

THE HIDDEN CIRCLE GAZETTE

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BUILDS

Sea to Sky

BY CURT WOODMAN — 2024-07-14



Sea to Sky

by JimmySwift

The brainchild of builder *JimmySwift*, the goal of Sea to Sky is to have a room that allows people to have a sense of privacy and connection with the other guests. Most of the destinations are visually connected with one another but also so well embedded in the landscape that people feel they are truly away from the world at large. The room attempts to inspire a sense of both freedom and inclusion.



Sea to Sky began when I arrived in 3DX in late 2023. My starter house and island continuously expanded as I developed new buildings and some strategies for creating realistic natural settings. Eventually, I started opening this room part-time and getting feedback from the public, which helped a lot as people began sharing information with me. There has been lots of help along the way, and I am truly thankful for the collaborative spirit here. Eventually, I started a new room from scratch and imported many of the buildings and objects after some refining and organising. The new room was much smaller and well-organised. This is when Sea to Sky truly began, and I started opening regularly.



When you arrive at Sea to Sky you are at the beach. When you look around you will quickly note the many alpine destinations along the horizons. You can conveniently connect to these destinations as well as the beach cottages and bathhouses via the 10+ portals in the lobby. The recommended lighting settings are included throughout for people to experience the spaces the way Jimmy intended.

There is a mix of fire pits, alpine cabins, beach cottages, bathhouses, saunas, and a sublime and tranquil Japanese garden in the very center of the room.



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