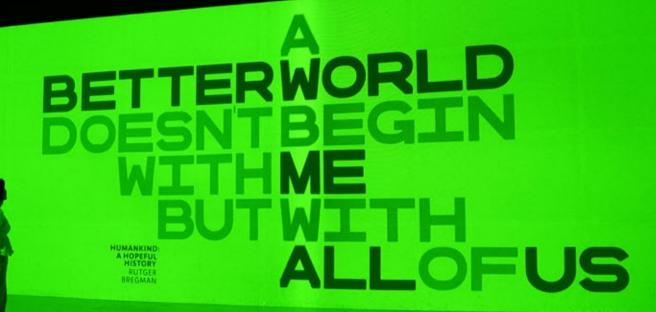








Nine Earths is a positive, compassionate artwork, influenced by Rutger Bregman's book Humankind: A Hopeful History, which makes the argument that it is realistic - as well as revolutionary - to assume that people are essentially good and that, together, we can build a better future.



Nine Earths has been developed in collaboration with researchers, scientists and filmmakers worldwide. Originally commissioned by the British Council to mark the UK hosting the UN climate change conference in Glasgow, the artwork is a dynamic piece that continues to evolve – adding different places, people and their stories as time goes on. This allows Nine Earths to be customised to be site-specific, with local workshops where individuals can contribute their citizen stories. While Nine Earths is primarily an immersive installation, it is also available as an audio-visual performance and as a set of single-screen films (ethnographic research and audio description screening).

/ Nine Earths Immersive installation

High-resolution four/five screen Immersive space it can be configured and presented as a Cube, 360-degree cylinder, or video wall. / Nine Earths Audio Visual AV

Currently, comprises of two live sets - Act One, The Reality and Act Two, The Resolution.

/ Nine Earths
Audio Description
AD screening

Bespoke single screen film with audio description (AD) for the visually impaired.

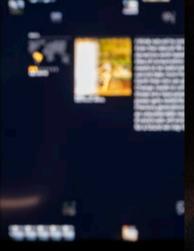
/ Nine Earths
Research
screening

Visual ethnography research film. Narrated by climate scientist Mark Maslin and artist / academic Kevin Walker.



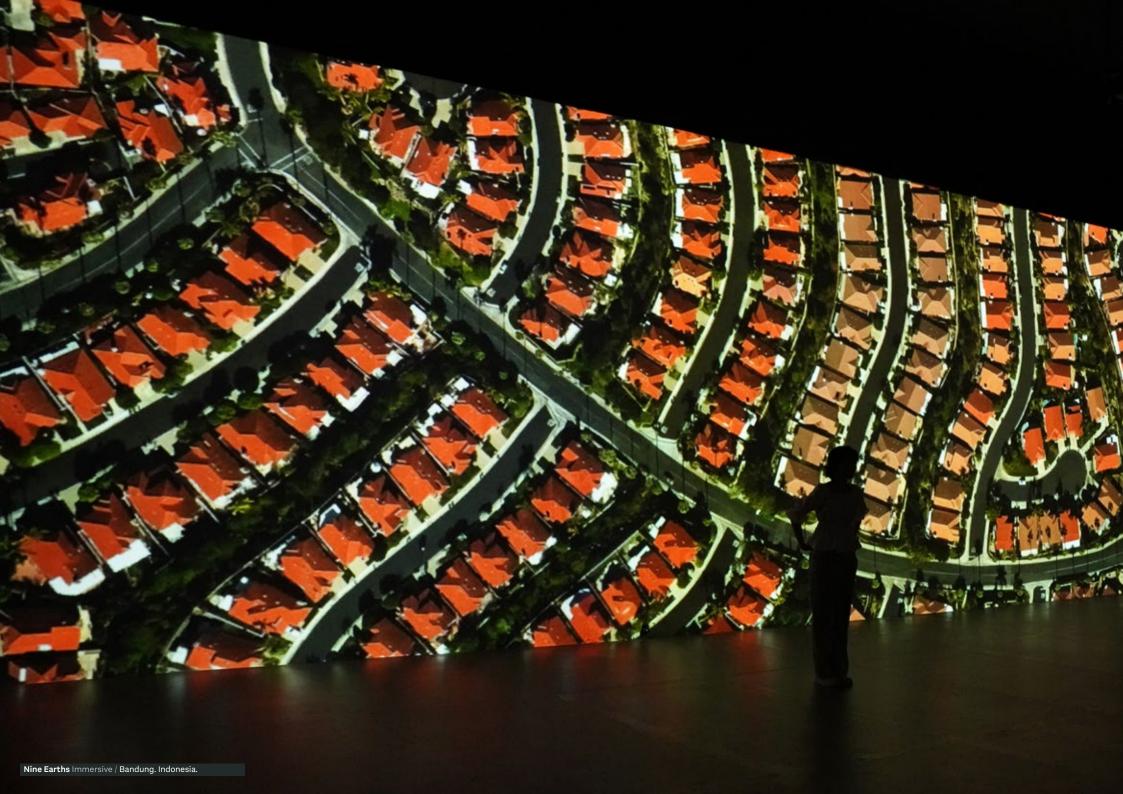








WE ARE THE LOSING THE FORSIL THE FOSSIL TRY VERY BADLY TO THE FACT THAT MOST PEOPLE STILL DON'T KNOW THEY'RE IN A WAR AGAINST IT.



Environmental Storytelling—Art/Science/Technology

Nine Earths is a collaborative piece created by the arts collective D-Fuse, and part of their environmental storytelling programme. The programme reflects the collective's passion to amplify the voices of marginalised communities and focus more attention on the pressing environmental issues of our times, including climate change, biodiversity loss, ocean acidification, land-system change, and excessive demand for the Earth's resources.

Other current environmental storytelling projects are:

Environmental
Storytelling
Workshops

During workshops participants will delve into discussions, ethnographic storytelling and data collection. Accompanied by an Urban Climate Walk. / Respira-Trees
Installation

An environmental installation that raises awareness about air pollution by making invisible data visible.

/ Powers of Us XR / Immersive Installation

An VR / Immersive Film inspired by Charles and Ray Eames' film, Powers of Ten, which explores our planet's environmental fragility and the effects of global consumption.





About D-Fuse

Founded by neurodivergent artist Mike Faulkner in the mid-1990s, D-Fuse is a collective of audiovisual innovators who collaborate on environmental storytelling using a range of media and art forms. The collective's output encompasses immersive art installations, live audiovisual performances, experimental film, animation and virtual reality.

D-Fuse has collaborated on a wide range of high-profile commissions with international partners including Al Gore, the Eames Office, the British Council, Steve Reich, Beck, Hauschka, Leftfield, Scanner, Greenpeace, University College London, Cranbrook Academy of Art, Immersive Media Lab/USC and Eyebeam. Exhibitions include COP26 (Glasgow), COP27 (Sharm El Sheikh), the British Film Institute (London), Prix Ars Electronica (Linz), Mori Art Museum (Tokyo), Tribeca Film Festival (New York), Museum of Modern Art (San Francisco), Sonar D+ (Lisbon/Barcelona) and the Cannes Film Festival.

Contact SM

Email/ mike@dfuse.com Web/ www.dfuse.com FB/ @DFuseAV IG/ @dfuse_av TW/ @D_Fuse

D-Fuse

SDGs (UN Sustainable Development Goals)

Nine Earths has been informed by and reflects nine of the UN Sustainable Development Goals to address the global challenges we face. The goals aim to achieve a better and more sustainable future for all, encouraging positive behavioural change and educating and empowering every person on the planet.



Nine Earths Credits

Director, Artist and Creator Mike Faulkner – D-Fuse

Associate Producer / Vladislav Severtsev

Researcher and Concept Advisor / Kevin Walker – Associate Professor of Immersive Media, Centre fo Postdigital Cultures, Coventry University.

Climate Change Advisor / Mark Maslin – Professor of Earth System Science, University College London.

Climate Communication Advisor / Julie Doyle -Professor of Media and Communication, School of Art and Media, Centre for Spatial, Environmental and Cultural Politics, University of Brighton Music Composer / Robin Rimbaud - Scanner

Creative Developer / Toby Harris - D-Fuse

Design and Animation Optimization Ben Sheppee – Observatory Creative

Creative Consultant / Glenn Rickwood - D-Fuse

Design Advisors / Christian Küsters – CHK Design Tomi Vollauschek – FL@33

Production Partners / Maya Chami (Lebanon) Andrew Stiff – RMIT University (Vietnam) Adi Panuntun – Sembilan Matahari (Indonesia) Thiago Cury – Musica Estranha (Brazil) Batman Zavareze – Multiplicidade (Brazil)

Photography Credits

Nine Earths Immersive / Sembilan Matahari Nine Earths Audio description / D-Fuse Nine Earths AV@Iklektik / Alastair Fyfe Photography Enviromental Storytelling workshops / Pho Ben Doi



