

NINE EARTHS



Environmental Storytelling — Art/Science/Technology

— **Nine Earths** IMMERSIVE / AV

— **Powers of Us** IMMERSIVE / XR / FILM

— **Respira-Trees** INSTALLATION / WALK

— **Citizen Stories** WORKSHOPS

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.

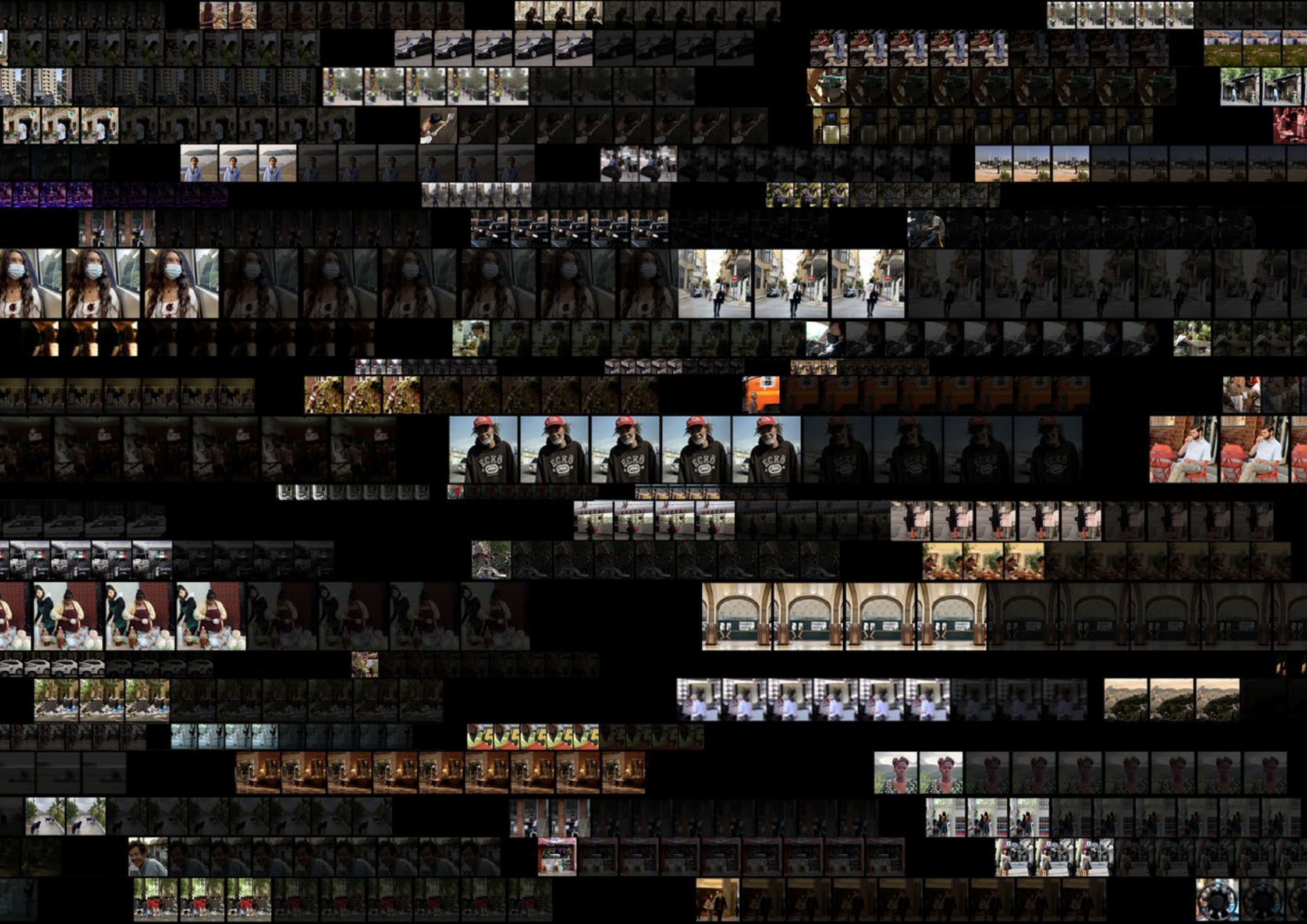
Created by the media arts studio D-Fuse, **Nine Earths** is part of the studio's Environmental Storytelling programme which represents a unique approach to highlighting some of the most urgent issues of our day.

Originally commissioned by the British Council to mark the UK hosting the UN climate change conference in Glasgow the installation has been developed in collaboration with researchers, scientists and filmmakers worldwide.

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.

Nine Earths Immersive—Trailer

<https://vimeo.com/dfuse/nineearth-immersive-trailer>



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.



Our **ecological footprint** describes the impact of human demand on the Earth's ecosystems, also known as its biocapacity. It measures the biologically productive area that must be regenerated to facilitate the consumption of all products and services.

The **planetary boundary** concept, introduced in 2009, aims to define the environmental limits within which humanity can safely operate. Coincidentally, there are nine interlinked boundaries we must respect to keep the planet habitable. Seven of these have already been overstepped.



“**Nine Earths** encompasses the British Council’s core values by supporting cultural exchange and interdisciplinary projects to highlight key issues impacting the planet.

Nine Earths brings hyperlocal voices together, empowering communities to express and share their perspectives through digital tools that build agency and confidence in communication. It places these voices within an international network, uncovering parallels and shared concerns across different contexts.

In an age of digital monopolies, it is vital that grassroots communities are given the space to shape meaningful practices and tools, and to safeguard their own voices and stories, and the British Council continues to support the project’s successful progression.”

Scott McDonald
Chief Executive, British Council.

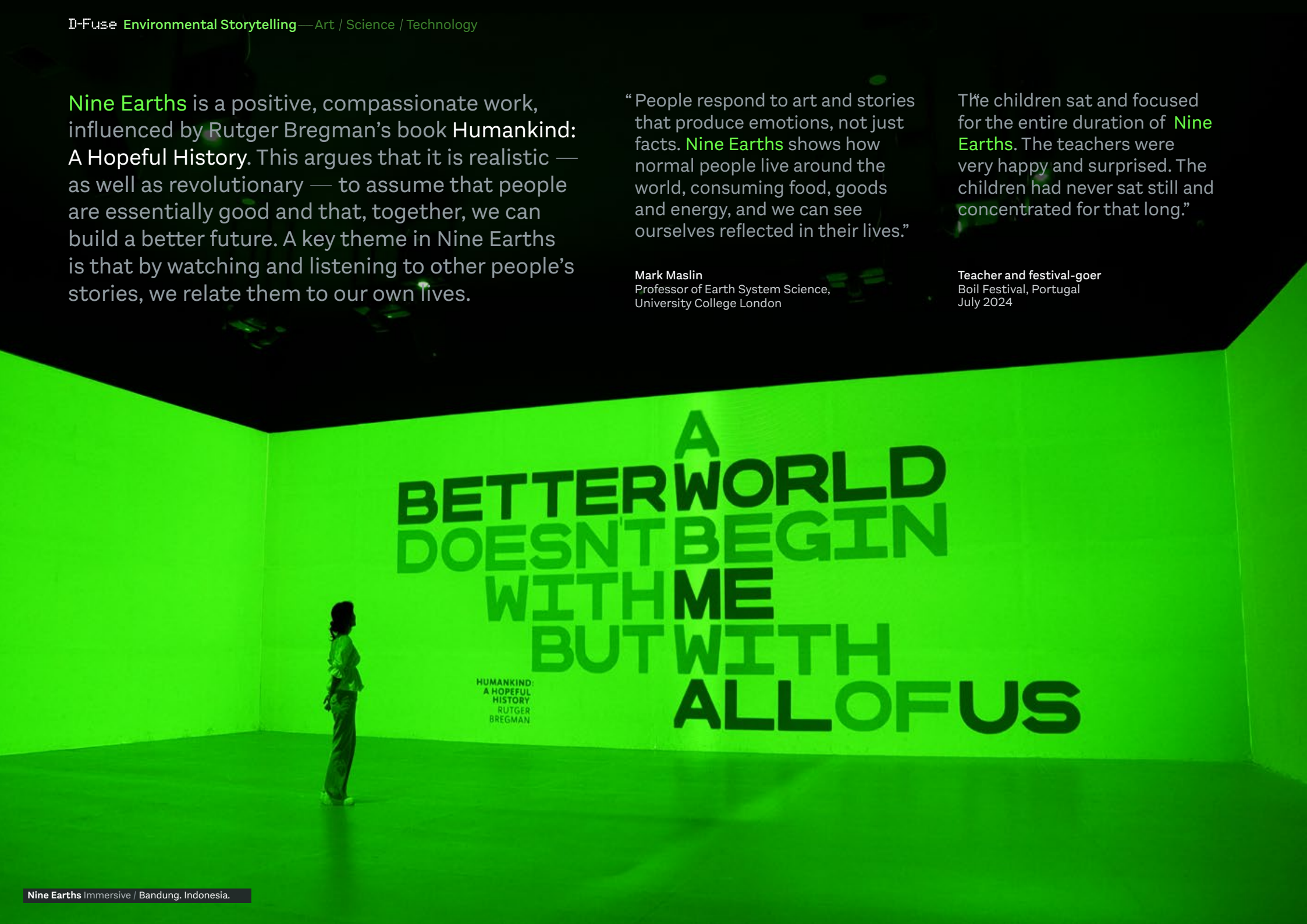
Nine Earths is a positive, compassionate work, influenced by Rutger Bregman's book **Humankind: A Hopeful History**. This argues that it is realistic — as well as revolutionary — to assume that people are essentially good and that, together, we can build a better future. A key theme in **Nine Earths** is that by watching and listening to other people's stories, we relate them to our own lives.

"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."

Mark Maslin
Professor of Earth System Science,
University College London

The children sat and focused for the entire duration of **Nine Earths**. The teachers were very happy and surprised. The children had never sat still and concentrated for that long."

Teacher and festival-goer
Boil Festival, Portugal
July 2024

A person stands in a dark room, looking at a large wall covered in a green projection of text. The text is arranged in a grid-like pattern, with the words "A BETTER WORLD DOESN'T BEGIN WITH ME BUT WITH ALL OF US" in large, bold, white letters. To the left of this main text, in smaller white letters, is "HUMANKIND: A HOPEFUL HISTORY RUTGER BREGMAN".

A
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Citizen Stories

Central to the piece are **Citizen Stories**. These short films and texts are created by ordinary people sharing their daily routines, hopes and concerns. The artwork travels through continents, weaving local experiences around universal themes such as “breakfast.” When these stories are viewed together, patterns begin to emerge and we recognise reflections of ourselves. Empowering individual voices into a shared collective narrative.

Citizen Stories can be submitted remotely or developed through workshops that give local participants opportunities to engage with the project themes and share their experiences. These hyperlocal moments are presented as equal in importance; everyone’s stories are valid and connects audiences to reflect on their own position within the narrative.

Aerial photographs reveal the scale and consequences of overconsumption, while questions and statements from scientists, economists and activists provide critical context and challenge audiences to think more deeply. **We are all citizens.**





Nine Earths Immersive installation

High-resolution four/five-screen immersive space. This can be configured and presented as a cube, 360-degree cylinder, or video wall.



Nine Earths AV audio-visual performance

Currently, this consists of two live sets: Act One, The Reality and Act Two, The Resolution.



Nine Earths AD audio description film

A bespoke single-screen film with audio description for the visually impaired.



Living on Nine Earths film / research

Ethnographic film.



Environmental Storytelling — Art / Science / Technology

D-Fuse are committed to amplifying marginalised voices and to highlight urgent environmental issues using sound and imagery as powerful tools to connect people to narratives. We do this through a series of artworks and collaborations that include Immersive installations, performances and community engagement.

Current environmental storytelling projects include:



Nine Earths
Immersive / AV / Films

An immersive installation, audio-visual performance, and a series of short films exploring the relationship between everyday life and humanity's excessive demand on the Earth's resources.



Citizen Stories
workshops

Participants will engage in discussions, learn filming and editing techniques, explore ethnographic storytelling, and create their own Citizen Stories for the evolving **Nine Earths** artwork. The workshops also include an urban climate walk to examine how daily life impacts the planet.



Respira-Trees
installation / workshops

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



Powers of Us
360° VR / Immersive

A 360 Film inspired by Charles and Ray Eames' film, **Powers of Ten**, which explores our planet's environmental fragility and the effects of global consumption.

Environmental Storytelling — Art / Science / Technology

D-Fuse

D-Fuse is a media arts studio creating immersive environmental storytelling at the intersection of art, science, and technology. Founded by London-based neurodivergent artist Mike Faulkner, the studio has exhibited internationally at major cultural and environmental platforms, including COP26, COP27, the BFI, Prix Ars Electronica, Mori Art Museum, Tribeca Film Festival, MoMA San Francisco, Sónar+D, and the Cannes Film Festival.

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PDF Links /

Click on links below

[Nine Earths Immersive—Deck](#)

[Nine Earths Immersive Set up—Deck](#)

[Nine Earths A/V Set up—Deck](#)

[Respira-Trees Installation—Deck](#)

[Citizen Stories Workshops—Deck](#)

[Power of Us Immersive /XR—Deck](#)

Video Links /

Click on links below

[Nine Earths Immersive—Trailer](#)

[Nine Earths A/V Performance—Trailer](#)

D-Fuse's work is informed by the **UN Sustainable Development Goals (SDGs)**. The goals were adopted by the United Nations (UN) in 2015 as a universal call to action to end poverty, protect the planet and ensure that by 2030 all people enjoy peace and prosperity.



Photo Credits / Right to Left

P1 / P11 / P12 / Sembilan Matahari. P3 / Matthias Kispert. Alastair Fyfe Photography. Mike Faulkner (D-Fuse). Sembilan Matahari. P10 / Sembilan Matahari. Chris Allen (The Light Surgeons). In Place of War. Snapsico. Alastair Fyfe Photography. P11 / P12 / Sembilan Matahari. P13 / Chris Allen (The Light Surgeons). Mike Faulkner (D-Fuse). Paul Mumford (Labmeta).