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BUILDS

OliverX Creations

BY CURT ROSEWOOD — 2025-11-01



Building Worlds in 3DX

OliverX has made a name for himself in 3DXChat not just for the rooms he creates, but for the thought and care he puts into every detail. From party spaces full of original effects to imaginative recreations of things like the *Thousand Sunny* from One Piece[1], his builds show both skill and a playful approach to the editor. In this interview, he talks about how he works, where he finds inspiration, and what keeps him creating. For him, it's not about popularity but recognition for the work.







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



Is there a certain type of build you focus on?

OLIVERX I don't have any particular specialization in terms of construction style. In fact, I try to diversify the themes as much as possible, both for the pleasure of discovery and to continue to progress, but also because I need to challenge myself to find the creative energy necessary to build a room.

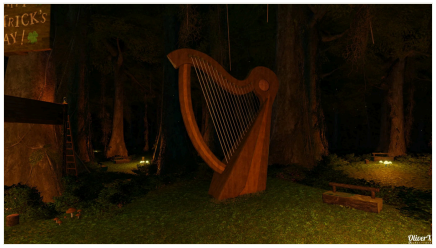
Where does your inspiration come from?

OLIVERX It is a combination of things that undoubtedly has to do with my age (born in the 1980s, with all the influences that marked that generation). Rather than finding the source of my inspiration, I'm more inclined to think that it's my affinity with the creative process itself that helps me most in creating rooms. So I relate this a lot to imagination and personal sensibility, which makes it even more difficult to identify influences. I think many builders will recognize themselves in what I'm about to say, at least those who invent their rooms from A to Z.

Creating is a bit like “sniffing the air” in search of something that doesn't yet exist, and then, when an idea appears, it's a bit difficult to grasp at first, but it turns into a ball of yarn: you just have to pull the thread and everything comes together quite naturally. But you can also get “stuck” and find yourself empty-handed for quite a while. Fortunately, you can always do pure reproduction.

I started doing this kind of thing recently, with the private jet (although I had already reproduced the Thousand Sunny from the manga One Piece), and I think I'll do more of it in the future to continue diversifying. It's much easier and more relaxing for me in a way, and I can explore a wide variety of themes. But I could never do without pure creation, which I see as a need that must be satisfied regularly. The 3DX editor is a great tool for this, just like music editing software or any other creative software.









Would you say you have a personal signature or style that shows up in your builds?

OLIVERX When I think about it, the common denominator would be this little quirk I have of wanting to systematically include new effects in each of my rooms. Innovation is certainly something that comes naturally to any builder with a certain amount of experience, but it's clear that I take it quite far in this direction, and this may partly characterize my builds. Each of my rooms has its own set of new features in the game, whether in terms of effects, concept, or simply construction techniques (or even the use of bugs for useful purposes)...

Some things are not necessarily visible, even for an experienced builder, but they don't need to be obvious; they just need to be in the right place and contribute to the unity of the whole, which is the top priority. As for the rest, these are things that are more difficult to put into words. I suppose my sensibility is expressed through my choices as a builder, which makes my work identifiable. I let everyone have their own point of view; mine would surely lack perspective.

But in any case, once a designer leaves little to chance in their work, it should be possible to recognize their style. I think this applies to all fields.









What advice would you have for a new builder?

OLIVERX The most important thing is knowing how to use what you've learned, whatever that may be. The amount of knowledge you have is less important than your ability to use it. Personally, there are quite a few things I'll always leave aside, such as the software some people use to import images into the game. I give this example simply to say that what really matters is not the amount of knowledge: anyone can potentially create a magnificent room with the few basics in the editor — provided they invest a lot of time in it, and conversely, builders with encyclopedic knowledge may not be able to produce quality work.

I wanted to share my perspective on this aspect of things! That's why I always encourage people to get started: don't be afraid of not knowing enough, it all comes down to your ability to “see things”, constantly critique your own work and spend hours making mistakes and starting over.

When I started playing this game in 2020, I could see that there were rooms that varied greatly in terms of quality. Few stood out, but I didn't know who had created them. At that time, I wasn't yet connected to the community via forums and Discord servers. I just wanted to see what I could do on my own. So I simply created my first room by experimenting with the editor, and then I opened it. Since it was already a big hit, I got caught up in the cycle, building a second room, then a third, meeting dance groups, DJs, etc.








Do you have any special techniques to optimize performance that you care to share?

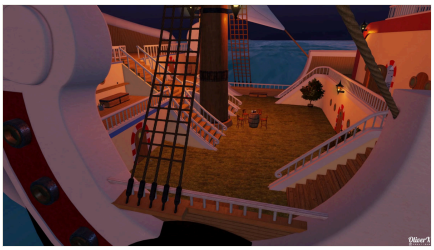
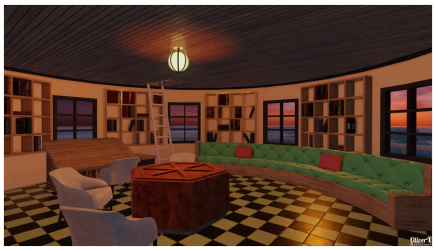
OLIVERX Performance optimization is one of the essential basics for any builder when tackling a project dedicated to parties, but not only that. Because as many people as possible will be able to enjoy it on their PCs, and this will increase the overall number of visitors, which is always, whatever anyone says, rewarding for the host (even if it's not their primary goal). In this area, there are several concepts that come into play, in my opinion:

First of all, the efficiency of construction techniques: the data/visual rendering ratio must be the best possible. This is a vast subject, of course, one that is greatly underestimated, and one that really makes a difference. The best rooms for parties are those that “look heavy” but are actually light, which significantly reduces the initial load and the risk of lag due to an overload of elements to be displayed here and there.

Minimize reflective surfaces to the bare minimum, as well as animations, of course, in short, anything that adds to the graphics load. There is a noticeable difference in the graphics load for each element in the editor, and playing around with this can be very useful. The choice of weather can also help (shadow management).

Distribute the data evenly, i.e., avoid overloading one area with elements compared to other viewpoints.

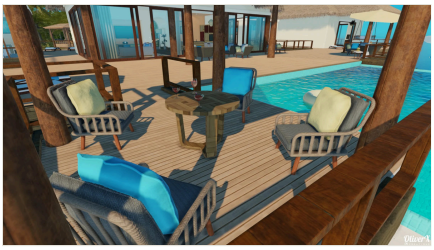
I don't think this information is exhaustive, but it's the basics.

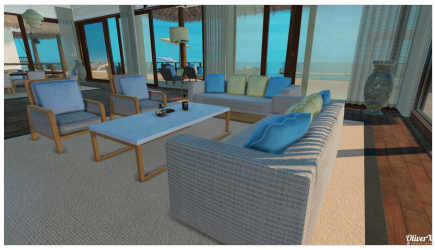



Your builds have received attention in some high profile contests?

OLIVERX It's true that I had a big showcase during the only build contest actually organized by Lovense (Lovense Summer Rave Party), with a popular vote counting for a third of the final decision, which sparked quite a bit of excitement. At the time, I was only creating my third room for this contest, so I think it was unusual for a "young builder" to have a showcase like this. After that, some of my rooms were featured in official events, but without the media hype of the vote. I no longer participate in these competitions.









Is there anyone you want to shoutout too, any one you feel has helped put you out there?

OLIVERX I would like to express my gratitude to everyone who participated in my events: DJs and dance groups, the list would be too long but they will all recognize themselves. There are also regulars who came to each of my events, and my gratitude goes out to them as well, because they are also at the heart of the spirit of these events. Their warm presence gave meaning to my investment in the world editor, and they brought life to my rooms dedicated to parties.

OliverX keeps finding new ways to explore 3DXChat, whether it's building rooms, testing effects, or just sharing a space with the community. For him, it's not about popularity, it's about the moments that matter, the people who notice the details, and the joy of seeing others enjoy what he's created. That's what keeps him building, experimenting, and coming back for more. It was clear from talking and spending time with him that he has a great love and passion for the rooms he creates and the people that use them. You can find more of OliverX's work on the 3DXChatStore[2].

With Special Thanks to OliverX

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[2]https://3dxchatstore.com/store/oliverx-creations/