

# THE TRANSNATIONAL AIR PAVILION.

## Deconstructing the metabolism of atmosphere

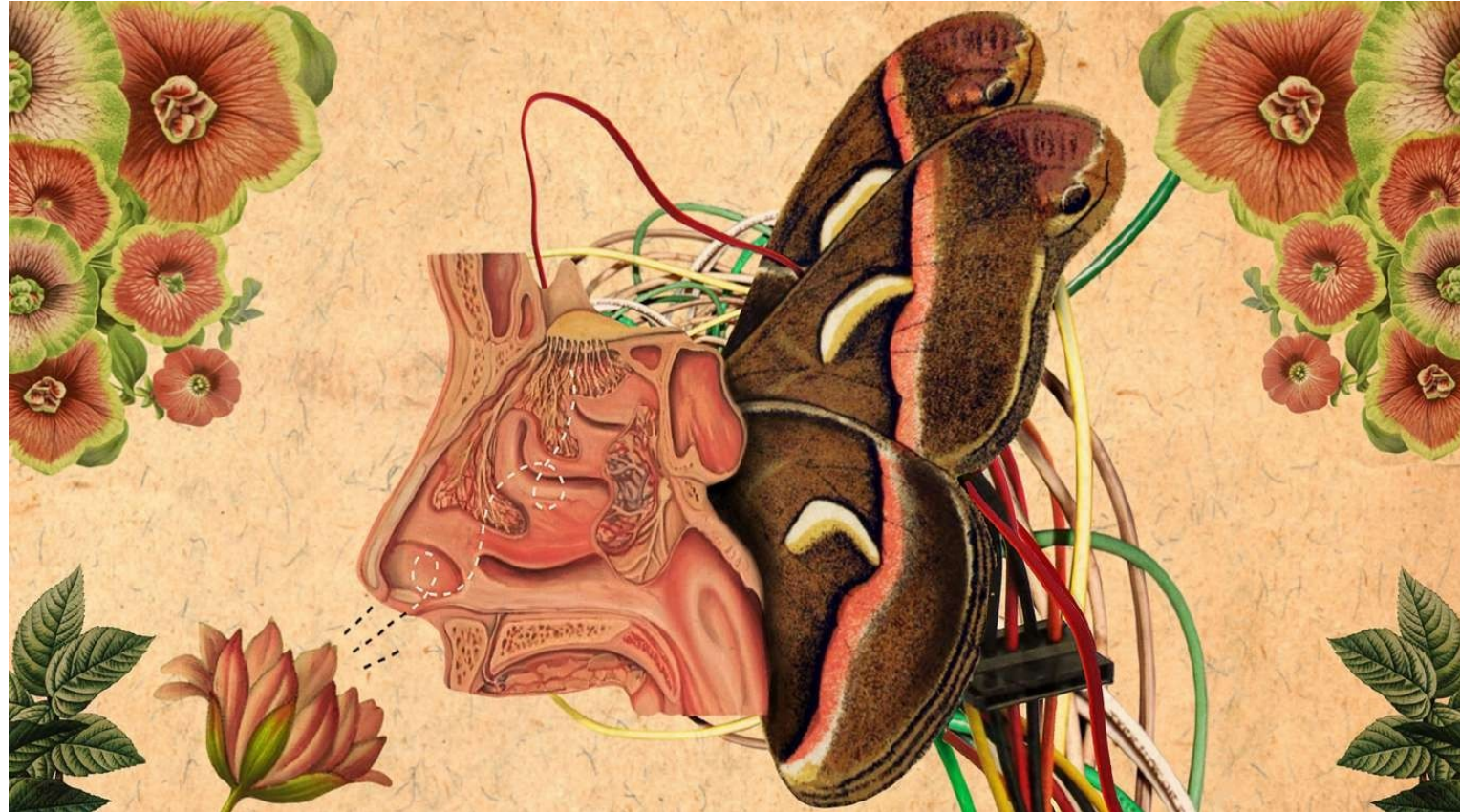


Illustration by Shayla Fish for Quanta Magazine

**Permeating the NAURU Pavilion, during the 61° Biennale Venezia Art.**  
**Transnational Air Pavilion is conceived by Elena Giulia Abbiatici and Anna Barbara.**  
**The first edition is direction by Elena Giulia Abbiatici and promoted by ALL FAD.**

## General Framework

In the context of the 61° Venice Art Biennale, the **Nauru Pavilion will be permeated by the Transnational Air Pavilion.**

As the climate crisis unfolds in its gaseous dimension – through pollutants as well as nuclear and chemical threats – the project investigates **air as a medium and narrative of economic, digital, environmental and chemical-bacteriological conflicts.**

At a time when the **physical borders of nation-states are surpassed by the political territory of the air**, the Transnational Air Pavilion moves beyond the logic of national pavilions to explore one of the most expansive territories on the planet, defined by the transnational condition of the atmosphere and its permeability across living organisms.

The main sense used for the *Transnational Air Pavilion* will be the **olfaction**, which is the most primary and at the same time the **most future-oriented**, the one that will guide towards a common idea of planet and coexistence.

The direction of the investigation is conceived by Elena Giulia Abbiatici, art historian, researcher and art curator with a focus in multimedia and olfactive art practices, and Anna Barbara, architect and expert in Olfactive Design, and President of POLI.design. The research aims to explore the role that olfaction may assume with the advent of the *Internet of Senses* and the potential challenges it may face within an increasingly chemically polluted atmosphere and a techno-centralized systemic environment. The project focuses on the conception and critical design of an innovative olfactive culture at the intersection of creative, scientific, and technological fields. Its goal is to foster reflection and contribute to new ways of cohabiting with the spaces we breathe and inhabit.

# THE FIRST GESTURE OF TRANSNATIONAL AIR PAVILION

## The Transnational Air Pavillion permeates the Nauru National Pavilion

- **Appointment: May 8th, 2026. 10.30 am.**

### ***Bulle Cybernetiqué. Vaporizing The Scent of Cyber Threats.***

**Project conceived by Elena Giulia Abbiatici and developed with Diletta Tonatto. Intervention supported by Nation25.**

Today, the invisible circulates through communication networks, memory databases, and intelligent machines. Its presence becomes particularly evident within the atmosphere itself, where technological infrastructures, ecological crisis and geopolitical tensions converge. Through a mysterious and seductive fragrance – volatile and ephemeral – the Transnational Air Pavilion embodies the uncanny dimension of contemporary technologies reveals the hidden dynamics of cyber and economic conflicts through airborne odorant molecules, and invites visitors to sense the atmosphere as both archive and political territory.

*Bulle Cybernetiqué*, conceived by Elena Giulia Abbiatici and developed in collaboration with the nose and olfaction sociologist Diletta Tonatto, proposes a series of aesthetic short circuits that explores the political potential embedded in the metabolism of air. Through a contemporary artistic approach, encrypted digital information is translated into a volatile essence, conceived as a coded enigma where data becomes olfactory notes, opening a participatory olfactory decoding experience. The olfactory code in this way becomes a form of secret communication in hypothetical periods of global censorship.

This olfactive intervention acts as an inaugural gesture for the Pavilion's opening in May 2026, gradually permeating the Nauru Pavilion and activating the space through an invisible yet pervasive medium.





**Bulle Cybernetique:**  
**installation at Malta Society of Arts** for  
*Figure it Out, The Art of Living Through  
Systems Failure*, 21-24 September 2023.

FIGURE IT OUT:  
**The Art of Living  
Through System Failures**



**BULLE CYBERNÉTIQUE**  
**Vaporizing Submarine Cyber Attacks**

Elena Giulia Abbiatici  
*Scent installation*  
2024

*Bulle Cybernétique* is a commercial exchange object, a scent formula potentially capable of circumventing state confinement measures and media censorship while containing encrypted information. The scent formula has been developed by analyzing world cybercrime maps and major cyber attacks involving countries and large companies due to web threats, sabotage, espionage, and computer break-ins. Each type of attack, as well as the states or companies involved, is associated with specific olfactory notes based on precise associative criteria, which the algorithm code will be instructed with. The development of a code that can facilitate the creation and decoding has been conceived in collaboration with Diletta Tonatto, a fine nose and sociologist of olfaction, and founder of Tonatto Profumi, one of the most prestigious Italian perfume houses. Therefore, the fragrance, an enigma code, is decrypted through the fine experience of noses or by using called headspace combination with gas chromatography to determine components of the formula.

*Bulle Cybernétique* is a luxury product that embodies the perturbing aspects of technology, unveiling underground and invisible facts through a mysterious, seductive, aerial, and ephemeral essence.

The idea of producing a scent essence responds to several intentions; revealing the cybernetic essence upon which global geopolitical balances are based; conceiving new ways of overcoming governmental restrictions and censorship despite the volatility to which olfactory data are subject; reflecting on the environmental and financial impact of data extraction; and rethinking the relationship between chemical and digital codes.

This diagram represents the code message used by the cyberattacker countries to send secret information

## ESSENCE LEGEND

## ESSENCE

**ESSENCE N.1**  
**X (1-97) + +W (1-2) + Y1 (1-8) + Y2 (1-7) + Z (1-97)**

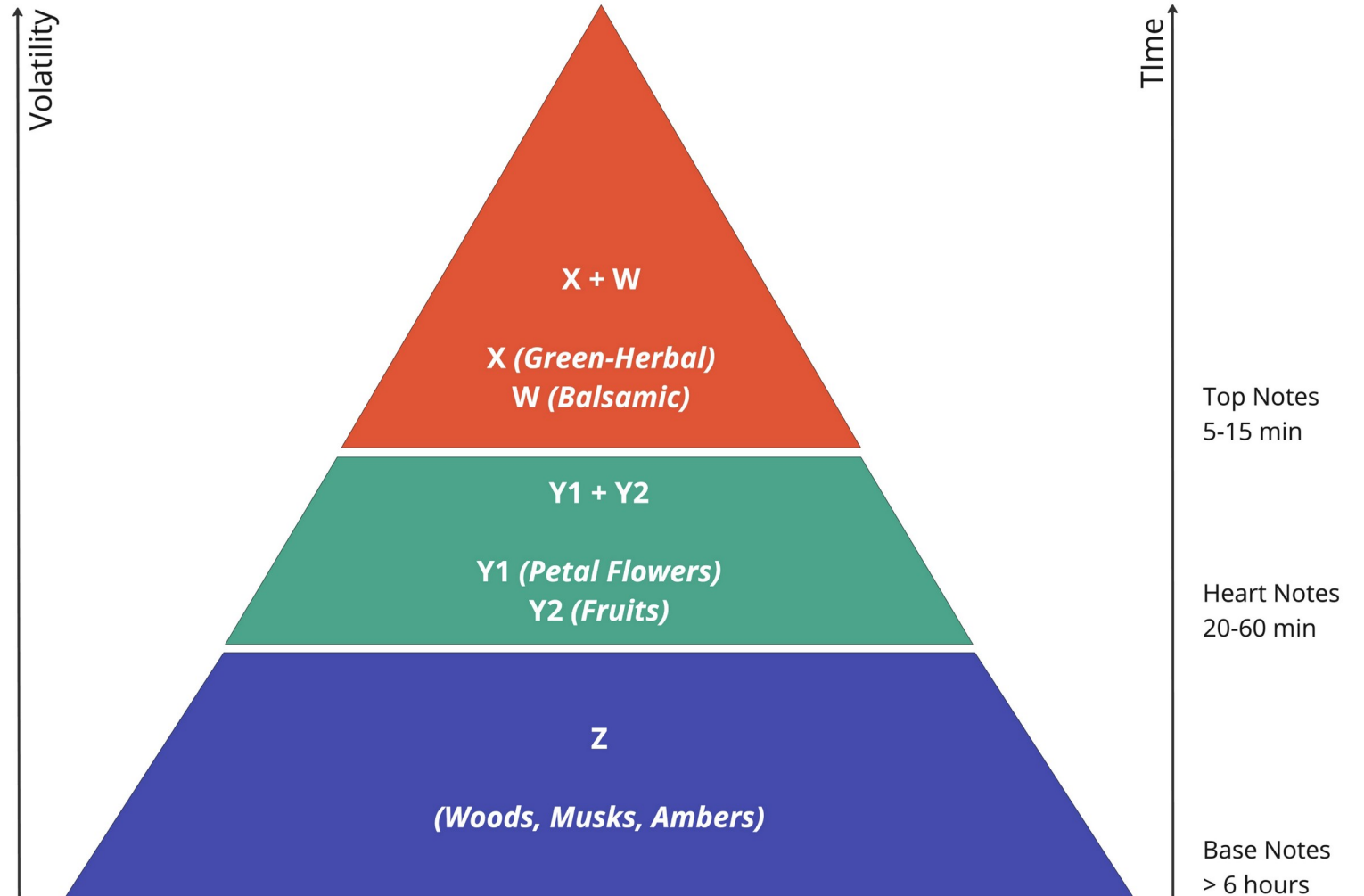
**X = ATTACKED COUNTRIES**  
List of countries right to the diagram.

**W = QUALITY OF RISK**  
+ Medium (*Basil*)  
+++ High (*Eucalyptus*)

**Y1 = TYPE OT CYBERATTACKS THREATS**  
1. Ransomware (*Peony*)  
2. Malware (*Orange blossom*)  
3. Social engineering (*Tuberose*)  
4. Data breach (*Violet*)  
5. DDos -Denial of Service (*Jasmine*)  
6. Web Threats (*Rose Petals*)  
7. Supply Chain Attacks (*Lily of the valley*)  
8. FIMI- Foreign Information Manipulation and Interference (*Gardenia*)

**Y2 = IMPACT ASSESSMENT**  
1. Economic (*Strawberry*)  
2. Military (*Apple*)  
3. Social (*Peach*)  
4. Reputational (*Fig*)  
5. Physical (*Cedar wood*)  
6. Politic (*Pear*)  
7. Environmental (*Pomegranate*)

**Z = ATTACKER COUNTRIES**  
List of countries right to the diagram.



- **II appointment: September 2<sup>nd</sup> 2026\***

## ***Breathing the System. An Atmospheric Ethical Strategy Game***

**conceived by Elena Giulia Abbiatici and developed in collaboration Nation25**

*Data, air and minerals are the new territories of power.  
This is not a game about conquering the world.  
It is a simulation of ethical surviving within it.*

*Breathing the System* is a speculative board game installation that transforms the invisible dynamics of cyber conflict, mineral extraction, and atmospheric disruption into a playable geopolitical landscape.

Extending the artistic project into a participatory format, the game traces the intertwined logics of data economies, rare-earth extraction, cyber warfare, and biochemical conflicts.

More than a competition, *Breathing the System* invites participants to explore responsibility, interdependence, and the impact of their actions within a rapidly evolving planetary system.

The final victory condition emerges only when the system approaches planetary breakdown: the player who has contributed least to extraction, instability, and ecological damage becomes the one who ethically survives the system.

*\* Please considered that the date might be changed.*

# PLAYERS – SYSTEMIC ACTORS



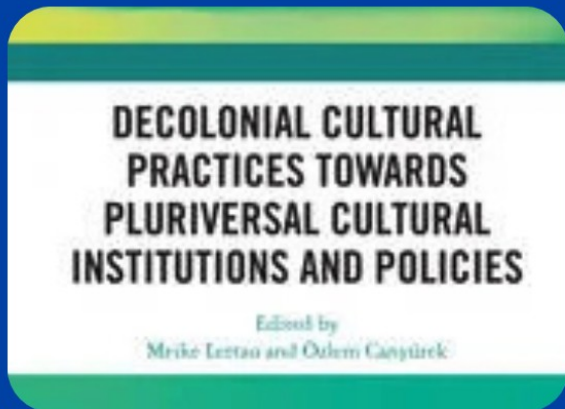
1. Tech Multinational



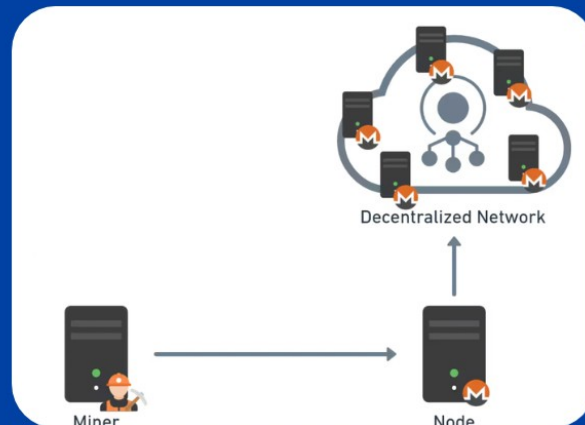
2. Cybersecurity Societies



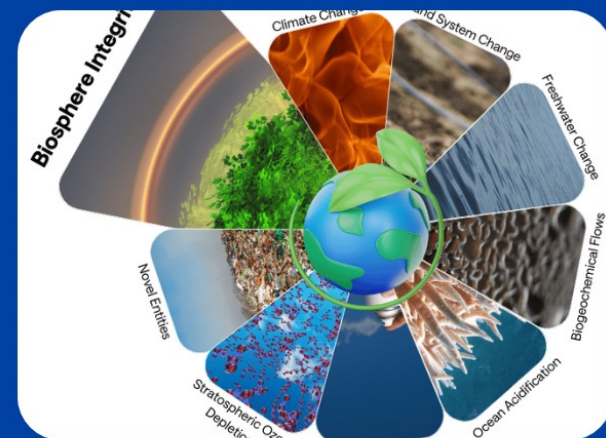
3. Offshore Authority



4. Decolonial Disarmament Communities



5. Hacktivist Decentralized Network



6. Climate Entity

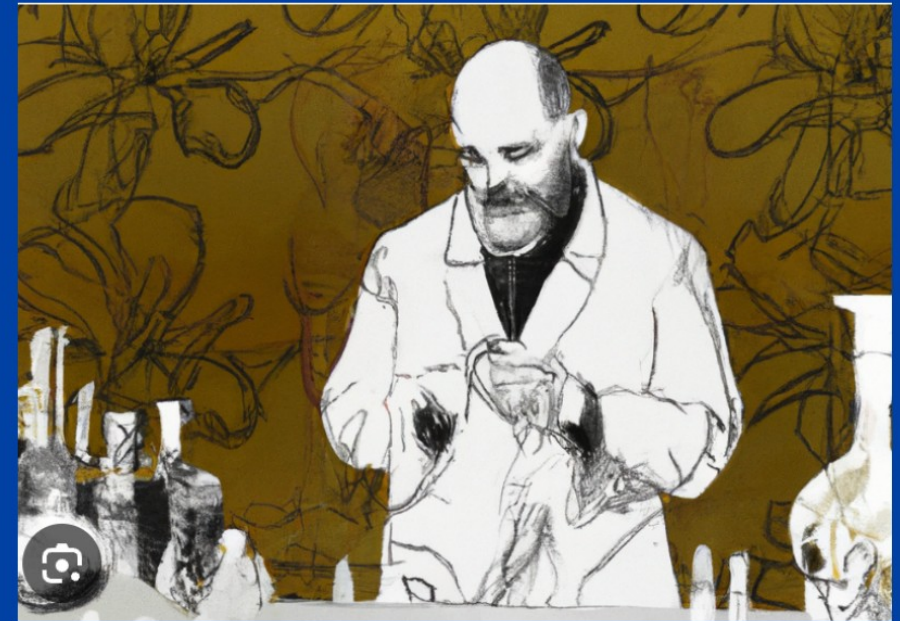


## ATMOSPHERIC GAME MECHANIC | OLFACTORY SYSTEM

In the game, air becomes an invisible archive of systemic events.

Each vial represents an invisible systemic event.

Smell becomes a form of political activation within the game, connecting geopolitics and cyber conflict. It olfactively materializes digital events and transforms air into a political territory.



## GENERAL OBJECTIVES

- To reconfigure the relationship between chemical and digital codes within the invisible theaters of military conflict;
- To unveil the cybernetic essence upon which contemporary geopolitical equilibria are structured;
- To interrogate the environmental and atmospheric consequences embedded in data mining practices;
- To devise speculative strategies for circumventing governmental restrictions, moving beyond the shared volatility of scent and digital data;
- To examine the environmental and financial reverberations of data extraction;
- To explore the sensorial dimension of air and its aesthetic agency;
- To render perceptible the data infrastructures of which air becomes both carrier and narrator;
- To critically reflect on the ways in which olfactory design operates within regimes of surveillance capitalism.

# ACTORS

## **ELENA GIULIA ABBIATICI**

### **Co-Founder of Transnational Air Pavilion**

Art historian, researcher, and contemporary art curator. Adjunct lecturer at POLI.design (Milan) and PhD candidate in New Media and Critical Curatorial Practices at the Albertina Academy, Turin and Université Paris VIII. Her research focuses on the intersections of contemporary art, synthetic intelligence, posthuman theory, and decolonial thought.

She has curated and exhibited projects at international venues such as the Venice Biennale, Istanbul Biennale, Manifesta 12, Off Biennale Cairo, MACRO Museum (Rome), AW Museum (South Korea) and has presented her research at institutions including Politecnico di Milano, Concordia University, University of Naples "L'Orientale", Seoul National University, Lusófona University (Lisbon), MOME (Budapest), and ISEA - International Symposium on Electronic Art.



## **ANNA BARBARA**

### **Co-Founder of Transnational Air Pavilion**

Architect and Full Professor in Interior and Spatial Design at the School of Design, Politecnico di Milano, she has served as President of POLI.design since 2023. She has taught internationally, including at Tsinghua University (Beijing), Kookmin University (Seoul), and institutions across the USA, Europe, the Middle East, and Asia. A Foundation Fellow at Hosei University (2000), she has received several recognitions, including a Special Mention at the Borromini Prize. Her research explores the relationship between senses, time, space, and design. She authored numerous books on sensory and spatial design such *Storie di Architettura attraverso i sensi* (Bruno Mondadori, 2000), *Invisible Architectures. Experiencing places through the senses of smell* (Skira, 2006) and *Sensi, tempo e architettura* (Postmedia Books, 2012)





## **DILETTA TONATTO**

### **Professional nose and olfaction sociologist**

Diletta Tonatto is a researcher in sociology and olfaction (Ph.D. track in Sociology at University College Cork) and the perfumer (“naso”) behind TONATTO Profumi, an artisanal haute perfumery house based in Turin. She won the ÇaFleureBon Artistic Perfumery Award in 2016 and 2018, the Re:Humanism Art Prize in 2019, and the Blockchain Revolution Summit in 2022 with Tiberio for the fragrance *Re-generate*, created through data analysis. Her subsequent immersive smell activation experiences, with fragrances generated from data analysis and calibrated by Diletta, took place in Portugal for THE DIVE 2022 and in Berlin later the same year. Among her most notable cultural projects are the fragrance for Caravaggio’s *The Lute Player* at the Hermitage Museum, St. Petersburg (2008), and *EDI*, the essence of Italian design, for the Triennale Design Museum (2018).

## **NATION 25**

## **Nation25**

### **Artistic-Curatorial platform**

In 2015, 51.5 million people were displaced all over the world. If considered as a state, together they would have represented the 25th most populated nation on Earth. Nation25 is the idea of a “nation” whose existence is based on common needs and experiences and opposed to territorial integrity, it is the conviction that a community displaced in space and time means opportunity. Nation25 is a dynamic art platform for an ongoing dialogue between artists, curators, humanitarians, scientists, activists, both

refugees and not. The working process and the exchange it activates are often prioritized over the final form or product. Nation25 collaborated with and took part in the Biennale Arte e Architettura of Venezia, Istanbul Biennale, Biennale Urbana, OFF Biennale Cairo, Moleskine Foundation, Sale Docks, Free Home University (Lecce), Open Society Foundation, Museo Pecci (Prato), L’Orientale di Napoli, Villa Romana (Florence), Museo di Storia Naturale di Firenze, Macro - Museo di Arte Contemporanea di Roma, Maxxi, A.I. Artisanal Intelligence, Archivio Memorie Migranti, lettera27, Civico Zero, Kinkaleri, Stalker, Avenir Institute, Yante (Vienna / Palestina), Spazju Kreattiv, Valletta, Malta.



**ALL FAD  
Promotion**

All FAD Milano is a transdisciplinary platform committed to exploring, researching, and reflecting on the intersections of innovation, tradition, and sustainability. By bridging the worlds of art, design, fashion, and science, it fosters dialogue and experimentation that shape the future of creativity in a rapidly evolving world. (<https://www.all-fad.com/>)

**THANKS FOR YOUR ATTENTION**