

THE HIDDEN CIRCLE GAZETTE

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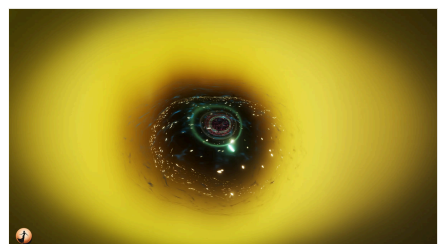
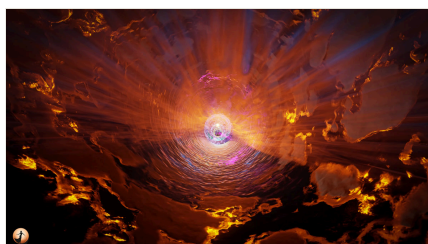
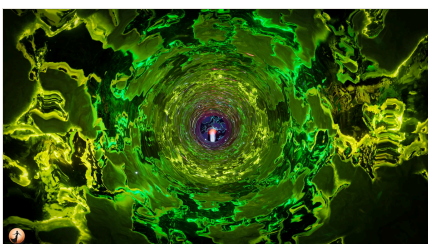
Tunnel Vision Genesis

BY CURT ROSEWOOD — 2025-10-19



There are rooms in 3DX that make you stop and stare. And then there are rooms that pull you in and don't let go. That's what *Tunnel Vision Genesis* does. Created by Mr. and Mrs. Donovan, it's one of those rare builds that blend visuals, atmosphere, and emotion into something unforgettable.

Tunnel Vision Genesis is more than just a room: it's an experience, made of five distinct tunnels, each designed to invoke wonder, shift your perception, and invite visitors to explore. The Hidden Circle Gazette sat down with the Donovans to talk about how *Tunnel Vision Genesis* began, what makes it special, and how a spark of curiosity turned into one of the most visually unique experiences in 3DX.



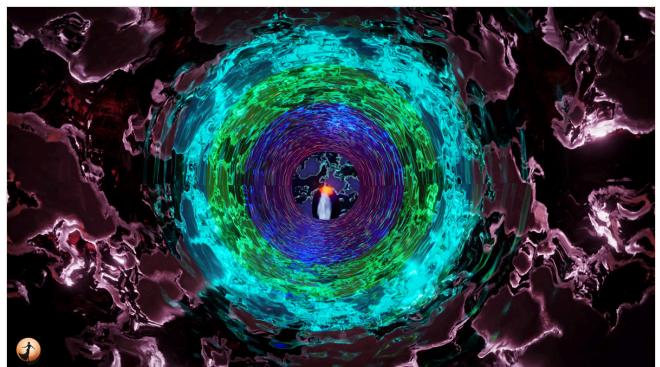
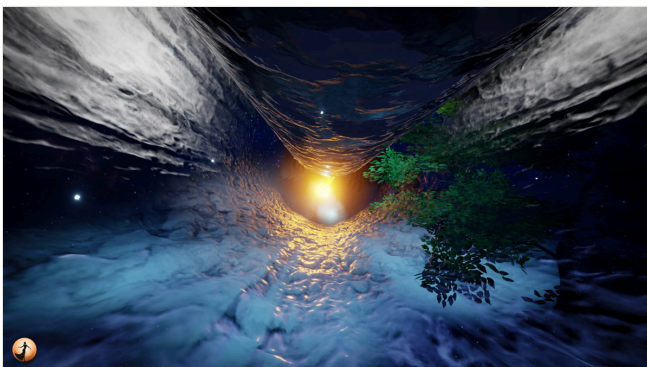
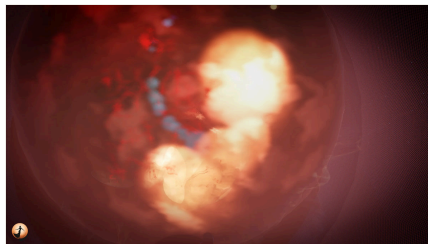


HOW DID TUNNEL VISION COME TO BE? WHAT INSPIRED YOU TO CREATE IT IN 3DX?

Mr. Donovan: Tunnel Vision came to be one day when I was making a waterfall for a room. Something in the background made it look funny, and I got distracted by that and started doing different things to see different ways to make it look. I added a bunch of different things, lights, materials, etc. Then I wanted to show it to my wife, Alle, later, so I put a tunnel around it to give us solid ground to walk on. There were a few of them to show her, and she asked if I was going to put it online. Three months later, it came online.

YOU'VE CREATED A FEW VERSIONS OF THAT IDEA SINCE. HOW DID THE FINAL VERSION TAKE SHAPE?

Mr. Donovan: The online version came in the form of a lobby and five gateways. Each gateway took a trip through a tunnel and would cycle back to the lobby. This was called Tunnel Vision: Space Odyssey. Then each tunnel was altered or even drastically changed, they became more chaotic, and that's what is now known as Tunnel Vision: Storm Surge. And now a third version called Tunnel Vision: Genesis. *Mrs. Donovan:* In my opinion, there's a higher level of sophistication this time. It's definitely been a journey that's evolved over time.

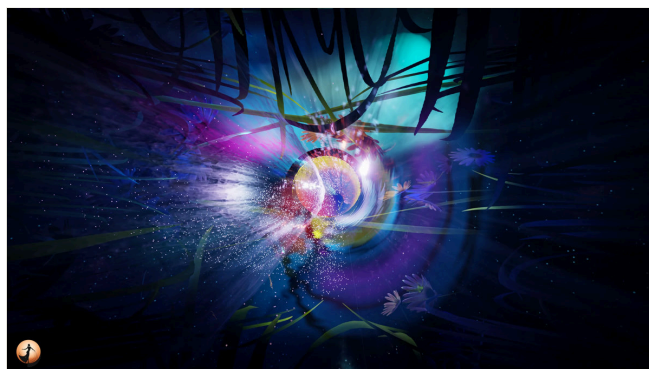
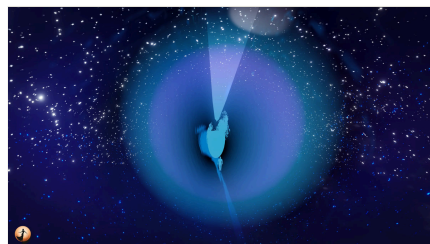
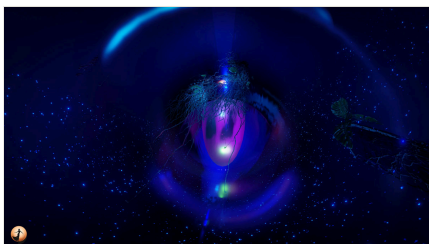
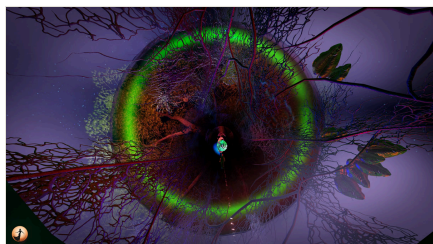


WHAT SETS THE NEW VERSION APART?

Mr. Donovan: Storm Surge was cannibalized from Space Odyssey. This latest iteration of Tunnel Vision is called "Genesis". It has been nearly a year in the making and is a much anticipated addition to the Tunnel Vision series. It features themes of life and the Cosmos. Genesis is mostly made from scratch and has lifeforms and other indicators of life within the tunnels. *Mrs. Donovan:* It feels more alive, like it's growing.

WHAT KIND OF EXPERIENCE ARE YOU AIMING TO GIVE VISITORS?

Mr. Donovan: It's a visual adventure with a hint of psychedelia and space travel. It also has many great perspectives for profile pics. The experience depends on the individual. Those who take it slowly and alter their perspective will see twice as much as someone who runs straight through.

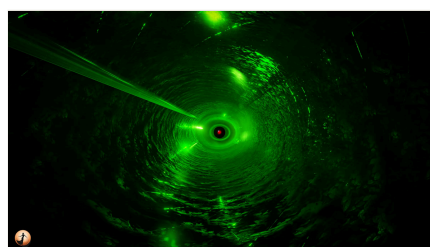
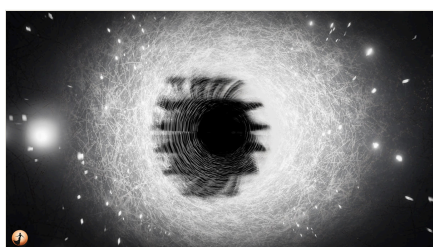


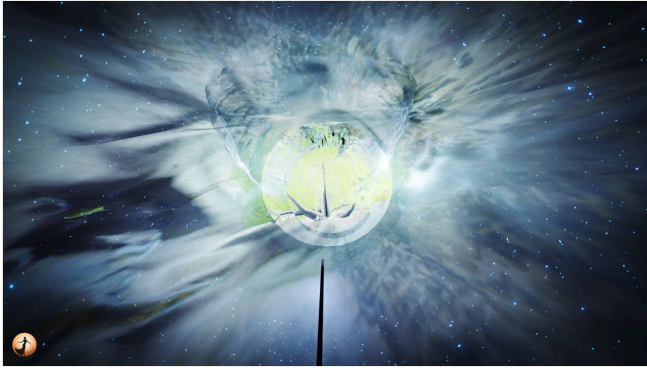
HAS THIS BEEN A SHARED PROJECT BETWEEN YOU TWO?

Mr. Donovan: It's definitely been a shared project between Alle and me. I've done most of the actual building, but Alle named it, suggested making it public, and influenced a lot of the concepts along the way. The furniture is mostly downloaded. Tunnel Vision Genesis features a little piece of Skyfall, another room of ours. It's meant as a respite from the chaos of the tunnels. Also making an appearance is BiFrost, which belongs to Thevikingsson and was originally built by Jemina Silky.

WHAT DO YOU THINK SETS YOUR ROOM APART?

Mr. Donovan: It's a special effects room. It's fairly common to see it online. A lot of other really great rooms are seen once or twice and then disappear forever. It provides a great alternative to the more common types of rooms. People often arrive in groups to tour the tunnels, some have even become genuinely addicted to visiting as often as they can.





ARE THERE ANY BUILDERS YOU ADMIRE OR DRAW INSPIRATION FROM?

Mr. Donovan: I appreciate a lot of what other builders do. I see ideas they had and created, things I never would've imagined. It's fascinating and a pleasure to discover. When I'm building, I mostly draw creative inspiration from just experimenting. Doing unconventional things and moving them around until something catches my eye. Then I focus on it and try to capture it. There's also motivation, it's nice when people have a great experience and give positive feedback. But honestly, behind the scenes, I get most of my joy from just showing stuff to my wife, Alle. I want to add that I didn't build any of the furniture at Tunnel Vision or those fish in the underwater area. I changed them, but didn't originate them.

Tunnel Vision is more than just light and colour because it's a space built from curiosity, experimentation, and shared imagination. The Donovans have taken what began as a small spark and turned it into something that moves people every time they step inside.

For anyone exploring 3DX and looking for something that feels alive, Tunnel Vision Genesis is exactly that, an ever-changing trip through art, motion, and love for the craft.

With Special Thanks to Mr and Mrs Donovan