

After volcanic ash blocks out the sky, a world reliant on solar power is on the brink of collapse. A quiet governmental meteorologist has a possible solution, but first she must convince a group of rebels to help her cross the apocalyptic terrain if she is to restore order.



Solar

Context

Solar focuses on both meanings of the word **nature**.

By drawing on the homonym of nature; human qualities vs. the environment, it can give another angle on the long running debate around our environment, and the roles we play in **climate change**.

The **environmental** side is used to explore our commercialisation of nature for mankind's benefit. The balance of needing to consume in order to survive or living to consume and the subsequent effect this behaviour has on our world is a very current topic.

These effects can be seen everywhere in nature. For example in recent storms, such as **Hurricane Ida**, a process called "rapid intensification" has occurred. This results in an increase of the hurricane's velocity where there would usually be a decrease. Studies show this is due to how far we push the environment under the pressures of climate change.

The **human** side of nature is used to explore how we see and interact with each other as our society becomes more advanced. For example, Amazon and Walmart are now the biggest employers in the world, collectively employing 3.7 million people worldwide.

Whilst job growth has benefitted communities, there are ever increasing reports of the poor working relationship between employer and staff, with individuals often using the word "**disposable**" to describe how they're treated.

This Action/Adventure feature is further elevated by exploring the duality of nature through an unconventional timeline. The audience will have their **expectations subverted** as the plot unfolds. Therefore encouraging full engagement with the subject matter.





Reference for the visualisation of solar storms

A super-volcano **eruption** causes the whole planet to be covered in a thick layer of ash, caught in the stratosphere, blocking out the sun.

For any world this would be a devastating crisis, but for a world that relied **100% on solar energy** from it's two suns, this was a death sentence. Governments brought in meteorologists and geologists who theorised the blackout would last a couple months at most.

1 year later and the sky is still thick with ash. Governments lose control as power reserves **begin to run dry**, but before civilisation completely breaks down, the energy companies take control.

Holding the last reserves of energy meant they also held the remaining power over the people. With the largest company, **Solaris**, vowing to solve the crisis.

Meanwhile new weather patterns ravage the world. A meteorologist studying changing storms makes a groundbreaking discovery. There is still one last place on this world that the sun can be accessed; the centre of a **storm**.

This was all the world needed; a **chance**. Everyone began developing methods to access the suns, but Solaris lead the way.

Solar running is now a part of life. A risky process where teams drive into the centre of a storm, and use solar panels on drones to harvest solar energy. The energy produced can then be sold, legally or on the black market.

However it was also found that the use of this equipment **disrupts** these surprisingly delicate storms, causing them to collapse on themselves and shutting the hole in the ash. Therefore as the years pass people are starting to believe that solar running has more than one downside for humanity...

World Building