

Art Reviews

By DAVID PAGEL
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No Room for Reality: In the 1980s, Peter Halley's schematic paintings of the exteriors of blocky cells brought Minimalism up to date by making its abstract forms refer to both batteries and prisons. Today, **Miriam Dym's** elaborate diagrams build on this precedent, providing interior views of imaginary laboratories, research facilities and information-processing centers.

Just inside the entrance of Post Gallery, three page-size inkjet prints depict the floor plans of three fictional spaces. Neatly printed patterns, in a patriotic palette of various shades of red, white and blue, present two-dimensional overviews of rooms whose oddly angled architecture and specialized hardware appear to have been designed for precise purposes.

Each of the gallery's three remaining walls is covered by a hand-drawn, mural-scale translation of one of Dym's prints. The three-dimensional illusionism of these huge, labor-intensive ink drawings allows them to convey a lot more information than their two-dimensional counterparts.

For example, a series of small concentric circles attached to three straight lines in "Ground Plan for Scooter Room" becomes a tall pole from which three banners fly in "Scooter Room." Likewise, life-size doors, stairs, railings, work stations and banks of computers take on weight and volume as they are rendered according to the rules of one-point perspective.

Titled "Means of Conveyance," Dym's exhibition is a map-reader's

delight. It's easy to fall into the virtual world her six works create as you look back and forth between the two views of each room, piecing together an overall view and noting inconsistencies between them.

Sometimes, these "glitches" are small, as when several components that are not depicted in "Red Ramp Room Ground Plan" mysteriously appear in "Red Ramp Room." At other times they are obvious, as when the pinwheel configuration in "Ramp Buckets Room Ground Plan" is nowhere to be found in "Ramp Buckets Room."

In both cases, Dym's prints and drawings absorb your attention in the same way that computer games do: When you're under their spell, you don't mind leaving the real world behind.

• *Post Gallery, 1904 E. 7th Place, L.A., (213) 622-8580, through Saturday, June 30.*