THE HIDDEN CIRCLE GAZETTE

AN INDEPENDENT 3DXCHAT NEWS PUBLICATION.

2026-02-28 ARTICLE CLIPPING — THEHIDDENCIRCLE.COM

STYLE · PHOTOGRAPHY

The Art of BenM

BY CURT ROSEWOOD — 2026-02-28



Between Light and Emotion

In the virtual world of 3DX, creativity finds countless forms of expression. From immersive builds to unforgettable events, the platform thrives on those who shape atmosphere and experience. Among them *BenM*, host of the 24/7 chill-out space *Paradiso* and a virtual photographer whose work captures more than just avatars on a screen.

Known for his atmospheric, fashion-influenced imagery and an eye for authentic emotion, *BenM* has quietly become one of the platform's most distinctive visual storytellers. What began as a desire to preserve the energy of his events has evolved into a disciplined and expressive photographic style that balances realism with artistry.

In this interview, *BenM* shares how his journey began, how his style has developed alongside the platform itself, and why limitations within the game engine have become part of his creative discipline rather than obstacles.







How did you get involved in 3DX photography?

BENM In 2024, I launched a 24/7 chill-out relax space called Paradiso. While I wouldn't describe myself as a photographer, I have always been deeply drawn to aesthetics, beautiful faces, fashion, atmosphere, and meaningful moments. As I began hosting events more regularly, I felt a strong desire to capture the essence and energy of the space. From DJs to Dancers and most importantly the guests, photography became the most natural way to do that. For me, it wasn't just about taking pictures, but about preserving the atmosphere and emotions of each event. I wanted to offer guests something lasting, a tangible memory of their experience and the special moments they shared with me and their friends in Paradiso.







How would you describe your artistic style, and how did it evolve over time?

BENM I'd describe my style as atmospheric and fashion-influenced, but always focused on the person first. I'm very detail-oriented and quite disciplined when I shoot. I really try to capture the true essence of someone rather than just how they look. I also adapt as things unfold. Sometimes the best moments aren't planned, so it's important to move with the energy rather than control it too much.

When I first started, it was more about documenting moments and preserving memories, especially within the space I was in. Over time, my work became more intentional. I started paying closer attention to composition, mood, and how each image could tell a stronger story. With the recent addition of skin detailing on 3DX, my approach has evolved again. It's allowed me to work in a more realistic way and focus on the finer details of the avatar, the texture, the subtle features which add depth and makes each moment feel more alive.

Fashion has also always been a big influence for me. I've always been drawn to strong brands and creative identity. Working alongside my dear friend Harlyn "Stylyn[1]" has definitely shaped that side of me. Together, we're always exploring ways to create unique, expressive, and sometimes playful artistic moments. That influence naturally flows into my photography blending atmosphere, style, and personality while still keeping the emotion authentic.

[1] https://thehiddencircle.com/stylyn-fashion/

Overall, my style sits somewhere between curated and natural. It's expressive, but still honest, and it's constantly evolving as the platform and my creativity evolve with it.









What's the most challenging part of creating compelling images within the limitations of the game engine?

BENM The biggest challenge is working within the technical boundaries of the engine while still trying to create something that feels natural and expressive. You don't always have full control over lighting, angles, or facial detail, so patience and small adjustments make a big difference.

In Paradiso, I'm fortunate that the atmosphere does a lot of the work alongside me. The lighting setup, the design of the space, and the energy of the guests all help shape the mood of an image. That said, timing is everything. Because the tools are limited, you have to be observant and ready to capture the right moment when it happens.

I see the limitations less as obstacles and more as creative discipline. They force you to pay attention to detail and be intentional with every shot. When everything aligns despite those constraints, the image feels both polished and genuine, and that balance is what I'm always aiming for.

Can you walk us through your creative workflow?

BENM My workflow usually starts with just watching the room for a bit. I pay attention to the energy, how people are interacting, and how the light is falling in the space. I don't like forcing things too much, I'd rather catch a real moment as it happens and then frame it properly.

When I'm shooting in-game, I try to get as much right as possible from the start. Angles, posture, small details; they all matter. Since it's quite limited to what you can actually capture without things becoming repetitive, it's important to build a strong base before moving on.

After that, I edit lightly. I adjust the lighting, contrast, and fine details to enhance features and bring out the mood of the moment, but I don't want it to feel overdone. For me, the goal is simple and when I look at the finished image, it should still feel like that exact moment.









What tools, software, or techniques do you rely on most during editing?

BENM I mainly work in Adobe Lightroom and Adobe Photoshop, and for me, they feel like a natural part of my photography. Lightroom is where I adjust lighting, color, and contrast to bring everything together, and Photoshop is where I refine the little details, textures, small distractions, and depth... so the image feels alive.

But honestly, having a strong PC and a good monitor is just as important. Even if your edits look great to you, someone with better hardware might see it differently. If you want your work to really shine, investing in solid tools and a reliable setup makes a huge difference. It gives you the space to bring your creative vision to life and keep your images looking as authentic as the moment felt.

Are there any artists, photographers, or visual styles that influence your work?

BENM My biggest influences actually come from within 3DX itself. Seeing what other photographers were able to create inside the platform really opened my eyes to its creative potential. That's where my passion for photography truly started.

I'm constantly inspired by friends who share the same love for it. We exchange ideas, talk through techniques, and collaborate in ways that help all of us grow. That shared creativity keeps things fresh and motivating.

Outside of 3DX, I wouldn't say I've had one major real life influence. I'm naturally drawn to strong visual identity and mood-driven imagery, but my style has mostly developed organically through experimentation, curiosity, and working within the unique possibilities of the game.









Do you have any closing words for us?

BENM I'd just like to say thank you to everyone who has trusted me to capture their moments in 3DX. Photography here is about connection, atmosphere, and creating memories people can look back on.

I'm also truly grateful to 3DX for selecting me as a photographer for official in-game events. Having player creativity recognised like that means a lot, and it's an experience I genuinely enjoy. Finally, a big thank you to The Hidden Circle Gazette for recognising my work and giving me the opportunity to do this interview.

Most importantly, I believe in staying humble on this platform. There's no "best" photographer, only different styles and unique perspectives. Own your work. Don't let anyone dictate what you should or shouldn't create. Be yourself and stay creative.

BenM's approach to photography reflects something deeper than technical skill — it reveals a commitment to presence, atmosphere, and authenticity within a digital world that is constantly shifting and expanding. His work reminds us that even within virtual spaces, emotion is real, moments are meaningful, and creativity continues to evolve.

From the glow of Paradiso's lighting to the subtle textures made possible by recent platform updates, BenM's lens captures not only how 3DX looks — but how it feels.

As he so thoughtfully states: there is no "best" photographer, only different perspectives. And in that spirit, his work stands as a testament to individuality, collaboration, and staying true to one's creative voice.

If you want to follow Ben, subscribe to his channel on X[2].

With Special Thanks to BenM



[2]https://x.com/BenM_3DX