



La Biennale di Venezia

Arte
Architettura
Cinema
Danza
Musica
Teatro
Archivio Storico

Mappa Sensoriale Sensory Map

Biennale
Architettura
2025

Mappa sensoriale. Fatti guidare dai tuoi sensi! Sensory map. Let your senses guide you!

Abbiamo pensato all'importanza dei nostri sensi: usa questa mappa per identificare gli spazi sensoriali della Mostra Internazionale. In questa mappa sono indicati gli ambienti con la presenza di stimoli sensoriali in modo che ognuno possa organizzare al meglio la propria visita. Qui trovi indicazioni sulla presenza di installazioni sonore, video, rumori, gli ambienti più caldi e quelli più freschi, e gli stimoli olfattivi. Organizza la tua visita e lascia liberi i tuoi sensi.

We thought about the importance of our senses: use this map to identify the sensory spaces of the International Exhibition. This map shows the spaces with the presence of sensory stimuli and all services, so that everyone can better organize their visit to the Exhibition. Here you will find the spaces with sound installations, the presence of videos, loud noises, hot and cold spaces and olfactory stimuli. Plan your visit and let your senses run free.

Legenda sensoriale/Sensory legend



VISTA/SIGHT



UDITO/HEARING



OLFATTO/
SMELL



TATTO/TOUCH



GUSTO/TASTE



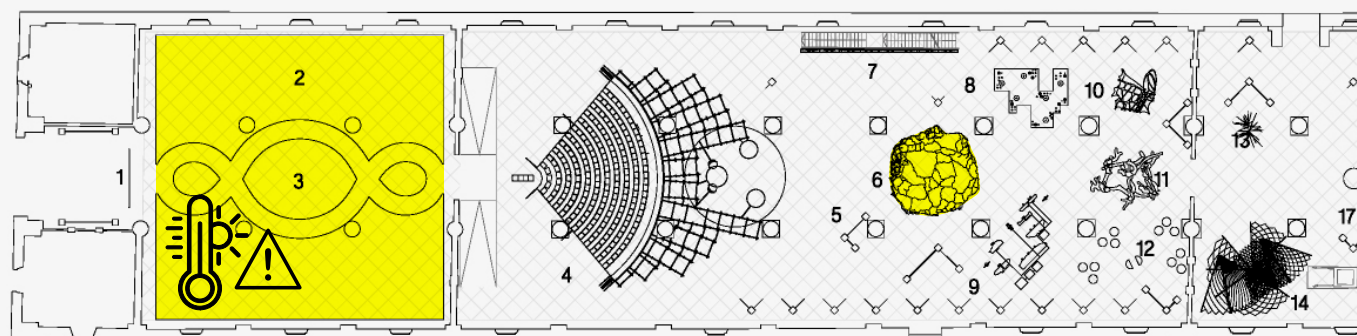
CALORE/HEAT



FREDDO/COLD



INTERAZIONE/
INTERACTION



INTRO

- 1 Architecton
- 2 **Terms and Conditions**
- 3 The Third Paradise Perspective
- 4 The Other Side of the Hill

NATURAL

- 5 ORIGIN, The Venetian Lagoon
- 6 **Sun Stone**
- 7 Cantico Tiberino: Cradle of More-than-Human Intelligences
- 8 Fundamental
- 9 Stonecrust: The Microbeplanetary Infrastructure of Lithoecosystems
- 10 (n)Permanencies Tractatus
- 11 Domino 3.0: Generated Living Structure
- 12 Grounded Growth: Groundwater's Blueprint for Intelligent Urban Form



2 TERMS AND CONDITIONS

L'installazione porta l'esterno all'interno: i motori esterni dei condizionatori sono appesi all'interno, esponendo i visitatori al calore di scarto prodotto dal raffreddamento delle sale espositive.

The installation brings the outside in—the outside-side of the air conditioner is inside, suspended all around—and confronts visitors with the waste heat resulting from cooling the exhibition rooms beyond.

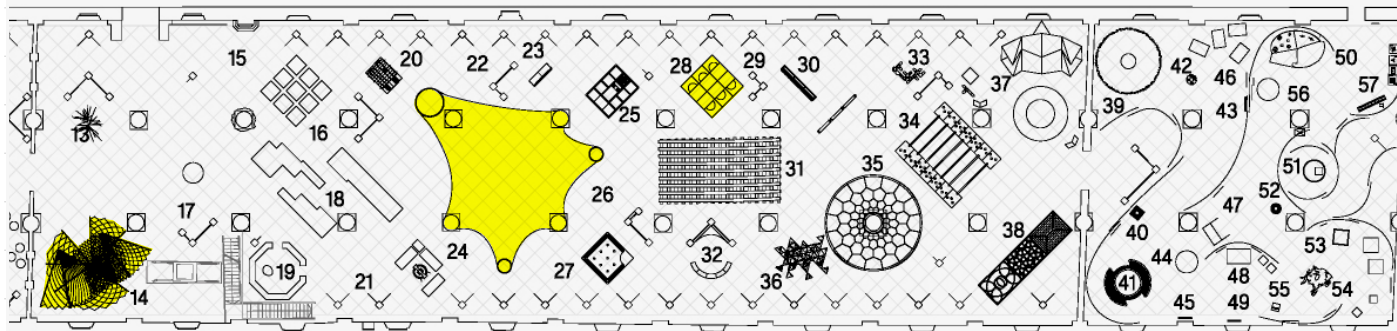


6 SUN STONE

Struttura galleggiante luminosa ed enigmatica, che rende omaggio al delicato equilibrio tra il Sole e la Terra. L'intensità della sua luce fluttua in base all'attività dei visitatori, creando un poetico gioco di ombre e luci.

Luminous and enigmatic floating structure, it is an homage to the delicate balance between the earth and the sun. Its light intensity fluctuates with visitor activity to create a poetic interplay of shadow and illumination.





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| 13 Architecture as Trees, Trees as Architecture | 26 Nature Trilogy | 42 MycoMuseum | 56 From Liquid to Stone: A Reconfigurable Concrete Tectonic Against Obsolescence |
| 14 The Architecture of Virtual Water | 27 Hyper Sponge | 43 FRICKS: Upcycled Foamed Bricks | 57 Terraforms: The Shapes of Natural Intelligence |
| 15 The Living Orders of Venice | 28 The Refreshing Square | 44 Insieme: Track, Trace, and Transform | |
| 16 Coding Plants: An Artificial Reef and Living Kelp Archive | 29 Three Landscape Essays: Mobile Ecosystems for Future Climates | 45 Biorock Pavilion | |
| 17 Recypark | 30 Resourceful Intelligence | 46 The Only Flowering Plant in the Ocean | |
| 18 Revival of Ordinary Trees | 31 Soft Infrastructure | 47 Ancestral Innovation: Hemp, Sustainability and the Future of Architecture | |
| 19 Fabbrica dell'Aria | 32 Oceanic Refractions | 48 Geological Microbial Formations | |
| 20 Building as Collective Prototyping | 33 Sea Oasis – Survival Architecture | 49 Smoke Screen | |
| 21 Alternative Skies | 34 Elephant Chapel | 50 Palm Onto-Intelligence | |
| 22 ACROS Fukuoka Prefectural International Hall | 35 VAMO | 51 Material Bank: Matters Make Sense | |
| 23 Climate Realignment: Tactical Adaptations to Urban Heat | 36 Blue Garden: The Architecture of Emergence | 52 Liminis | |
| 24 Necto | 37 Circularity Handbook | 53 Water-Filled Glass: Fluid Architecture and Liquid Engineering | |
| 25 Metabolic Home: New Forms of Cohabitation and Decarbonization in the Dense City | 38 Talking to Elephants | 54 ARBOR.Pilae | |
| | 39 From Plantation to Pavilion: Weaving Ecologies in the Plantationocene | 55 CONQ: Marine Biobased Building Materials | |
| | 40 Alizi | | |
| | 41 Earthen Rituals | | |



14 THE ARCHITECTURE OF VIRTUAL WATER
Installazione immersiva che rivela la presenza nascosta dell'acqua nella nostra vita quotidiana. Suoni e proiezioni evidenziano gli scambi globali e le disuguaglianze nell'accesso a questa risorsa vitale.
Immersive installation that reveals the hidden presence of water in our everyday lives. Sounds and projections highlight global water exchanges and the disparities in access to this vital resource.

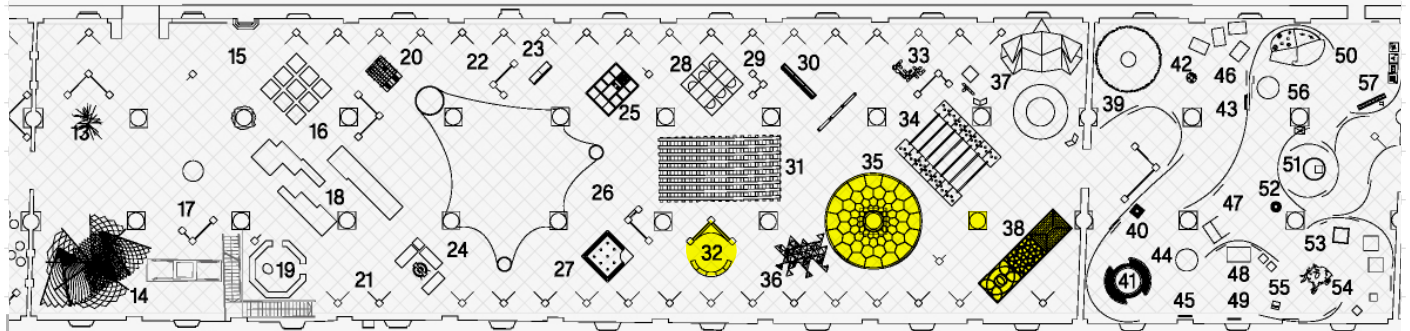


24 NECTO
Installazione sonora, mette in atto un esercizio di ricerca della forma speculando sul futuro delle strutture temporanee – flessibili, efficienti e riconfigurabili.
Sound installation, enacts a form-finding exercise that speculates on the future of temporary structures – flexible, efficient, and reconfigurable.



28 THE REFRESHING SQUARE
L'installazione è composta da una pavimentazione in marmo italiano massiccio, che a contatto con il corpo umano contribuisce al suo raffreddamento per conduzione, grazie all'elevata effusività del marmo.
The installation features a floor made out of solid Italian marble. By touching marble, the human body cools by conduction, thanks to its high effusivity.





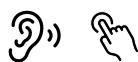
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- 32 OCEANIC REFRACTIONS**
 Installazione immersiva che, attraverso composizioni sonore iperdettagliate, accompagnate da videografia immersiva, sedute personalizzate ed effetti olfattivi, offre un'occasione di riflessione sulle relazioni ambientali che sostengono i molteplici mondi dell'Oceania.
Immersive installation that, through hyper-detailed soundscape compositions, combined with immersive videography, custom seating, and olfactory effects, offers an opportunity to reflect on the environmental relations sustaining Oceania's many worlds.

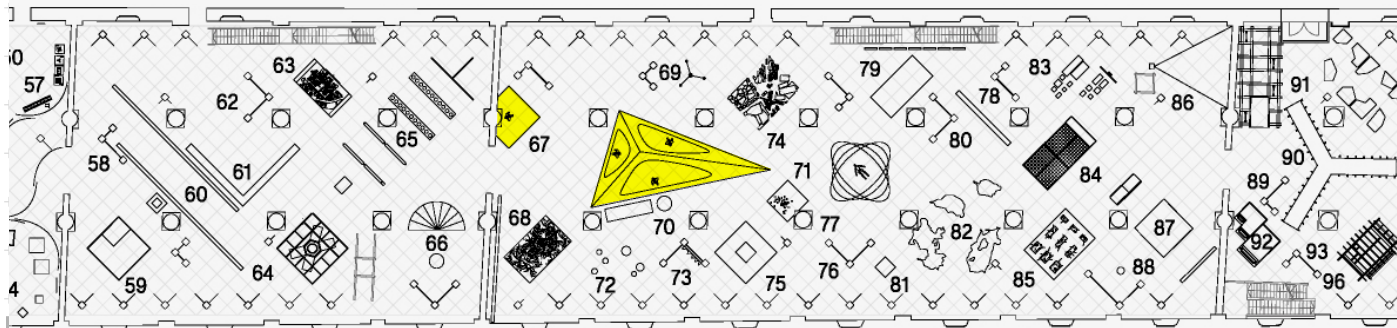


- 35 VAMO**
 Struttura flessibile a forma di campana rivestita di materiali *bio-based*, come scarti vegetali, animali, minerali e altri materiali post-consumo, che possono essere consultati e toccati nel book presso l'installazione.
Flexible bell-shaped structure clad in bio-based materials, such as vegetal, animal, mineral, and other post-consumer waste materials, which can be consulted and touched in the book at the installation.



- 38 TALKING TO ELEPHANTS**
 Presenta un "linguaggio" infrasonico ecologicamente sensibile che può essere usato per comunicare con gli elefanti, insegnando loro come utilizzare un nuovo corridoio migratorio, consentendo loro di attraversare in sicurezza senza l'interferenza diretta dell'uomo.
It features an ecologically sensitive, infrasonic "language" that can be used to talk to elephants, teaching them how to use a newly proposed migration corridor, allowing them to safely transverse without direct human interference.



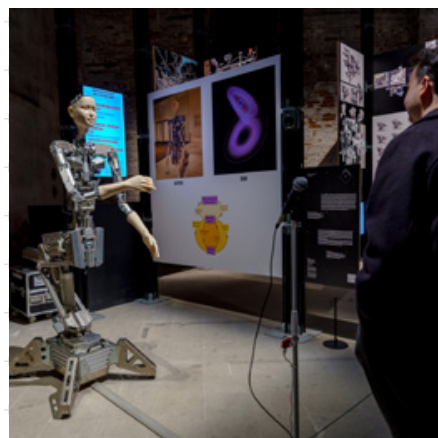


ARTIFICIAL

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- 60 Calculating Empires: A Genealogy of Technology and Power Since 1500
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- 62 Agentic Architecture: Synthesising Complexity for Regenerative Futures
- 63 Data Centres and the City: From Problem to Solution on the Path to Sustainable Urbanism
- 64 Building for Quantum
- 65 Doxiadis' Informational Modernism
- 66 Revolutionizing Clean Energy: Integrating Advanced Nuclear Solutions and the Built Environment
- 67 **Am I a Strange Loop?**
- 68 Biotopia
- 69 Proxy Ocean

- 70 **Co-Poiesis**
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- 73 Tiny Penthouses: A Reincarnating Masterplan via XL 3D printing
- 74 Circularity on the Edge
- 75 Unpredictable Atmosphere
- 76 WikiHouse: Architecture for the People, by the People
- 77 Machine Mosaic
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- 79 Venice Forever: From Reality to Imagination
- 80 A Real-Time Twin in Venice
- 81 Reflected Heritage: Digital Cultural Landscapes of the US National Park Service
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- 84 Recycling Intelligences
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- 86 The Curse of Dimensionality
- 87 Atlas of Popular Transport
- 88 Hybrid Ecologies: The Planetary Metabolism of AI



67 AM I A STRANGE LOOP?

"Laboratorio androide" per effettuare esperimenti di intelligenza artificiale dal vivo con il robot umanoide Alter3, dotato di componenti per la percezione, il controllo degli attuatori e la memoria episodica. I visitatori sono invitati a interagire con esso.

"Android lab" to carry out live AI experiments featuring the Alter3 humanoid robot, which has components for perception, actuator control, and episodic memory. Visitors are invited to interact with it.



70 CO-POIESIS

Il padiglione ospita una performance con musicisti umani e robot umanoidi: un robot traduce gli schemi delle percussioni in precise risposte ritmiche, mentre un altro trasforma questi ritmi in movimenti di danza.

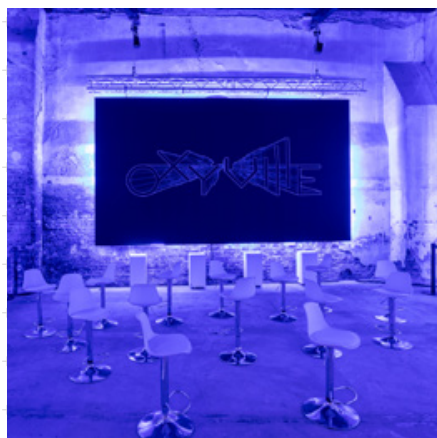
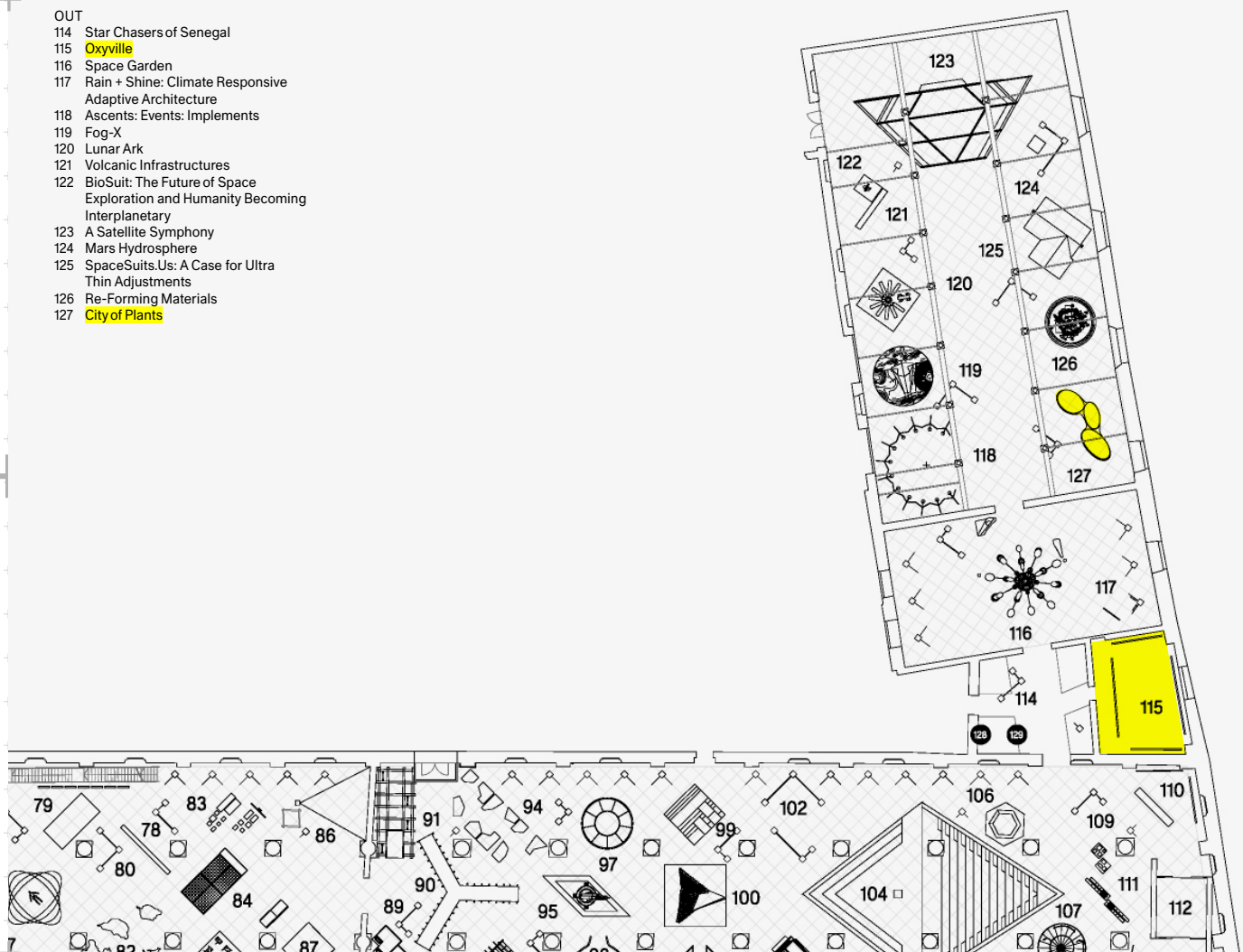
The pavilion houses a performance featuring human musicians and humanoid robots: one robot translates the captured drumming patterns into percussive responses, while another transmutes these rhythms into dance movements.



*non sempre fruibile

OUT

- 114 Star Chasers of Senegal
- 115 **Oxyville**
- 116 Space Garden
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- 126 Re-Forming Materials
- 127 **City of Plants**



115 OXYVILLE

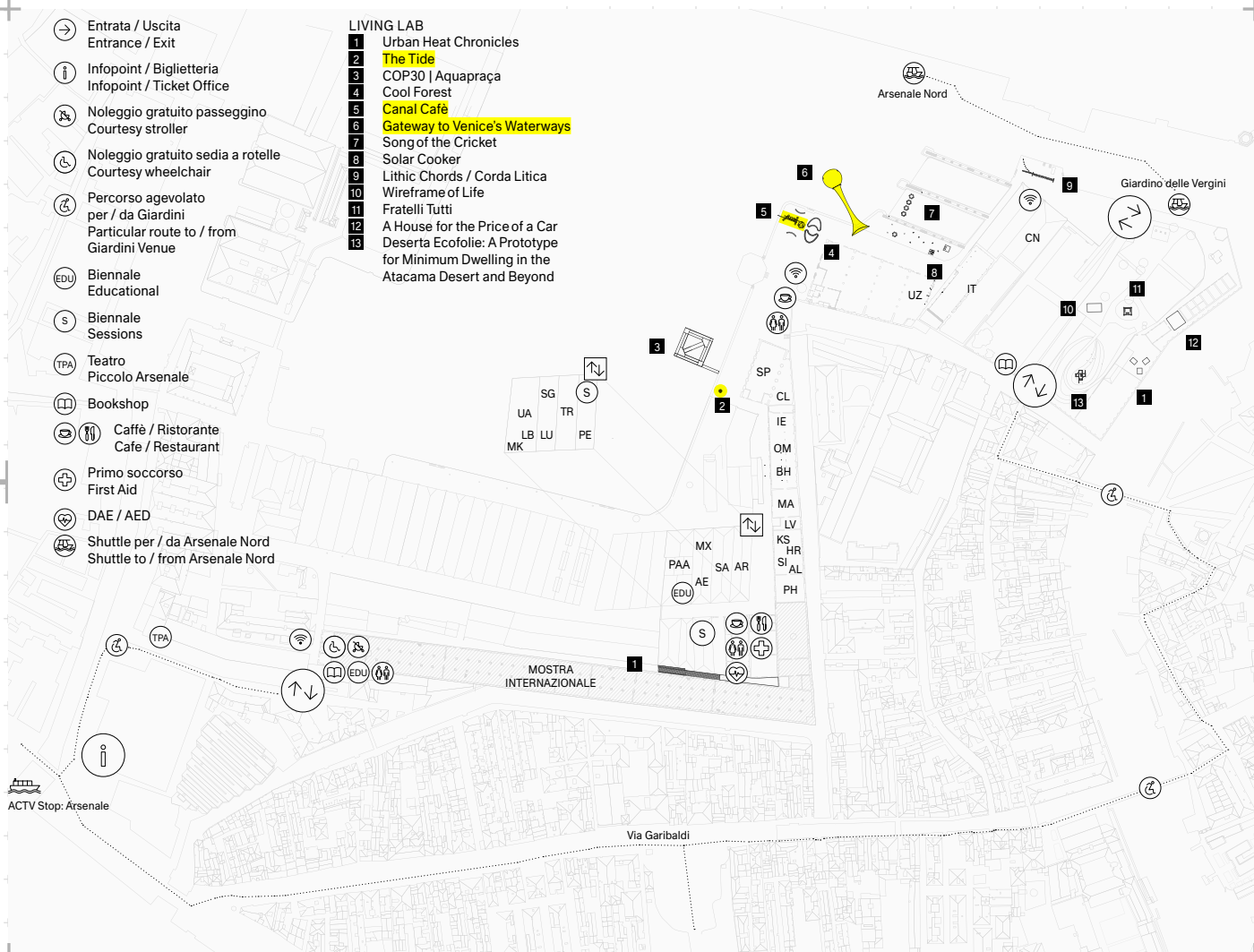
Creazione musicale elettronica progettata con emissioni sonore a 360°, che indaga la connessione tra audio 3D e spazio architettonico. Sessioni immersive di dieci minuti che permettono a chi ascolta di percepire le proporzioni, i materiali e le texture degli spazi immaginati.
Electronic musical creation designed in 360° sound, exploring the connection between 3D audio and architectural space. Ten-minute immersive sessions which allow listeners to perceive the scale, materials, and textures of imagined spaces.



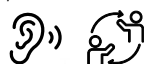
127 CITY OF PLANTS

Installazione dotata di sensori ambientali che rilevano in tempo reale le condizioni di vita delle piante, le vibrazioni dei passi e il tocco dei visitatori sulla base metallica, trasformandoli in suoni e luci.
Sensor-equipped installation, which captures the real-time living conditions of plants as well as it detects the vibrations of visitors' footsteps and their interaction with the metal base. All these inputs are transformed into sound and light.





2 THE TIDE
Installazione interattiva che permette ai visitatori di esplorare narrazioni generate dall'intelligenza artificiale. Il progetto mira a raccogliere e amplificare le prospettive delle giovani generazioni, spesso escluse dal dibattito e dai processi decisionali sul futuro delle città.
Interactive installation which allows visitors to explore AI-generated narratives. The project aims to gather and amplify the perspectives of younger generations, who are often excluded from the debate and decision-making processes on the future of cities.



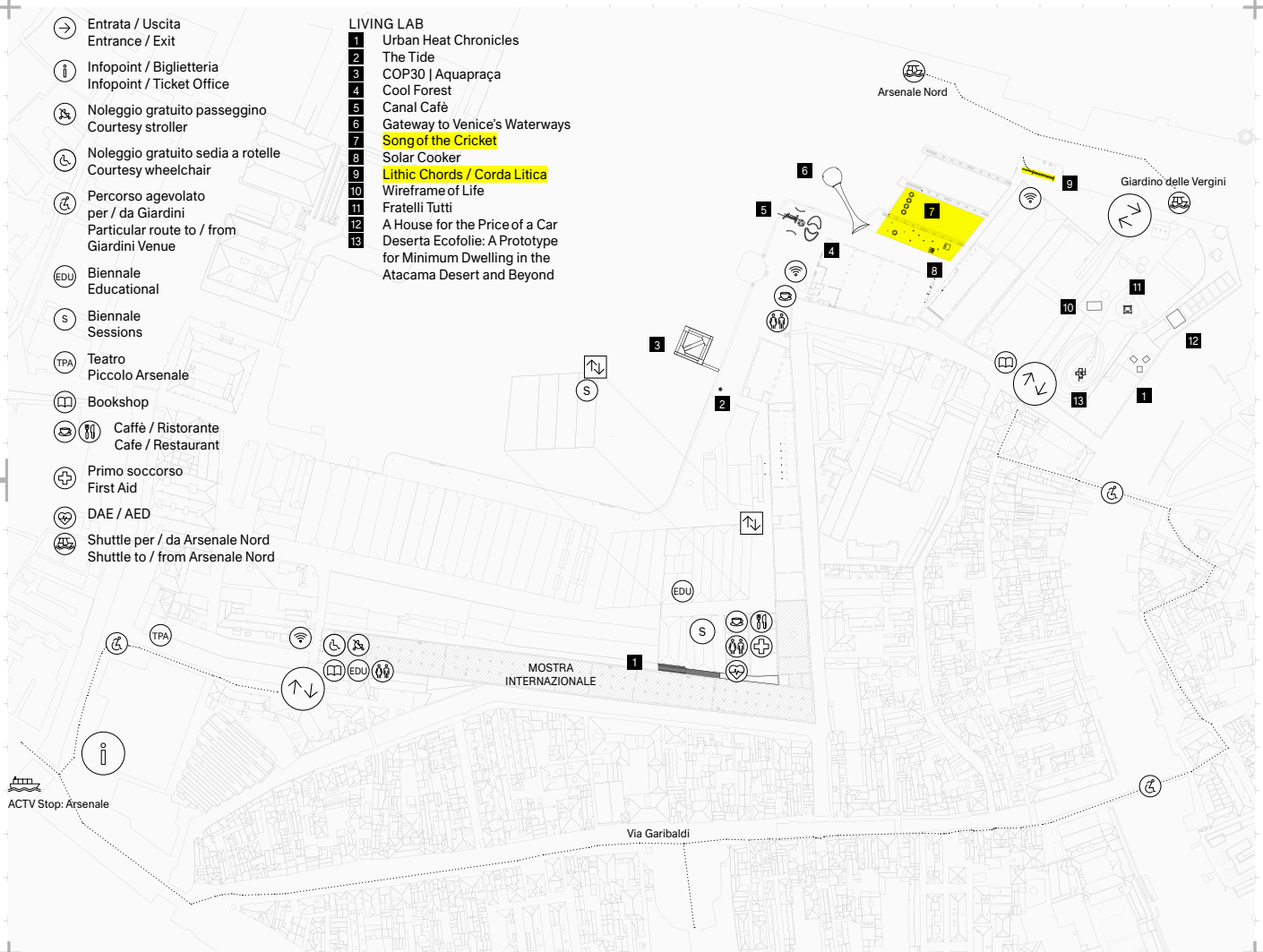
5 CANAL CAFÉ
Sistema ibrido di depurazione naturale-artificiale rimuove fanghi e tossine dall'acqua del canale, rendendola potabile. Qui è possibile acquistare e degustare un caffè ispirato al progetto.
Hybrid natural-artificial purification system removes sludge and toxins from the canal water, making it drinkable. Here you can buy and taste an espresso coffee, inspired by the project.



6 GATEWAY TO VENICE'S WATERWAYS
Ridefinisce l'infrastruttura di trasporto veneziana, modernizzando la connettività senza rinunciare all'identità storica e culturale della città, coniugando tecnologia contemporanea e impegno concreto per la sostenibilità ambientale. I visitatori possono provare le bici d'acqua.
Reimagines Venice's transportation infrastructure, modernising connectivity while preserving the city's historical and cultural identity, combining modern technology with a commitment to sustainability. Visitors can try out the water bikes.



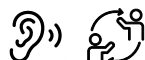
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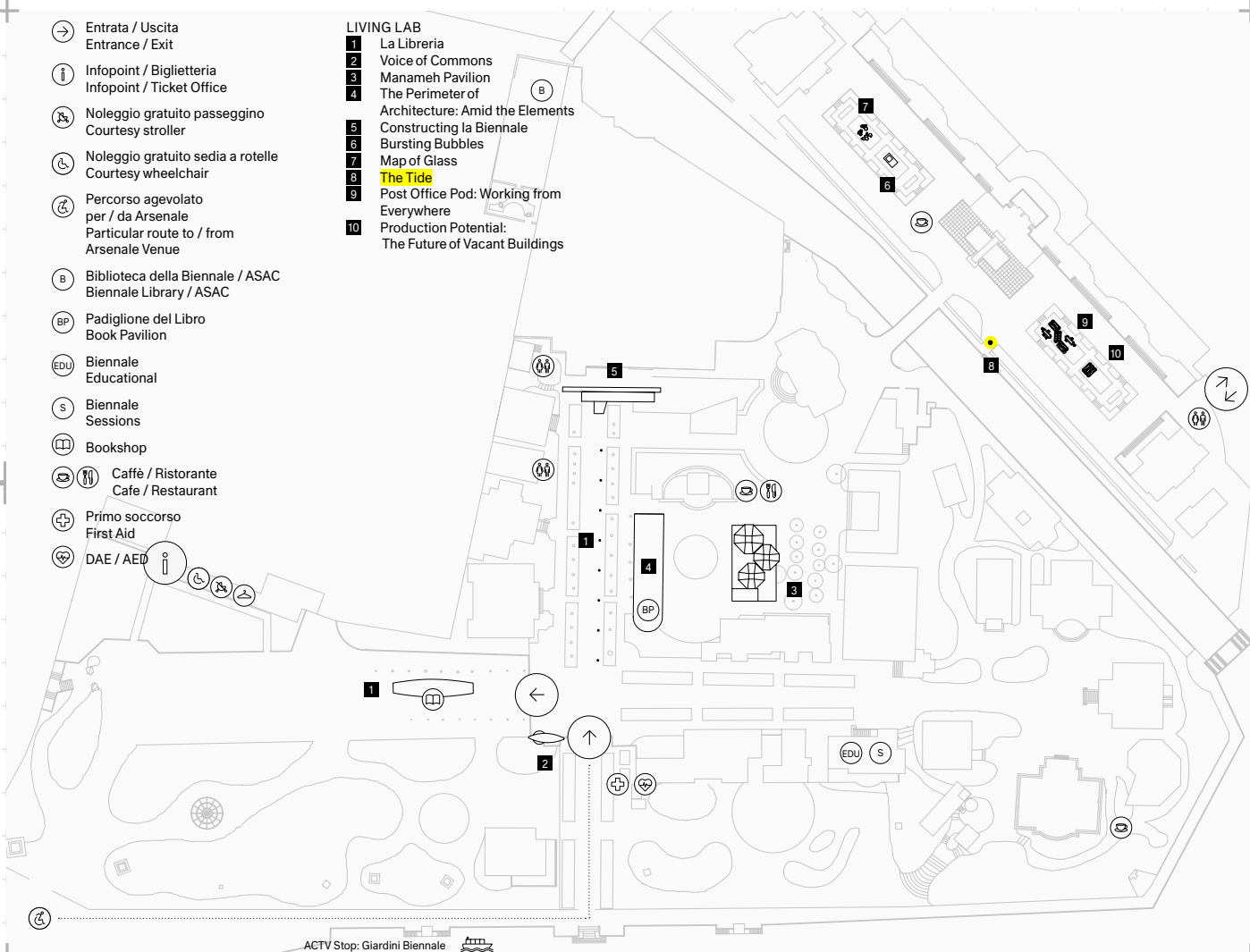


7 SONG OF THE CRICKET
Sistema di isole modulari galleggianti progettate come stazioni di riproduzione portatili per il grillo marmorizzato dell'Adriatico, specie che un tempo popolava la laguna di Venezia. Un indicatore del successo degli habitat insulari rispetto alle gabbie per grilli sarà il frinire.
System of modular floating islands designed as portable breeding stations for Adriatic Marbled Bush-Cricket, species that once populated the Venice lagoon. A bioindicator of the island habitats success versus cricket cages will be the crickets' song.



9 LITHIC CHORDS / CORDA LITICA
L'installazione trasforma la pietra in un elemento architettonico dinamico e interattivo che unisce materialità, performance e suono. La struttura ha la doppia funzione sia di spazio di incontro conviviale che di installazione sensoriale immersiva.
The installation transforms the stone into a dynamic and interactive architectural element, merging materiality, performance, and sound. The structure functions as both a convivial gathering space and an immersive sensory installation.





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