## How to be a good ancestor - Roman Krznaric

Roman Krznaric's idea is that we are constantly stuck between achieving short term goals at the expense of future generations or ignoring immediate satisfaction for the sake of our long term goals.

In order to be good ancestors we must live within our ecological bounds so that we're not leaving a trashed planet behind for future generations.

#### The Problem

The problem is that it's easier to disregard long term environmental goals in favour of easier short term solutions. People are often not motivated to work towards a greener society, either through apathy or denialism.

## The Opportunity

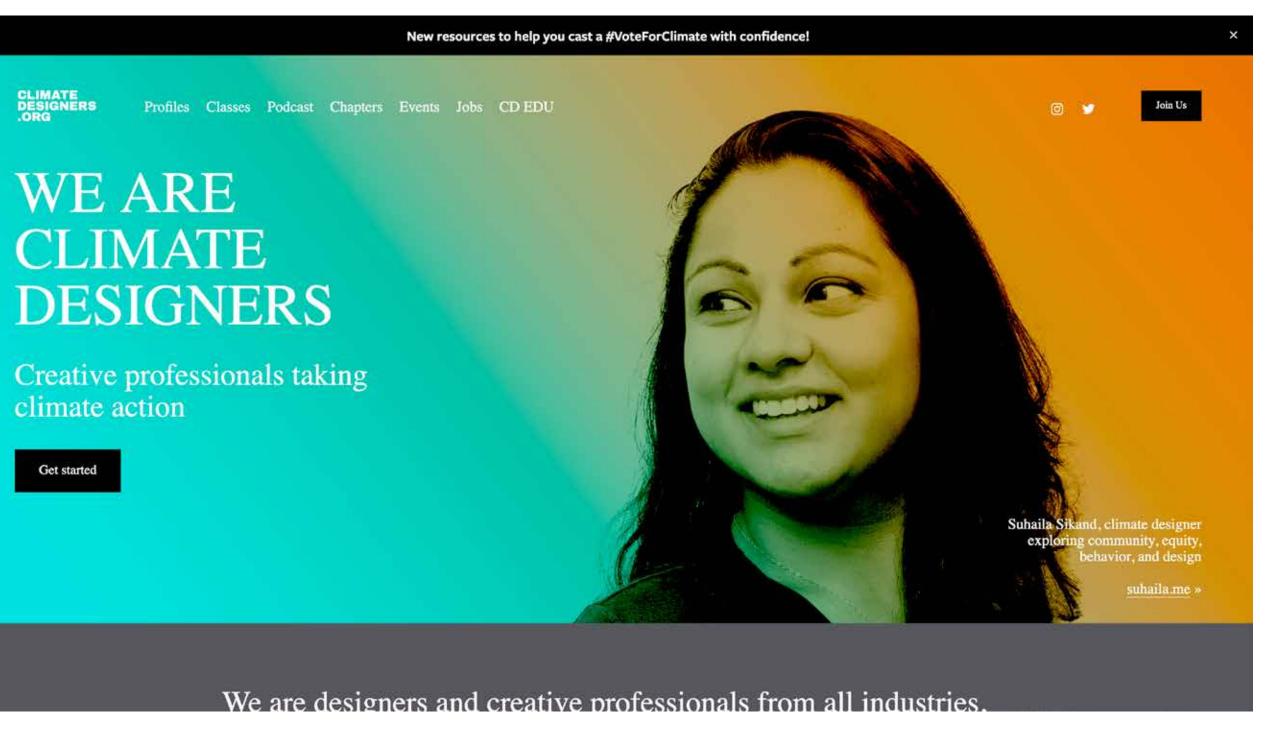
The opportunity is to engage a new base for the environmental movement comprised of people who felt they didn't want a place in it.

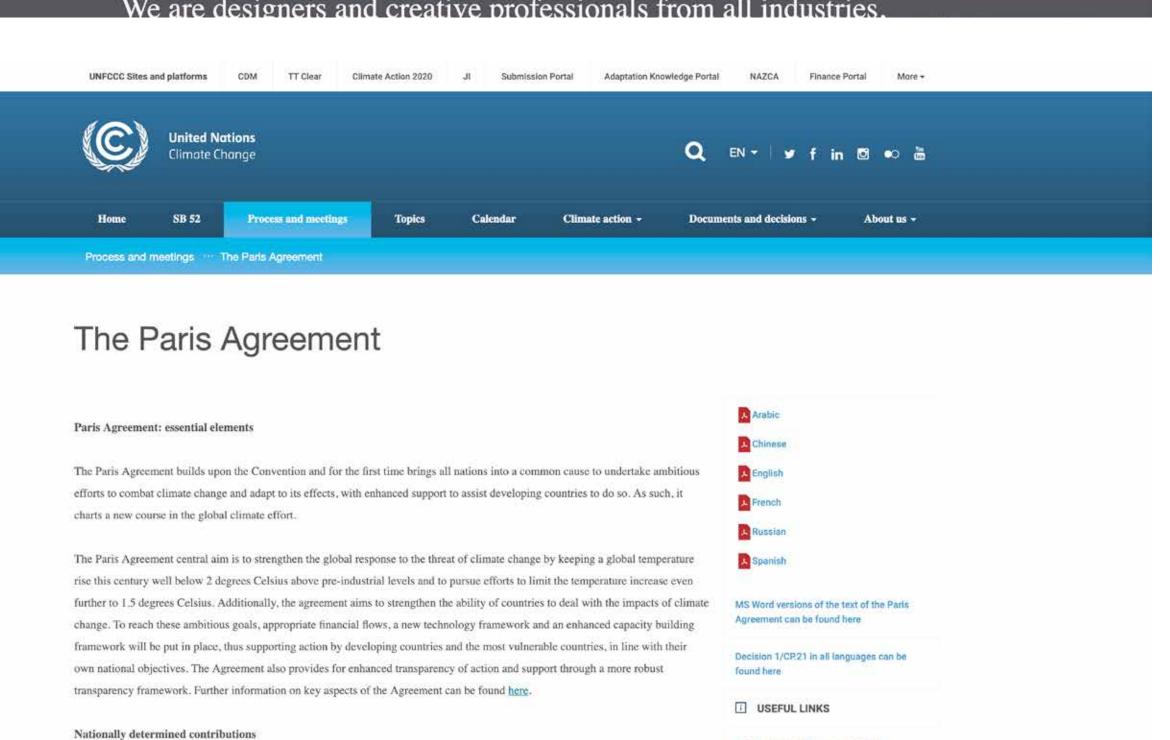
#### Initial background research on the subject

I looked at existing climate change movements to see where there is a gap in the market.

It seems to me that the majority of movements are too dry or academic, or too progressive, melodramatic and/or aimed at children to reach a more traditional or conservative audience.

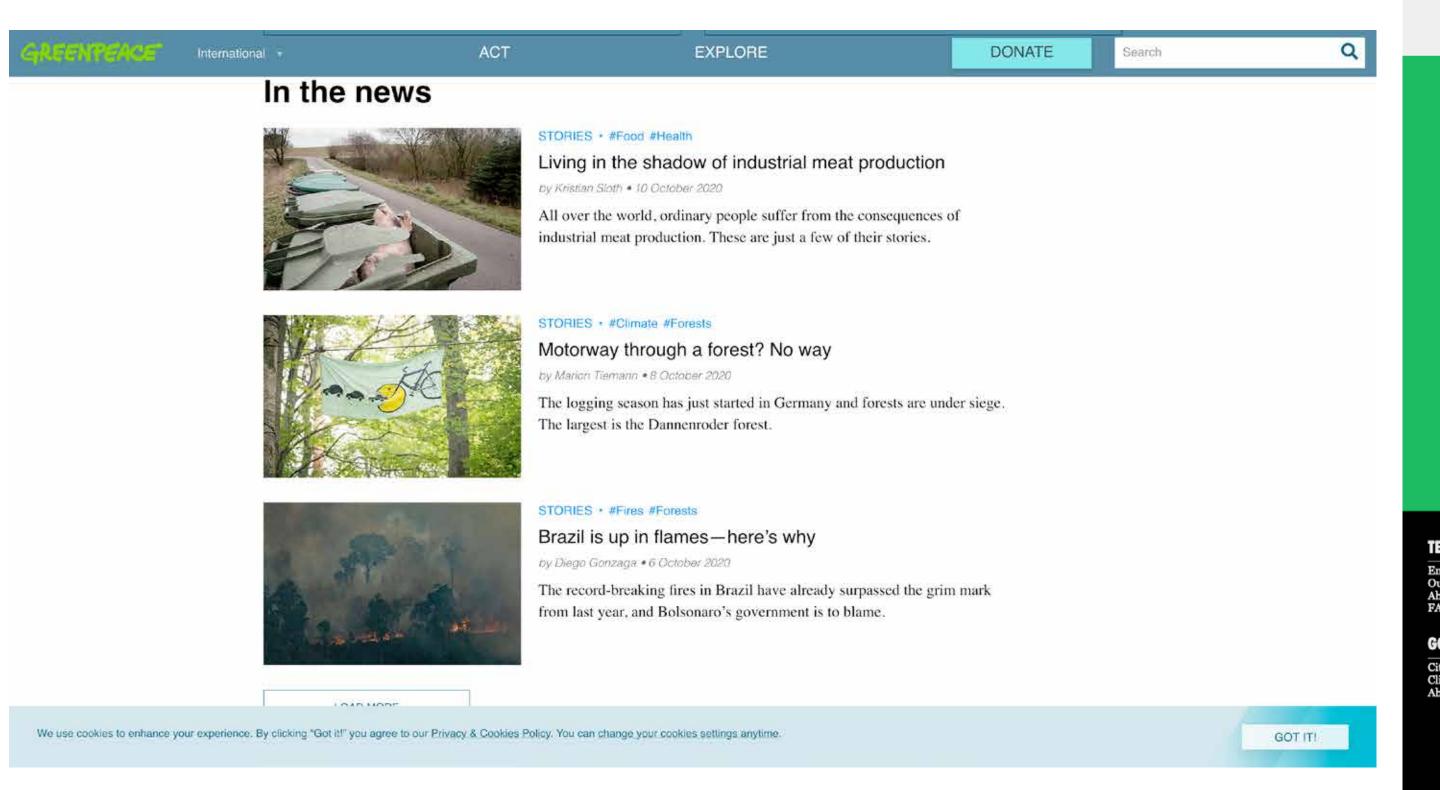
To have a reasonable chance at making people change their habits or agitate for political change we need to reach as broad an audience as possible. Meaning that we should make media aimed specifically at demographics most likely to be apathetic or in denial about the climate.

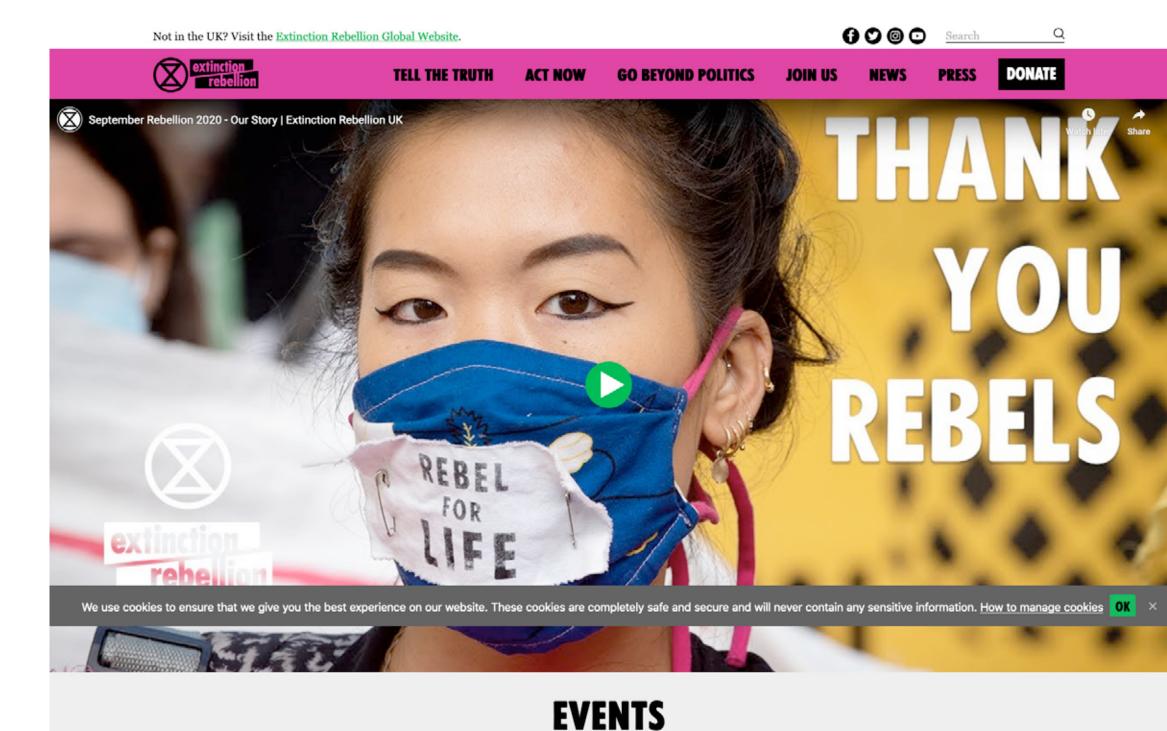




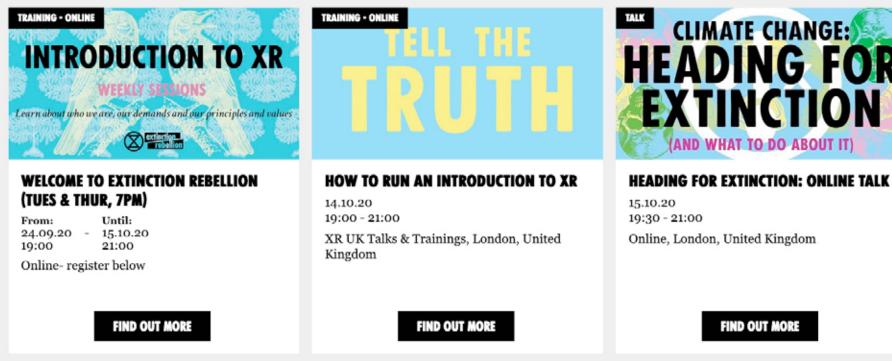
Ad-hoc Working Group on the Paris





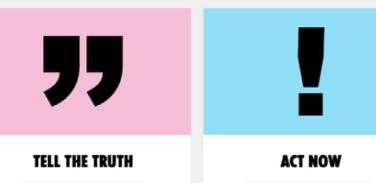






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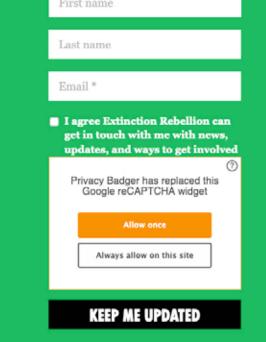




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## My idea

My idea is to produce a piece that presents the climate crisis as a temporary struggle by the use of a visual metaphor, a sunset and night sky followed by sunrise.

The voice clip fits the metaphor well by starting a bit dire but ending on a positive note.

### Initial development of the basic idea

Using the idea of a sunset-sunrise background as a (long standing) metaphor for a passing crisis.

Using nostalgia in the form of video grain, historical typefaces, video effects like slow frame rates that imitate early camera equipment.

Using the video to highlight text in the audio clip.

maybe even title cards like in really old movies.



Roman Krznaric

We're always in this dilemma, in our own minds and in our societies, between the short-term and the long-term

Whether you're thinking of creating a circular economy, or rewilding, or in other areas, it's all about living within those boundaries.

 not just the shareholders, but the future-holders of tomorrow."

But if you're interested in long-term thinking, it's not just about thinking in terms of time, into the future: it's about · thinking about place.

That way, I think we can really do something right for the future-holders

if we want to survive over the long-term as a species and as a planet, we should be living within the biocapacity of the one planet that we know that sustains life and not just jetting off to Mars

## Plan to develop the project further

begin storyboarding, explore ways to illustrate the video without simply making quotes out of the audio and putting them on screen.

I'll experiment with using some animations of stars, clouds and other celestial motifs to illustrate the points in the audio so the video doesn't end up too text heavy.

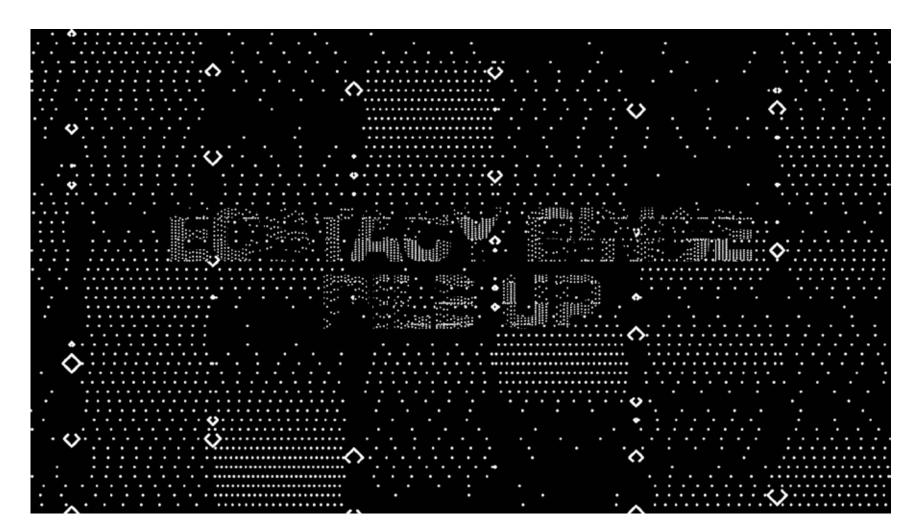
I'll also work on creative text animations to stylize the text and transitions between quotes.

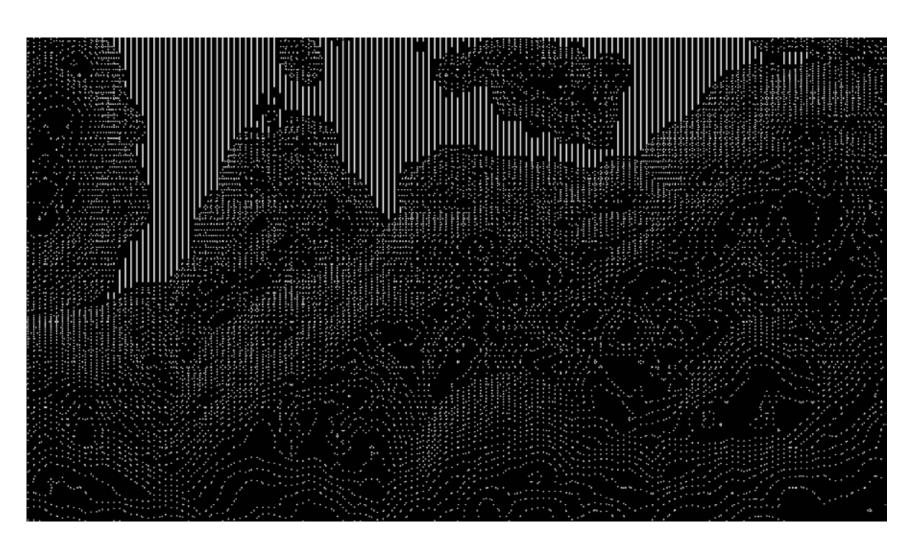
# how your proposal fits into the context of relevant existing work by other artists or designers

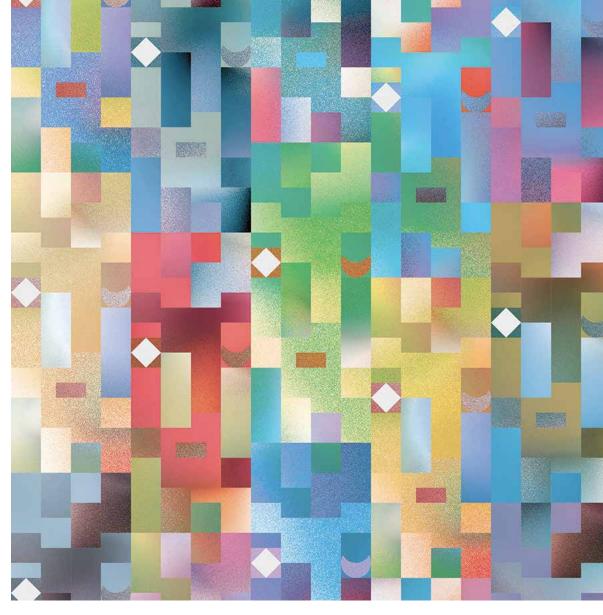
My goal is to create a piece that is highly accessible by using universal visual metaphors to illustrate the points of the video in a gentle and warm but forward looking way. Hopefully catching an audience that doesn't like the doom and gloom or aesthetics of other environmental movements.

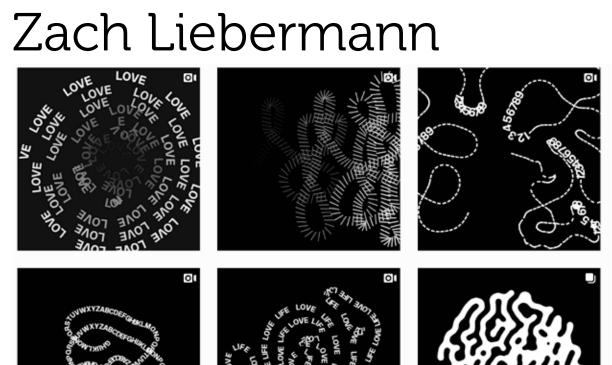
For visual content I'd like to draw influence from generative art and design. As well as the paintings of John Harris and Ana Montiel.

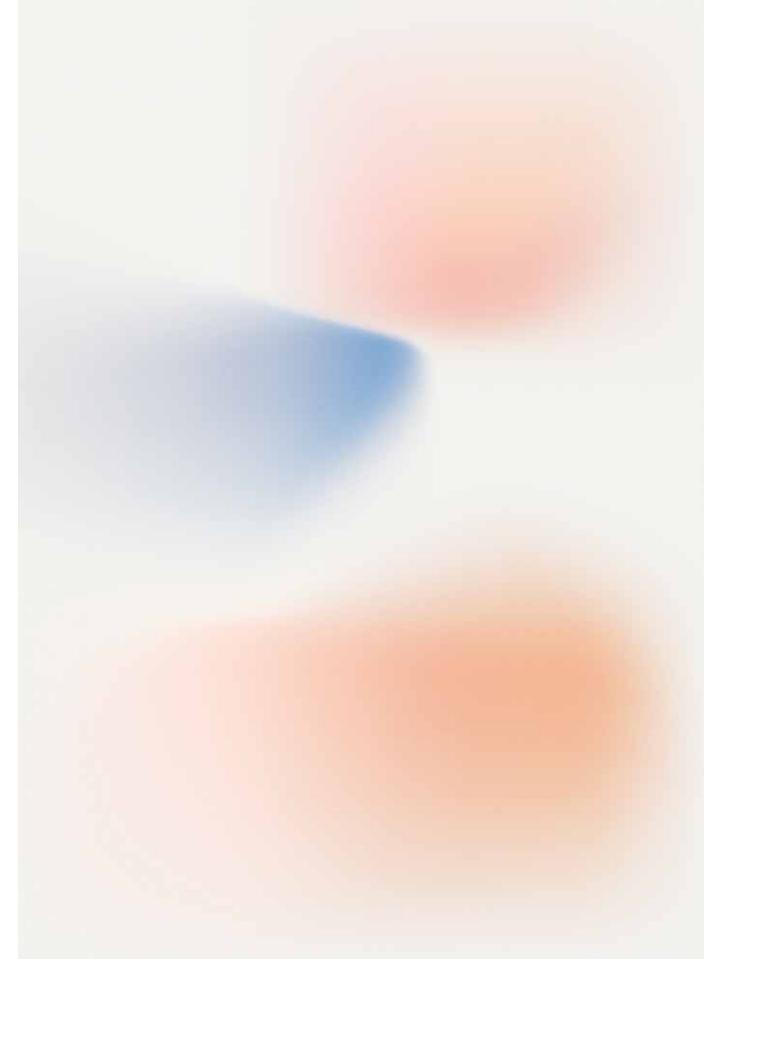
#### Optigram











#### John Harris

