THE HIDDEN CIRCLE GAZETTE

AN INDEPENDENT 3DXCHAT NEWS PUBLICATION.

2026-03-14 ARTICLE CLIPPING — THEHIDDENCIRCLE.COM

STYLE · PHOTOGRAPHY

The Creative World of NADEZ

BY CURT ROSEWOOD — 2026-03-14



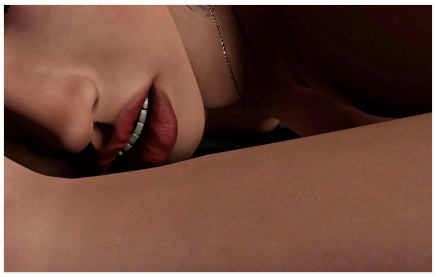
The Art of Virtual Photography

Some players come to socialize, others to explore. A few come to create. For NADEZ, 3DX is more than a game; it's a studio, a canvas, and a stage for visual storytelling.

Long before discovering 3DX, she was already experimenting with digital photography in IMVU[1], learning how to manipulate light, mood, and detail to shape images into something deeply personal. Her work evolved from darker, horror-inspired edits into refined, feminine compositions that feel closer to fashion editorials than in-game screenshots.

In this interview, NADEZ speaks about creativity within limitation, breaking the boundaries of preset poses, editing on a phone, and why virtual photography remains her most meaningful reason to log in.

[1] https://en.wikipedia.org/wiki/IMVU



What inspired you to start doing virtual photography?

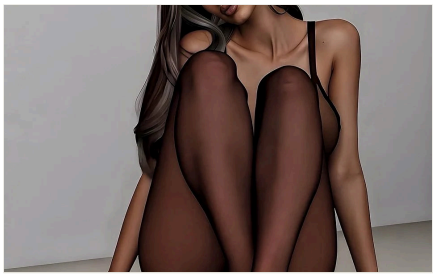
NADEZ I have always loved taking pictures in the games I played, whether it was in games like Uncharted or The Sims. It was always fun to pause the game for a moment and capture little snapshots.

Long before I started with 3DXChat, I spent years creating images in IMVU. IMVU had a very lively photography community with some incredibly talented digital artists, and that inspired me to learn how to edit and manipulate images myself, adding details, changing elements, and shaping them into something more personal.

I used to share my IMVU pictures on Instagram, but over time I became more inactive there and eventually my account got suspended. That pushed me to look for an alternative to IMVU, which is how I discovered 3DXChat.

From the very beginning I saw the game more as a platform for creating images, and photography is really the only reason I've stayed active there for so many years.

What still motivates me today is simply my creativity. I don't force myself to create regularly, but whenever I feel inspired, it's a nice way to spend my time and also a small escape from everyday life.



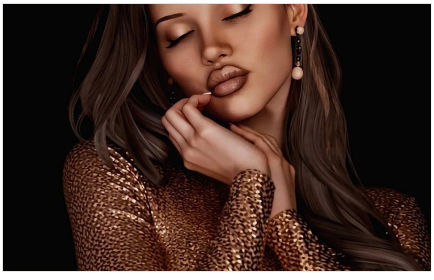
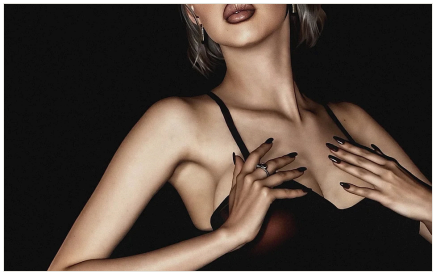
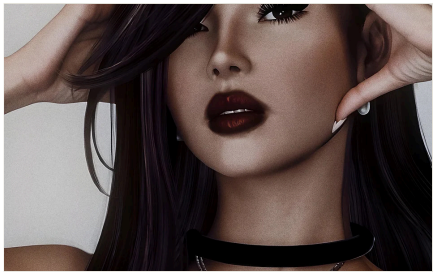
How would you describe your artistic style?

NADEZ I think my style is very mood-driven and feminine, with a strong focus on elegance, atmosphere, and visual storytelling. I like images that feel curated rather than random, almost like a small fashion editorial inside a virtual world.

Over time my work became more minimal and intentional. In the beginning I experimented a lot because the game didn't give me much freedom when it came to creating an avatar that truly felt like "me", so my early images were darker since I'm a horror fan and enjoyed doing gory edits.

The game has evolved a lot in a positive way when it comes to character creation, and because my avatar has always been my canvas, changing my avatar also changed the way I create my images.

Today I pay much more attention to composition, soft details, and the emotional tone of an image. I also try to create something new instead of repeating the same pictures over and over again.



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

NADEZ I think I can speak for many 3DXChat photographers when I say that the most challenging part is the very limited number of poses we have available. The single poses in particular are quite limited, and it would honestly be a dream if the game considered adding more idle poses or even releasing a small pose pack focused on more than just sex poses.

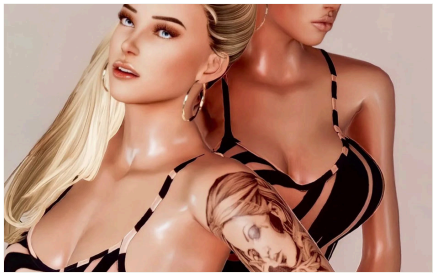
But even with the poses we currently have, you learn how to work around the limitations. For me personally, those limitations are exactly what shaped my images, because they motivated me to break them. Before the new hair system existed, I found my own way to change my avatar's hair directly in the image without it looking artificial. That process was actually fun.

I also started using the sex poses very early on to expand my pose variety by putting our sex bots Betty and Bob on the ignore list. That allowed me to perform those poses with an invisible partner, and with the right angle, it created new "solo poses" that brought more variety into my pictures.

Over the years I've created so many images, and none of them feel repetitive to me, which shows that the limitations of the game aren't really the biggest problem. However, I can imagine that photographers who mainly stage other users inside public rooms instead of focusing on their own avatar in a private, more controlled space, might fall into more repetitive patterns, and that again clearly highlights the limitations of poses in the game.









Can you walk us through your creative workflow?

NADEZ While editing on my phone I developed my own workflow with specific steps that help me reach the result I want. Every time the game sets a limit, I feel motivated to break through it while still making the image look as natural and in-game as possible. I've been creating images since 2022 and I'm still learning and evolving with every new piece.

It really depends on whether I'm taking spontaneous pictures or trying to bring a specific idea from my mind to life. What is always essential for me, though, is working with good lighting.

Cooler light makes the avatars look much more detailed, and that helps especially when I edit my images beyond just adjusting colors or blurring the background. Depending on what I want to create, the time I spend on a single image can vary a lot. It's honestly difficult to describe my workflow step by step because I often work very intuitively until the final result simply feels right to me.









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

NADEZ For many years I edited my images mainly on my phone. The apps I used the most were **Snapseed** and the regular editing tools in my phone's gallery.

When it comes to manipulating images, you need a program that works with layers, but it doesn't necessarily have to be a specific one. Right now I'm practicing editing more on the computer and mainly use Lightroom and Photoshop.

In the end, the exact software isn't the most important part. What really matters is understanding the tools you use and knowing what kind of result you want to achieve.

Many programs today offer more than enough features for editing 3DXChat screenshots, especially when it comes to adjusting light, colors, or adding subtle background blur. For deeper image manipulation, though, a layer-based program like Photoshop makes the process much more precise and flexible.









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

NADEZ I often draw inspiration from my own feelings and from things that genuinely move me, like music, fashion, and art in general. 3DXChat itself can also be inspiring, especially when updates introduce new visuals or poses. User-created worlds such as Paradiso or The House of Lust[8] motivate me as well, because the creativity and attention to detail behind them create atmospheres I want to capture through my images. Sometimes I create without a fixed plan and let the editing process guide me, which often leads to results I wouldn't have imagined beforehand.

What I also appreciate about virtual photography in 3DXChat is how easily it connects like-minded artists. I've followed several photographers whose work continues to inspire me. Artists like PixieJessi3dx[8] stand out to me because she transforms her images beyond simple photography, which is something I strongly relate to. I also admire creators such as BenM[8], Jerome3dx[8], and antraxiia[8] for their quality, creativity, and intuitive understanding of photography.

Seeing inspiring work from others remains one of my biggest motivations to keep creating. I need a space where I don't just share my work, but where I can actively experience what others create as well. Recently, I've also started experimenting with new formats, like my video project[8], which allowed me to explore storytelling and movement beyond still images. Without that creative exchange, I would probably look for a new platform with a more active photography community.

Do you have any closing words for us?

NADEZ Over time, I've come to see creativity as something deeply personal rather than competitive. Everyone brings their own perspective into the virtual world, and that diversity is what keeps it alive and interesting. I've always created to explore my own ideas and to grow as an artist, and I'm grateful to be part of a community where so many people continue to express themselves in unique and inspiring ways.

[8]https://thehiddencircle.com/the-house-of-lust/
[8]https://x.com/PixieJessi3dx
[8]https://x.com/BenM_3DX
[8]https://x.com/Jerome3dx
[8]https://x.com/antraxiia
[8]https://www.nadezz3dx.com/videos

I especially want to thank everyone in the 3DX community who shares their creativity and passion, because without that exchange, this space wouldn't be what it is. And of course, a special thank you to The Hidden Circle for the opportunity to share my thoughts and my work in this interview.

NADEZ's work reminds us that creativity rarely depends on unlimited tools. Often, it thrives because of limitations. In a platform where poses are finite and environments predefined, she has carved out a distinct visual language rooted in mood, elegance, and careful composition.

For her, 3DX is not just a social world, but a space where imagination meets technical experimentation. Whether editing on a phone or refining images in Photoshop, her approach remains the same: intuitive, intentional, and always evolving.

In a digital landscape where screenshots are often disposable, NADEZ turns them into art, proof that even within the constraints of a game engine, true creativity finds a way to expand the frame.

If you want to follow NADEZ, subscribe to her channel on X[8].

With Special Thanks to NADEZ

---

[8] https://x.com/Nadezz3dx/