

THE HIDDEN CIRCLE GAZETTE

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VIBE · OPINION

Lockdown

BY CURT WOODMAN — 2025-05-04



In December of 2019 news began to spread of an outbreak of COVID-19 in the Chinese city of Wuhan¹. Only a few months later, on March 11, The World Health Organization² assessed the outbreak as having become a pandemic. By April about *half of the world's population* was under some form of lockdown, with more than *3.9 billion people* in more than 90 countries or territories having been asked or ordered to stay at home by their governments.

Never before in the course of modern history had so many people so suddenly been separated from their friends and families. Social activities ground to a halt. The internet became a life line to many, often being the only practical way to see loved ones. Video conferencing and games saw an upsurge in users. 3DX was no exception, seeing an influx of new players looking for an alternative way to socialise.

This made us wonder about people's experiences.. The gazette reached out and collected some testimonies from this difficult period. We present them here in the hope that more people will share their stories with us and make us realise that nothing, not even the worst pandemic, can defeat that basic human need to reside in the company of friends and loved ones.

¹<https://en.wikipedia.org/wiki/Wuhan>

²https://en.wikipedia.org/wiki/World_Health_Organization

~ ELIZABETH MOONLIGHT ~

Joining 3DX in the middle of covid was important. On 3DX I met some lovely friends, and it helped me a lot to cope with the isolation I was experiencing.

I joined 3DX in 2020. So it was during covid, but not exactly because of covid. I joined because some friends from another, similar, 3D world had transferred to 3DX, and I followed them. The other world was called Chathouse 3D and I believe it has now disappeared. Why did I join Chathouse? Originally because I was looking for a way to create an animated 3D avatar that looked like an android in order to film it and make a sci fi video. But that's another story.

Joining 3DX in the middle of covid was important. I had recently returned to the UK from a year abroad and had set up home in Cornwall, England, with my then boyfriend. After a brief spell of teaching in a school, which I hated, I started to give private piano lessons. To cut a long story short, the boyfriend left and covid stopped the piano lessons, leaving me alone and isolated in an old house out in the wilds of Cornwall. I was determined to make a success of the piano lessons and started to do them on line. To my surprise it worked well after a few awkward starts.

I was too stubborn to go back to Wales, where my parents live, and stayed in the lonely old house in Cornwall. On 3DX I met some lovely friends, and it helped me a lot to cope with the isolation I was experiencing. I was finally persuaded to return to Wales by a good friend on 3DX, and have never looked back. So I have a lot to thank 3DX and that friend for. When the piano lessons started to develop and the isolation had gone, I stayed with my friends in 3DX.

I wrote the music before I made the video. For me it's usual to do it the other way round. I used the same virtual voice that I used on the [Rome 100 BC video](/rome/) with the intention of making it more expressive. To cry, almost. I then made the video from about 30 pictures I generated using AI, asking it to provide pictures of a sad lonely woman in a dark house. I wanted the music to depict isolation and loneliness and to make a very dark video.

Curt suggested we use it as the starting point for a discussion on here about covid, isolation and 3DX. The music videos are a way for me to learn how to use the music production software I need for a course I will start in May where I will learn how to write and create music for film. The way music and visuals interact, and how and why music enhances the emotions has always fascinated me.

My 3DX journey started in 2019 following other players from a different adult game, so when the pandemic started I was already part of the community. The covid-discount made the decision easier. Can't imagine how life would have been without the friends on here and the parties in the virtual worlds. Alex Denton

~ SEBINA ~

The game became an unexpected source of support during a difficult period. It provided an opportunity to interact with people from around the world, breaking through that feeling of loneliness.

I started my journey in January 2022. At that time, Italy was going through one of the most intense periods of restrictions in Europe, particularly under the center-left government. The country experienced one of the strictest lockdowns, which led to a sense of isolation and boredom. Italy is known for being a densely populated country with a warm, friendly climate, and we're all accustomed to spending a lot of time outdoors, whether at pubs, restaurants, the beach, or in the mountains, with these places being easily accessible from any city. The COVID-19 lockdown severely impacted this way of life and our ability to socialize in the usual ways.

To pass the time, I started playing The Sims, where I enjoyed creating outfits for the characters. Eventually, though, I wanted something more interactive, something that would allow me to connect with others. I started searching for social games, not even considering the aspect of sex, and I wasn't aware of the virtual worlds and games that existed in this space.

That's when I stumbled upon a review of 3DXChat on Google. I was immediately drawn to the game's graphics and the different types of interactions it allowed. With an affordable annual subscription, especially with a discount, I decided to give it a try, mainly out of curiosity and the need for something new to do while staying home.

When I first started, I didn't know anything about the game's clubs, the music, or DJs. Although I've been DJing in real life for six years, I hadn't connected the game to that side of my profession. At first, I didn't quite understand the dynamics of people forming relationships in the game, such as dating or getting married. But as I spent more time playing, I began to understand that the game offers many layers and can be experienced on different levels. It's much deeper than it initially seemed, and I've come to appreciate the complexity and variety of experiences it offers.

On a more personal level, the game became an unexpected source of support during a difficult period. The lockdown, combined with the social restrictions and uncertainty of the time, led me to experience a significant drop in my social mood. I was feeling disconnected from others and, at times, quite isolated. In that space, the game provided an opportunity to interact with people from around the world, breaking through that feeling of loneliness. The ability to form new connections, even in a virtual space, gave me a sense of belonging and purpose during a time when real-world interactions were limited.

Psychologically, this helped me cope with a lot of negative emotions that arose from the isolation. The game offered a safe space to explore different aspects of my personality and connect with others in ways I hadn't expected. It gave me a sense of agency and control during a time when so much of life felt uncertain and out of my hands. I could engage with others, express myself, and experience moments of joy, all of which helped lift my mood and gave me a much-needed emotional outlet.

For me I was already active in 3dx but as covid rolled in 3dx became an important contact, for me and many others, to the outside world. Delia

~ DIMEZ ~

I would say 3dx had quite big importance to me during this Covid-time and giving me a balance plus developing friendships. Some of them last for years now.

I joined 3dx late in 2018, never played this kind of game before, so I was...curious. Exploring rooms and get a feeling for the game I quickly realized, maybe this kind of genre isn't for me? But now I paid for a year, so I should at least try...at least from time to time. Today I would say I took breaks from this virtual world for good, but to be honest with you, I often just forgot about this game and/or hadn't really the time due to real life. Fast forward to the pandemic.

I was used to travel for my job very frequently and weekly. On average I drove over 50.000 miles per year by car, some more by plane. But now? No travelling anymore, all office work from home and the usual known restrictions made me to give this whole 3dx world game another chance. I joined more regular and explored room, got into conversations with others. They dragged me to other friend groups and even before I started to settle in the joining a community process took over.

"Come to our discord server", "What's your DC?" etc. In a blink I was involved and somehow became member of a dance group (before it was all bots and used as only room fillers). During this time, I have to say this 3dx world an almost daily duty for me. Meeting my friends while I couldn't do in real life. Have something to do to distract me. If it was a gig with the group or just exploring all the different rooms and events. It slowly became a part of

me, even it started with using my planning skills and I worked my way through to find my place. The game and its players really helped to overcome the pandemic time for me. Not to feel all alone because before I hardly spent any time at home. Most of the week I was travelling and staying in hotels or was on the road to another customer or trade fair. So not just having to spend more time inside at home, I even had a whole other lifestyle to get used to. The virtual world helped me to settle and not go too mad about all this.

As toxic as this virtual world can be, I always try and see the good times and benefits. I tried a lot, member of a dance group, host, DJ and just regular guest. With every role I feel something more added also to my real life.

Like photoshop skills which were very basic before. Got really deep into DJing and needed to learn everything about streaming and the technical side. Which also became a hobby now, still here and in real life.

So, I would say 3dx had quite big importance to me during this Covid-time and giving me a balance plus developing friendship. Some of them last for years now.

What did 3DX mean to you during the lockdowns? If you feel like sharing, we invite you to post your experiences in the comments below.

With special thanks to Elizabeth Moonlight for the video and music.