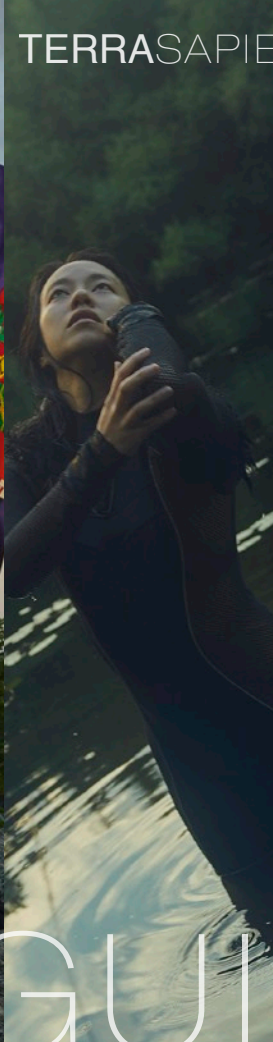


DAMIANSIQUEIROS



TERRASAPIENS STUDIO

# TERRARIUM A GUIDE

# INDEX

A woman in a purple and green outfit with a large, colorful, patterned cape, performing a high kick on a rocky outcrop in a forest at sunset. The background is a dense forest of evergreen trees under a cloudy sky with a warm, golden light.

01.

WHAT IS ART  
FOR IMPACT

TERRA SAPIENS  
STUDIO

02.

p.4

p.8

p.14



Terrarium is the magnum opus of artist Damian Siqueiros and Terra Sapiens Studio. In its creation, there is an alignment of discourses of social and ecological sustainability throughout the creative process and what is communicated by the artwork.

Terrarium's process mirrors principles that have become imperative to solve social and environmental crises. As one of humanity's significant endeavours, Art can do its part in implementing green and equitable processes that build thriving artistic ecologies with positive impact on the community.

More so, Art has the power to incept and speed the cultural shifts necessary to achieve policies and habits, disseminate solutions and reimagine pathways that lead to positive, viable futures.

The following document is a guide to Terrarium and the possibilities for partnership with museums, galleries, ONG and environmental foundations that believe in Art as a tool for impactful change.



01. 02. 03.

WHAT IS ART FOR IMPACT?

Often in environmental activism, art is dismissed as ornamental and ineffective.

Our purpose is to create art, that along with empathic storytelling, play a significant role in incepting, speeding and implementing positive cultural shifts.

Terra Sapiens acts on a long-term impact timeline by introducing narratives that lead to environmental and social healing and direct impact through our process and educational initiatives.

Ultimately, our intent is to give purpose and support those who want to improve their social-ecological environments.

This is what we call Art for Impact



# ART FOR IMPACT

## TIMELINE

- Longterm cultural shifts through green narratives
- Direct impact through socioecological circular processes
- Direct impact through education

## ART AS MEANING

Good storytelling connects us to our purpose and reinforce our core values.

## EMPATHIC LISTENING

To have impact:

- Choose your audience through empathy,
- Map and understand the worldview of your audience and the culture you want to change
- focus your energy on the smallest viable group
- make your message easy to spread.

## CULTURE AS SERVICE

When our ideas spread, we change the culture. We build something that gives people meaning, connection and possibility. If you want to make a change, begin by making culture.



ART GIVES US THE POSSIBILITY TO  
RADICALLY REIMAGINE THE WORLD AND  
SHIFT FROM CONTEMPORARY PARADIGMS

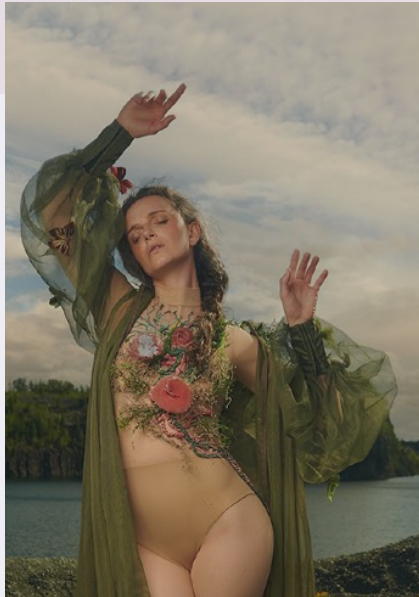


01. 02. 03.

TERRA SAPIENS STUDIO



TERRA SAPIENS STUDIO IS AN ARTISTIC LABORATORY FOR THE IMPLEMENTATION OF ECO-SOCIAL CIRCULARITY, INCLUSIVITY OF HUMAN AND NONHUMAN VOICES THROUGH THE ADHERENCE OF INTRINSIC VALUE OUTSIDE OF EXPLOITATION OR UTILITY.



Terra Sapiens Studio is born out of the need for the representation and dissemination of ideas and holistic solutions for socio-ecological environmental challenges. The need to provoke a sense of urgency towards solving the climate crisis has slanted media towards the catastrophic consequences of inaction.

Most of the ideas, technologies and processes we need to solve these crisis already exist but remain unknown to the public due to a lack of proper dissemination.

We want to create narratives that inspire hope and hope that inspires action. Often in environmental activism, art is dismissed as ornamental and ineffective. Terrarium is a testament that art, along with empathic storytelling, play a significant role in creating, speeding and implementing positive cultural shifts.

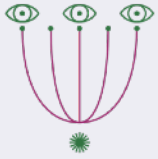
As a laboratory, the process allows us to develop and implement creative practices that reflect the reality that we are presenting through the final artwork.

Terra Sapiens acts on a long-term impact timeline by introducing narratives that lead to environmental and social healing. Our purpose of is to give purpose. Especially to those who want to improve their social and ecological environments.

Terra Sapiens operates in three main fields: Art for impact, education and commissioned image creation.

Our educational initiatives concentrate on sharing tools for socio-ecological sustainable creative process and integrating green narratives into the artistic discourse.

# TERRA SAPIENS GOALS



## FUTURE REIMAGINATION

---

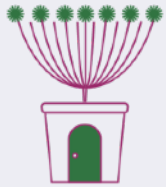
The use of art as a form of social neuroplasticity to radically reimagine the world and shift from obsolete paradigms.



## SYMBIOSIS EQUILIBRIUM WITH NATURE

---

The representation of human symbiotic relationships with nature that are determined by the intrinsic value of her existence.



## HUMANIZATION OF TECHNOLOGY

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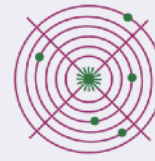
The humanization and representation of low-impact biophilic and biomimetic technology & design.



## PLURALITY OF VISIONS

---

The representation of integrative solutions weaving different fields of knowledge: philosophy, science, observational science (indigenous knowledge), design and art.



## DECOLONIZING KNOWLEDGE

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Active participation in decolonizing knowledge acquisition methodologies and problem-solving using empathic listening towards the socio-ecological systems (environments) around us.

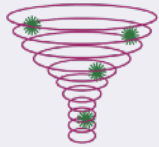
# TERRA SAPIENS GOALS



## REPRESENTATION INCLUSIVITY

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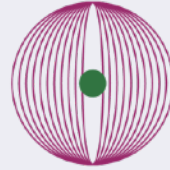
The subversion of negative stereotypes of systematically oppressed communities through creating positive visual narratives.



## RESEARCH AS CREATION

---

The use of creative/artistic processes as a laboratory for implementing the values and principles that are the main subject of the work. Our project is eco-responsible, sustainable, equitable and plural.



## FEMININE & QUEER NARRATIVES

---

The inclusion of female lead stories and (historically perceived) feminine values such as compassion, empathy, community building, and nurturing into governance and creation processes.



## GREEN STORYTELLING

---

The Normalization of circular values and attitudes. Green narratives can support human areas where exponential tipping points for carbon neutrality can be achieved. These areas include alternative proteins, green ammonia in agriculture and electric vehicles.

# COMPATIBILITY WITH SUSTAINABILITY UNITED NATIONS GOALS



Terra Sapiens Studio is in alignment with some of the 17 UN goals for 2030. This alignment can occur through our practice, through our content or both.

Even though the carbon footprint of our projects is not major we are constantly revising and improving our energy efficiency and integrating circularity into our processes.

Certain goals, such as gender equality and justice are core values that are integrated into the process but they are also essential themes in the narratives that we represent.

Our goals and those of the UN goals referenced in this presentation are integral all accros our main activities: Art for impact, education and commissioned image creation.



“THE WELLBEING OF OUR ENVIRONMENT IS A FUNDAMENTAL RIGHT. WITHOUT A STABLE, SAFE CLIMATE, PEOPLE CANNOT EXERCISE THEIR ECONOMIC, SOCIAL OR CULTURAL RIGHTS.”

—SHEILA WATTS CLOUTIER



TERRARIUM

01.02.03.



WATCH THE TEASER



# TERRARIUM IS A 21-MINUTE IMMERSIVE EXPERIENCE

It combines film, performing arts,  
sound and spatial design that  
explores positive and viable pathways  
to heal socio-ecological  
environments.





# THE ORIGIN OF TERRARIUM

Terrarium is our current creation, is an immersive experience combining film, performing arts, sound and spatial design that explores positive and viable pathways to heal socio-ecological environments.

After 20 years of experience as a socially engaged artist, I still ask myself: How can I create art as a vector for positive change? How can art provoke dialogues that are conducive to a healthier social ecology?

I've realized that the most impactful elements of my art were the relational aspect (of the process and with the audience) and the powerful narratives developed through empathic listening. Terrarium aims to provoke the necessary cultural shifts for socio-ecological regeneration through visual storytelling. The project achieves these shifts by substituting old narratives with positive representations of the future, a radical act of imagination, hope and creation.

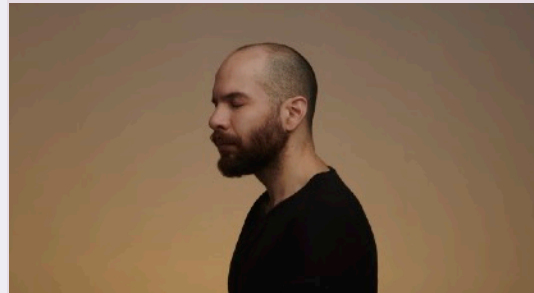
Dance features prominently in my work for its capacity to portray abstract and complex concepts through the body. Having its roots in ritualistic and storytelling practices, dance, is an effective way to explore how traditional cultural heritage can address contemporary challenges. These elements represent culturally shared worldviews in which our bond to the environment is one of familiarity and of belonging.

These worldviews are finding their way into mainstream science. I cannot pass the opportunity to explore how Art, traditional cultural heritage and science can converge to create powerful narratives that impact the world in a transformative way.

As an artist, the most compelling narratives I want to put forward is that we are stewards of nature and the well-being of our brethren. My artistic contribution to decolonizing knowledge and aesthetics is Weaving a plurality of perspectives that include traditional knowledge from indigenous peoples, western science and eco-feminist discourses.

Terrarium emphasizes ontological female values (compassion, empathy, nurturing, and community building) as critical to achieving a sustainable and regenerative relationship with the environment.

These are represented on screen through female lead narratives and off-screen through our collaborators.



**Damian Siqueiros**  
Artistic Director of Terra  
Sapiens Studio



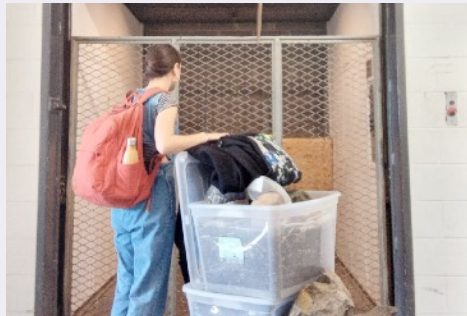
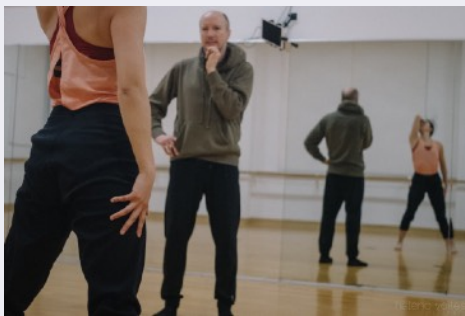
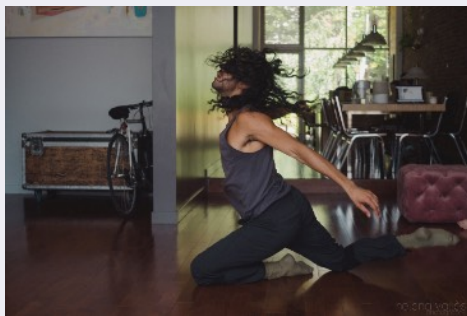
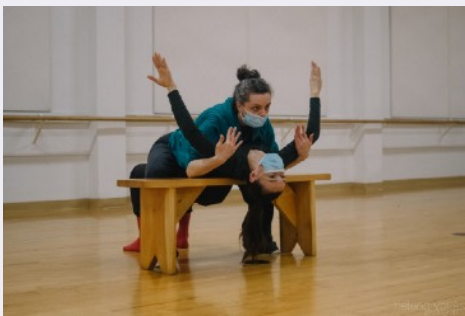
THERE'S A PLACE FOR FEAR, THERE'S A PLACE FOR HOPE,  
AND THEY BOTH SHOULD LEAD TO ACTION



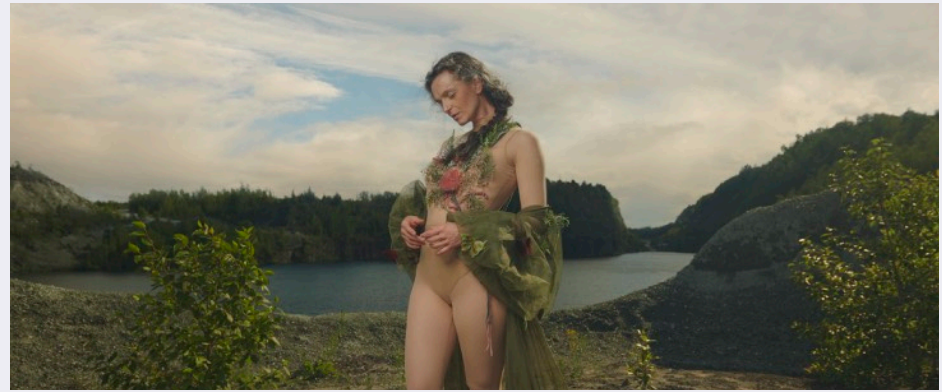
In Terrarium, the process is as relevant as the resulting artwork. Therefore, it is essential to create a thriving creative environment that is multicultural, gender-balanced, and eco-responsible. We have curated a team of core collaborators that personify these values.

These are some of the actions that we've explored and implemented to create social and environmental sustainable processes:

## PROCESS AS IMPACT



# SUSTAINABLE CREATION



## SOCIAL

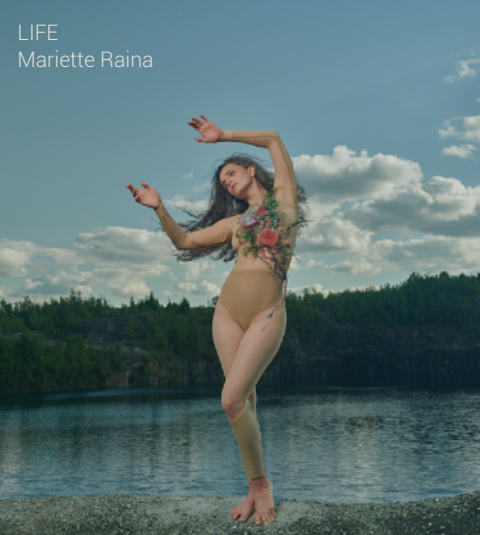
- Developing adapted strategies for artist and collaborator care
- Creating pathways for harmonious and open communication
- Ensuring gender, age and cultural equity through non-hierarchical representation and interwoven perspectives
- Fostering participatory and creative self-reliance
- Sharing ownership of intellectual property
- Creating tailored roles for the growth of each artist.
- Pairing exhibitions with educational initiatives such as conferences and workshops on creation for impact and sustainable artistic processes.

## ECOLOGICAL

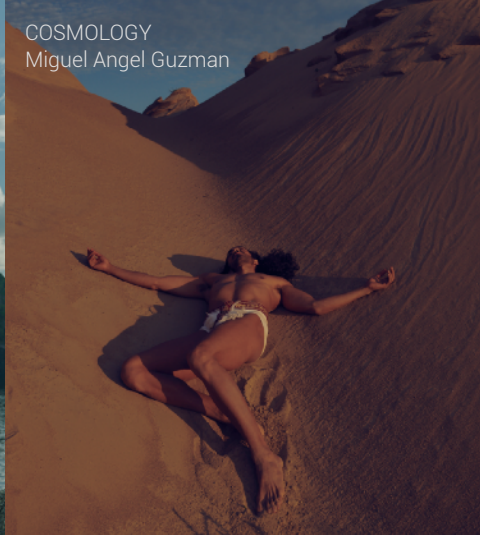
- Reducing travel distances, using public transport and human-powered means of transportation.
- Procuring energy efficiency: sourcing from green energy, reducing data storage, etc.
- Minimizing the need for off-setting to achieve carbon neutrality
- Reducing waste in the production process: Eliminating single-use materials, using compostable plastics, and preserving materials for future productions.
- Using upcycled, recycled and vegan materials
- Serving vegan catering (more than 100 meals)

# DIVERSITY OF PERSPECTIVES

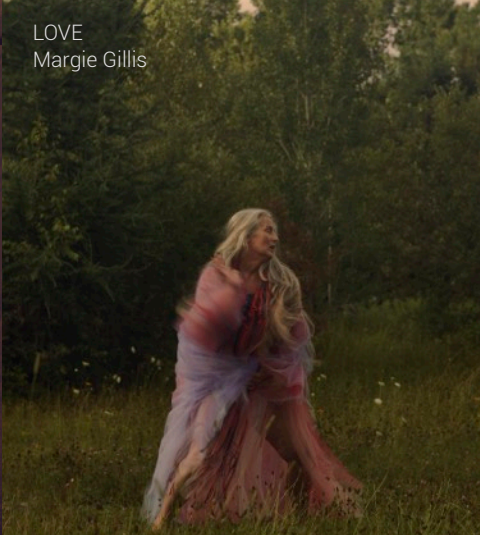
LIFE  
Mariette Raina



COSMOLOGY  
Miguel Angel Guzman



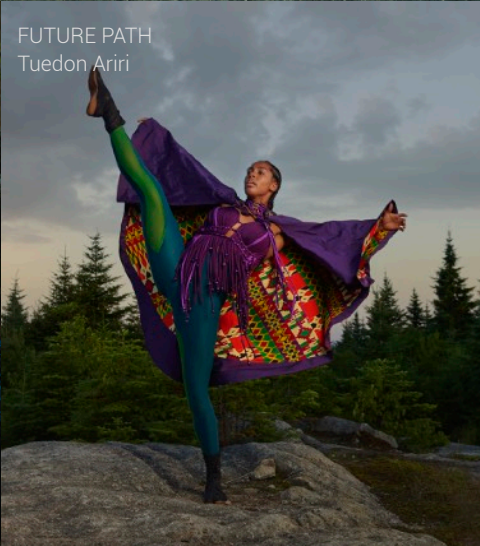
LOVE  
Margie Gillis



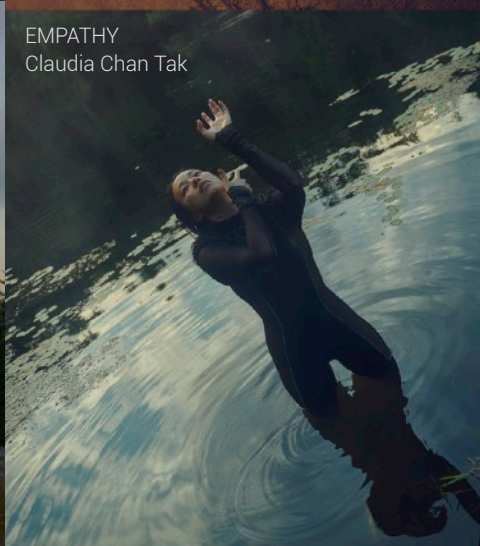
ANCIENT WISDOM  
Barbara Diabo



FUTURE PATH  
Tuedon Ariri

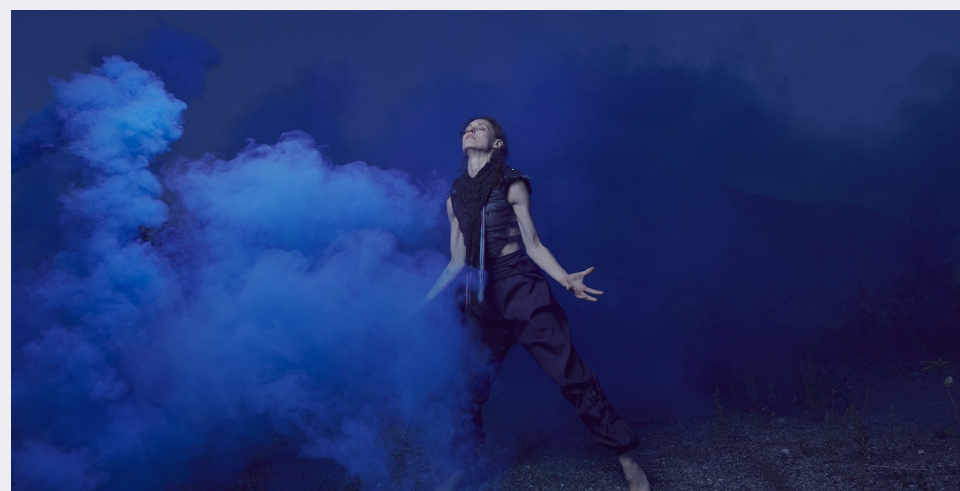


EMPATHY  
Claudia Chan Tak



DEATH & REGENERATION  
Alisia Pobega





Terrarium presents seven meticulously interwoven narratives projected on a modular multi-screen platform adaptable to each space in which is presented. This format opens the opportunity for exploring seven perspectives simultaneously, highlighting the importance of diversity to create inclusive narratives for a healthy and resilient social ecology.

Each film is a curation of original and archival footage that evoke positive futures and innovative solutions to achieve them. The content is the product of empathic dialogues

between artists and scientists of diverse -age, cultural, gender- backgrounds. Beyond artistic methodology, the core influences of Terrarium are Western science, Indigenous worldviews an art.

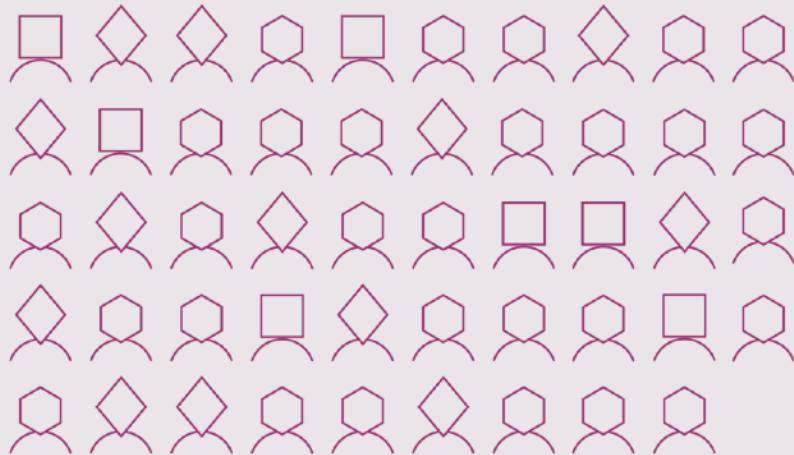
To create the original footage, we used seven archetypal concepts that we deem essential to solving our current socio-ecological crises. Each of these concepts becomes a character embodied by a dancer. These concepts are Life, Cosmology (our place in the universe), Future Path, Love (the

threading force), Ancient Wisdom (indigenous worldviews), Empathy and Death/Rebirth.

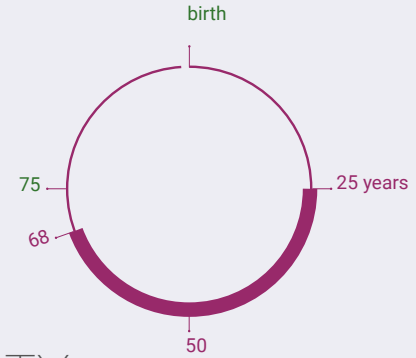
Each of these characters is a platform for the audiovisual exploration of challenges and solutions of socio-ecological environments. The use archetypal representations allows us to approach topics in a universal way. We believe that the most effective solutions must a convergence of geographically specific and temporary and global initiatives. Therefore the images created by Terra Sapiens and for Terrarium must remain adaptable to illustrate specific ideas for our partners and for the local

# STATISTICS

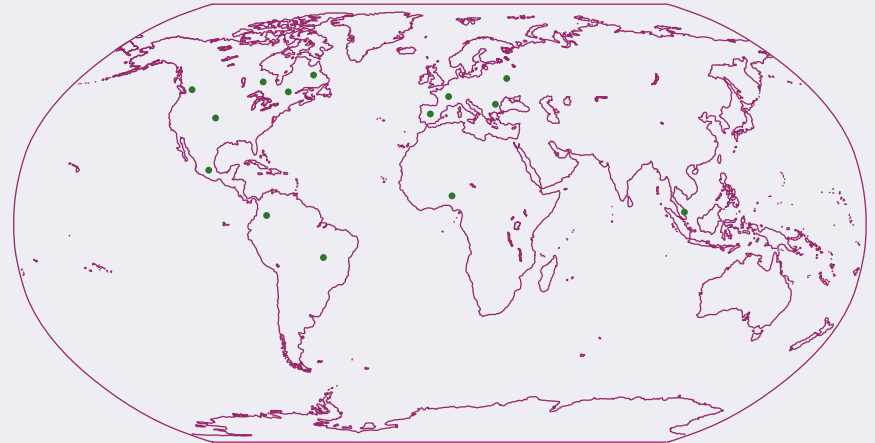
## GENDER AND SEX IDENTITY WITHIN THE CORE TEAM



## AGES WITHIN THE CORE TEAM



## CULTURAL IDENTITY





# ECOLOGICAL INFORMATION

In 16 months of creation, the total carbon footprint of Terrarium is 3.38 tonnes of CO<sub>2</sub>e. This is less than the annual footprint of an average Canadian household ( 3.8 tonnes of CO<sub>2</sub>e)

*source: Statistics Canada / Statistique Canada.*

Comparatively, the average big-budget film production produces 2,840 tonnes of CO<sub>2</sub>e

*source: wearealbert.org.*

## CARBON FOOTPRINT

### Tons CO<sub>2</sub>e

---

Pre-production and administration  
| 0.0016

---

Filming  
| 0.0003

---

Travel 3.2389  


---

Textiles  
■ 0.0409

---

Pre-Food  
■ 0.0833

---

Garbage  
| 0.0193

---

Post-production  
| 0.0049

# IMMERSIVITY



The immersive approach is essential to create emotional engagement and long-lasting impact. A lounge-like space design helps prime the audience for a positive contemplative experience.

The sound design comprises original music and curation of intervened natural sounds, adding non-human voices to the installation. Instead of sitting through the experience, We want the audience to inhabit a space that offers a realistic sense of purpose rather than a narrow doomsday depiction of the future.

# TECHNICAL SPECIFICATIONS TO HOST THE PROJECT

## Technical needs

3 x Video projector (HD)

3 x Ceiling mount for projectors

1 x Media server (capable to playback 4 outputs @4k resolution )

3 x Cathodic Television

3 x 1080P HD HDMI Media Player (1 hdmi output)

3 x HDMI to AV Composite Video Audio Converter/ Adapter that Supports PAL/NTSC

1 x 8 port network switch

1 monitor

Access to wired internet (ethernet)

Sound Card with 10 Channel output

10 Channel Amplifier with 8 speaker **Or** 8 Pre Amplified Speakers

2 Subwoofer

3 HDMI extender Projector if necessary

Cabling for audio and video

## Core installation Team

**Damian Siqueiros** – Artistic Director

**Helena Vallès Escolà** – Operations manager

**Pascal Champagne** – Multimedia designer

---

All cabling and technology chosen will depend on the space specificity and distance between each item.

## Set design

---

Material and object will be based on local features and particularities.

---

Material must be recycled and/or recyclable after the exhibition.

# DAMIAN SIQUEIROS

Multidisciplinary Artist for impact Damian Siqueiros uses art to create positive narratives about the future that lead to healing social and ecological environments.

His current project, Terra Sapiens, focuses on representing viable positive futures that stem from the convergence of science, traditional indigenous knowledge, philosophy, art and design. He approaches social and ecological challenges looking for solutions through a synergetic approach.

Siqueiros' has 20 years of career and multi-disciplinary practice: photography, expanded film, art direction and art education.

He has exhibited internationally including at the Carrousel du Louvre, the Frost Museum, Mexico, South Korea, Canada, and New York.

Founder and creative director,  
Terra Sapiens



# HELENA VALLÈS ESCOLÀ

Born in Barcelona, Helena Valles found in Montreal the ground to consolidate her work as documentary photographer and her non-professional passion for dance, while studying a degree in human sciences and arts. In the field, her work dynamics are guided by a constant intention to have a joyful presence, establish an intimate interaction with her subjects, and undertake a sensitive study of the context at hand (both physical and social).

Working for Terra Sapiens Studio since 2019, her role as Operations Manager means that she is deeply connected to the activities of the studio in all of its forms. Helena is in charge of supporting the artistic endeavours from research and logistics to production, client relations and documentation. Helena ensures a smooth production process from beginning to end.

Operations manager



# PASCAL CHAMPAGNE

Originally born and raised in Shawinigan, Quebec, Pascal Champagne is a creative technologist, music composer, and visual artist. He studied design and technology at Concordia University and, from there, moved on to explore and create a niche in the artistic sphere in which he thrives.

Over the past 20 years, Pascal has worked for prominent companies such as Moment Factory, Barneys New York, Trip The Light Fantastic, VJ Suave, Christie Digital, Geodezik (4U2C), and La Cité de l'Énergie. Pascal has also participated in the development and realization of projects with several various clients such as; Panasonic, ESPN, Dale Chihuly, Banff Centre for the Arts, Parcs Canada, The 7 Fingers, École National du Cirque, Dominique Champagne, Oprah Winfrey, United Emirate Airline, Coachella, Bonnaroo, Les Francfolies de Montréal et Mutek.

Pascal is in charge of the multimedia and installation design of Terrarium.

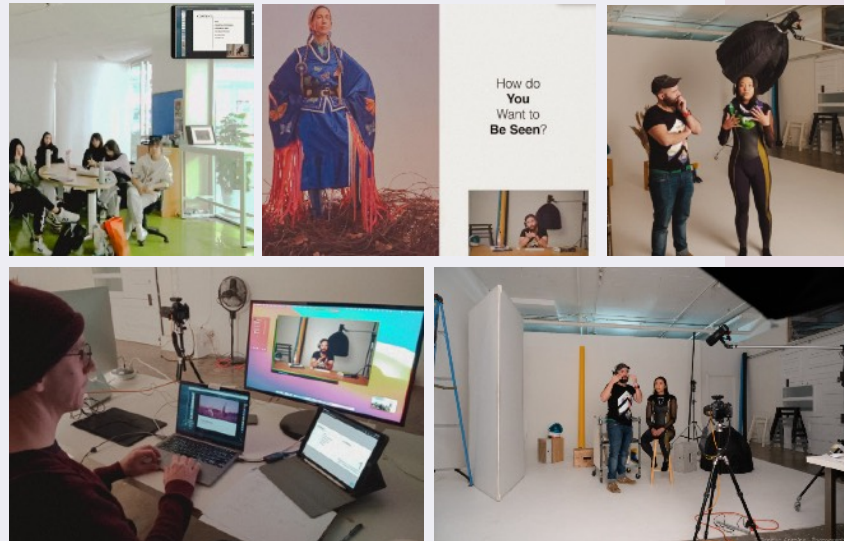
Creative technologist





# EXHIBITIONS & EDUCATION

## MUSEUM, GALERIES & EDUCATIONAL INSTITUTIONS



Terrarium is a modular artwork that can be adapted and presented in different spaces. Galleries and museums can choose to present the full immersive experience, a photography exhibition or a film version of the installation.

In the following slides you will find the minimal technical requirements to present the installation.

The exhibition can be completed with an explanation of our artistic and sustainability processes. This includes a documentary, and data wall and the costumes.

We want each exhibition to be unique and engage with the space, the local communities and the local landscape.

We have developed conferences and workshops that address directly the role of art in creating and disseminating green and sustainable narratives.

Our workshop on Photography and Art for impact guides the students on the best practices to bring social and ecological sustainability to their projects.

We supervise students through the creation of a short term project that will give them tools to apply for their rest of their careers. These tools include energy efficiency, measuring the carbon footprint of the project and integrating a plurality of visions that avoids posturing and tokenism.

Our conferences explore the role of art in creating engagement and normalizing green narratives. We also talk about implementing social and environmental sustainable practices in your creative process.





## PARTNERSHIPS WITH SCIENTIFIC ORGANIZATIONS, ENVIRONMENTAL AND SOCIAL ENGAGEMENT ORGANIZATIONS

Partnering with scientific and hands-on impact organisations we are able to provide compelling audio-visual material to facilitate the dissemination and justification of their ideas. For us those partnerships provide us with inspiration and tangible examples of positive change.

Partnering organizations would be able to use images and audio from the Terra Sapiens and Terrarium catalogue in their graphic identity. These applications could include physical and digital banners, imagery for press releases, screen covers for conferences and presentations, etc.

Terra Sapiens Studio would be able to create specially commissioned film, photographic images for the organization. These can include documentary images (video and film), artistic interpretations of data and research and portraiture.

# PARTNERSHIPS

## 01.

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The partnering organisms would be able to use images and audio from the Terra Sapiens and Terrarium catalogue in their graphic identity. These applications could include physical and digital banners, imagery for press releases, screen covers for conferences and presentations, etc.

## 02.

---

Partnering with scientific and hands-on impact organisations we are able to provide compelling audio-visual material to facilitate the dissemination and justification of their ideas. For us those partnerships provide us with inspiration and tangible examples of positive change

## 03.

---

We can provide know-how, conferences and workshops related to Art-for-impact (including the role of art in solving the climate crisis).

## 04.

---

In situ adapted public artwork. It could be an adapted version of Terrarium, a photography exhibition, or artwork created specifically for an event.

## 05.

---

Create specially commissioned film, photographic images for the organization. These can include documentary, artistic interpretations and portraiture.



“ACTION ON BEHALF OF LIFE TRANSFORMS. BECAUSE THE RELATIONSHIP BETWEEN SELF AND THE WORLD IS RECIPROCAL, IT IS NOT A QUESTION OF FIRST GETTING ENLIGHTENED OR SAVED AND THEN ACTING. AS WE WORK TO HEAL THE EARTH, THE EARTH HEALS US.”

— POTAWATOMI BOTANIST, ROBIN WALL KIMMERER

# CREDITS

**Damian Siqueiros**

creative director & creator

**Helena Vallès Escolà**

operations manager & producer

**Tuedon Ariri**

performer

**Claudia Chan Tak**

performer

**Barbara Kanerattoni Diabo**

performer

**Margie Gillis**

choreographer & performer

**Kyra Jean Green**

choreographer

**Miguel Angel Guzman**

performer

**Alisia Pobega**

performer

**Mariette Raina**

performer

**Andrew Skeels**

choreographer

**Bernardo Alvarado Rojas**

composer & musical producer

**Natalia Baquero**

costume designer

**Pascal Champagne**

creative technologist

**Ashley Gilmour**

ilm editor

**Kayla Jeanson**

documentarian & videographer

**Max Machado**

cinematographer & colourist

**Pascal Guilbault**

costume technician

**Daniel Montiel Cisneros**

film editor

**Guillermo Castellanos**

camera operator & aerial  
videographer

**François Côté-Lemay**

first camera assistant

**Frédéric Bédard**

steadicam operator

**Jonathan Riverin**

location scouter & assistant

**Eric Leblanc**

communications manager

**Mariya Moneva**

cultural mediator

**Ossie Michelin**

cultural mediator

**Pilar Garcia**

accountant

**Oswaldo Gutierrez**

communications consultant

**Helena Carazo**

graphic designer

La création de cette œuvre a été rendue possible grâce à  
l'appui financier de

THE CREATION OF TERRARIUM WAS MADE POSSIBLE THANKS TO FUNDING FROM



Canada Council  
for the Arts

Conseil des arts  
du Canada



Conseil  
des arts  
et des lettres  
du Québec



CONSEIL  
DES ARTS  
DE MONTRÉAL

Montréal 

AGE  
OF UNION

A woman stands on a large, dark rock in the middle of a calm river. She is wearing a black long-sleeved top, black pants, and a blue and white beaded necklace with two circular pendants. Her hair is braided. The background is a dense forest of tall evergreen trees under a cloudy sky. The water reflects the sky and the surrounding greenery.

TERRA SAPIENS  
WHERE PASSION  
MEETS PURPOSE