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STAGE · DANCE

Velvet Temptation

BY **CURT ROSEWOOD** — 2026-03-07



Leading an Established Team into a New Era

Few things capture the energy of a packed venue quite like a live dance performance. Behind the synchronized formations, bold themes, and late-night rehearsals are leaders who pour heart and vision into every show.

Today, *The Hidden Circle Gazette* sits down with **Jenne**, captain of the *Velvet Temptation* dance team — a performer, creative director, and community builder who stepped up to revive a once-thriving troupe and guide it into a new era. Beyond the stage lights, Jenne is also known for hosting the naturist space Soleil Libre[1] [2]and for gracing the runway in fashion competitions, blending artistry, confidence, and community spirit across multiple corners of 3DX.

We spoke with her about rebuilding a team, crafting performance concepts, managing the chaos of live virtual shows, and her hopes for the future of human-led dance teams in an increasingly automated scene.

[1] https://thehiddencircle.com/soleil-libre/

[2] https://thehiddencircle.com/mythology-of-soleil-libre-chapter-1/







How did the Velvet Temptation team come to be?

JENNE B*urning Desire was originally formed early 2024 by two guys Mike DB and Aerney, all credit goes to them for the original founding of the dance team. At one point the team were doing multiple shows most days of the week. The last quarter of 2025 the team cut most of its shows and was performing only in a handful of smaller clubs.*

At the start of this year Mike and Aerney decided they were going to fold the team, so rather than let the name die along with the work they put into building the team, I took over in January of this year. My aim is to bring the team back to where we once were with lots of recruiting of both female and male dancers, and picking up new venues. So far it has been a lot of hard work, but we are slowly getting there with dancers and some exciting new venues which we perform at on a weekly basis.

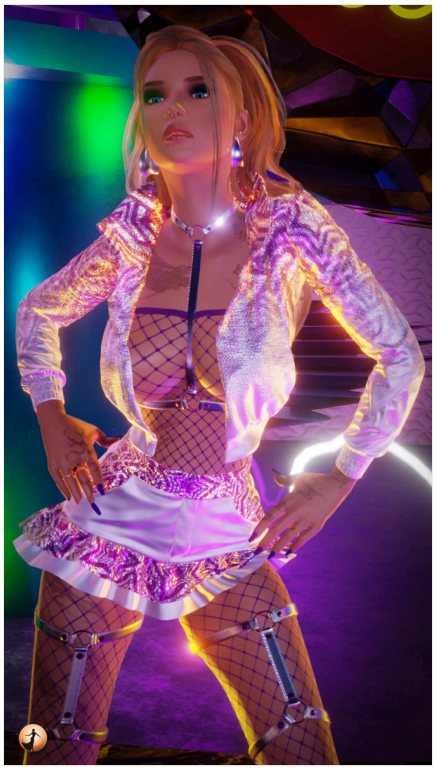
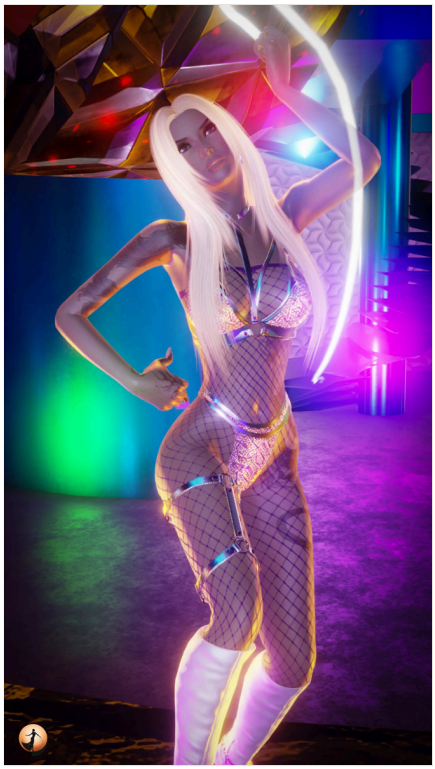
> On April 1st 2026, The *Burning Desire* name was changed into ***Velvet Temptation***. This article has been updated accordingly.

How do you develop the themes or concepts for the performances?

JENNE I usually start by looking for a central feeling or atmosphere I want the audience to experience depending on the genre of the venue whether it's high energy EDM , Rock, something sensual, or something more emotional. From there, I build a theme around that mood.

Once I have the core idea, I create a moodboard in my head, colours and styles of outfits to blend with the venues and the overall vibe I expect from a venue. Then I experiment with choreography, testing different moves, transitions, and formations to see what supports the theme of the upcoming show best. I refine everything through repetition.I adjust timing, sync, and flow until the performance feels cohesive.

I spend a lot of time in the training room going over, dance routines and combinations, these all depend on team numbers and F/M ratio, sometimes I have to think on my feet during shows if my expected dancers or F/M ratio alters due to call offs etc.

The outfits are an important part of the performance. How do you go about designing them?

JENNE We will begin the design of an outfit by taking into account the genre and colour schemes of each venue we perform in, we're looking for an outfit to fit asthetically with the particular venue but still stand out on stage, for instance EDM clubs we tend to go more towards Neon/Sparkles included in the outfits.

Designs are mainly done by myself and Shimmer. when the initial outfit is done we go over it to make any tweaks, if something could stand out more or something is slightly off with the outfit. We try to have a couple of outfits for each venue we perform in weekly just to change it up from time to time.

When you really get into designing outfits you discover the choices are quite limited more-so for male designs so a good creative imagination helps a lot to come up with something thats new and fresh.

What qualities do you look for when recruiting new members to your team?

JENNE When recruiting new members,I spend a lot of my time reading profiles. You can pick up a lot about someone's personality from a few sentences in a profile. Personality is important. I look for people who are positive, respectful, and easy to communicate with, because a good team vibe makes performances so much stronger.

Skill matters because we want dancers who can keep up with choreography, timing, and formations, but it's not the most important thing as we are all new at some stage, we train new dancers in the basics to get them familiar and confident in how we perform. Personally I feel the best way to improve as a 3DX dancer is on stage with a team around you.

Reliability is a big thing for me. Although I do not push dancers to make every show, my dancers dance when a show fits with their own schedule, a happy dancer, not under pressure or feeling they have to be there constantly leads to a better performance on stage, Showing up on time, communicating clearly, and being consistent builds trust and cohesion within the group.

I also value people who are open to feedback, willing to learn, and able to adapt on the spot when choreography or plans change.



Coordinating multiple dancers in a virtual environment can be challenging. How do you manage it?

JENNE Synchronization starts with clear timing cues so everyone knows exactly when transitions and formations should happen. I make sure everyone understands the counts and the flow. Rehearsals can be tricky with dancers from various timezones throughout the world, communication is very important, I encourage all of the team for their input and feedback in group chat, as often we see different things on our screens to each other.

Technical timing can be tricky in an online world, so I rely on standardized instructions, countdowns, and a shared understanding of when to trigger animations or movements. If someone has lag or sync issues, we troubleshoot as a team and adapt until the performance feels tight and unified.

What's the funniest thing that's ever happened during a live performance?

JENNE One of the funniest things I've witnessed was one of our dancers come on stage for a show, due to not fully understanding the partial avatar load he was basically Bob in a dancers outfit!

Another one which always gives me a smile is when a dancer has been reading profiles and miss clicked, unknown to themselves they have wandered off stage and taken a walk. Moments like that remind me that even with planning, virtual performances have a mind of their own. You just go with the flow.







How do you see the role of dance teams within the 3DXChat community?

JENNE I think dance teams play a big role in shaping the nightlife and culture of 3DXChat. They bring structure, creativity, and energy to the social scene.

A good dance team doesn't just perform they create memorable experiences and help build a sense of community. They help keep the nightlife vibrant by offering consistent entertainment and a reason for people to gather. They also create a welcoming space for people who want to be part of something collaborative. Whether someone joins as a dancer, a DJ, a builder, or just a fan, teams help people connect and feel included.

What I'm not so keen on is the increasing use of bot teams. For me this removes any work required in recruiting, training new dancers and I feel it devalues the actual human teams.

Do you want to add any closing thoughts?

JENNE Although I'm fairly new to captaining my own team, I've learned a lot in a short period. I'd like to thank the DJs and clubs that have put their faith in us to perform there, and all our dancers who believe in me as their captain, the fans that support us along the way, last but not least my partner **MrJohnnyT** who has been fantastic at recruiting for the team, being by my side the whole way in this new venture.

I'd like to wish all other teams on 3DX the best of luck going forward in 2026 and beyond, and the same to the Hidden Circle Gazette. It's been my pleasure to have been asked to do an interview.

In a world where virtual nightlife is constantly shifting, it's clear that for Jenne, dance is more than choreography — it's community. Whether she's commanding the stage, hosting at *Soleil Libre*, or stepping onto the modeling runway, she embodies the collaborative spirit that keeps 3DXChat vibrant.

As Velvet Temptation continues its rebuilding chapter in 2026, one thing is certain: the flame hasn't gone out — it's being carefully, passionately rekindled.

With Special Thanks to Jenne