

Design and Structure, in 3-D

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• A solid sampler of artists playing in three dimensions: Adam Ross paints alternative landscapes filled with drowsy floating capsules; James Casebere makes models of rooms and photographs them with eerie floodwaters seeping in; Robert Lazzarini fashions distorted versions of everyday objects, here a school desk so warped it looks like a saddle. The show's most intriguing piece, an installation by Isidro Blasco, takes images shown on a video monitor -- a couple discussing banalities over a meal -- and explodes their world into three dimensions.

Photographs depicting the onscreen room are pasted onto a plywood structure in the gallery, so the video's fleeting images are given sprawling, sculptural form.

"Architecture Untethered" at Numark Gallery, 625-27 E St. NW, Tuesday-Thursday 11 a.m.-7 p.m., Friday 11 a.m.-6 p.m., 202-628-3810, through Oct. 30.



Isidro Blasco's installation, at left, and Adam Ross's "Too far for the eye to see, always at the back of my mind #4," both at Numark Gallery. (Photos Courtesy Numark Gallery)