THE HIDDEN CIRCLE GAZETTE

AN INDEPENDENT 3DXCHAT NEWS PUBLICATION.

2026-04-11 ARTICLE CLIPPING — THEHIDDENCIRCLE.COM

BUILDS

Unchaining Creativity

BY CURT ROSEWOOD — 2026-04-11

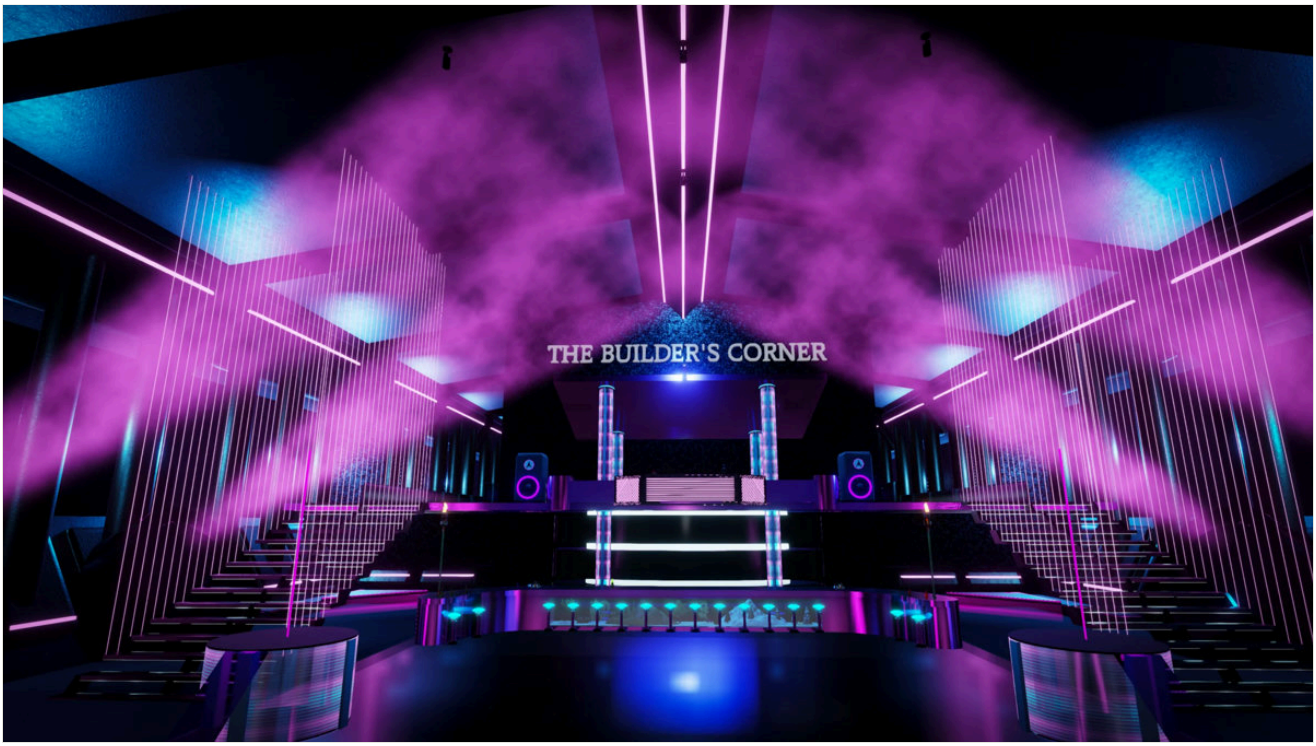


An Interview with HotKitty

In 3DXChat, builders shape the worlds where the community comes to life. Among the most influential figures in this space is *HotKitty*, a long-time player and the founder of The Builder's Corner[1], a dedicated discord hub where builders share knowledge, tools, and inspiration.

The Hidden Circle Gazette spoke with HotKitty about her journey, her craft, and the community she helped bring together.

[1] https://discord.gg/thebuilderscorner



Club Collab

What first brought you to 3DXChat, and how did building become a central part of your experience?

HOTKITTY I was curious if something like an MMO sex game existed, so I Googled it—and there was 3DX. I've always liked to build; it's something I do to relax. At the same time, I was a co-owner of a club and a co-owner of a dance team. Clubs and dance teams were new concepts back then, as well as the world editor. After a long time, I stepped away from owning or co-owning clubs and teams because it became too stressful. Once I left that behind, I could concentrate on building. Eventually, I was introduced to uploading builds—and that's where the story of HotKitty begins.

What do you recall about your earliest builds, and in what ways do they contrast with your work today?

HOTKITTY I started building as soon as the world editor came out. A lot of my early builds were sloppy, though at the time, I didn't realize it. There were uneven edges everywhere, textures overlapping, and I had no idea about snapping or how to resize grouped objects correctly. None of it, really. If a builder learned something new or interesting, they typically kept it secret, and there was no place like The Builder's Corner, so I was on my own.

Over the years, I picked up many small tricks that shaped me into the builder I am today. I'm happy I've been able to condense that experience into tutorial videos[2], allowing others to improve much faster and with far less trial and error. Now, I build several times faster and with very little error. Being in the editor feels like second nature, I can take what I imagine and bring it to life. That's the goal every builder aims to reach. It's been a journey.

What inspired you to start sharing your techniques and how did it evolve from video tutorials to The Builder's Corner?

HOTKITTY My inspiration has always been to help people and make them happy. I realized I could do that by helping others learn. I also don't believe in hoarding knowledge, so I wanted to share what I knew.

Once I started uploading builds, I gained a bit of a reputation, and people would ask me in-game to help them improve. I would teach them through text and screenshots, but I kept thinking, "There has to be a better way." At the same time, I was also introducing builders to one another, because back then, builders didn't really interact outside of small corners in club Discords. That's when I realized I could create a better space on Discord where I could share tutorials and connect builders at the same time.

[2] https://thehiddencircle.com/basic-building-tutorials/

I wanted a place just for us, not a small channel in someone else's server. I wanted our own corner of 3DX, where we could create freely, without limitations from unrelated server owners. I don't see myself as a boss, if someone wants a channel, they get it. If someone has a good idea, it gets implemented. Creativity needs to be unchained.



Christmas Collab



Halloween Collab



TBC Guild Hall Collab

Since creating The Builder's Corner, have you seen a change in how builders interact, share knowledge, and develop their skills?

HOTKITTY The Builder's Corner has brought about enormous change in the builder community. Before The Builder's Corner, most builders had never met or spoken to each other. Now they are all connected. Builders in the community both learn and teach. Knowledge is no longer withheld, it's openly shared. TBC has also become the largest hub in 3DX for building information, giving people access to experienced builders who can help them grow and develop their skills.

Beyond sharing knowledge, The Builder's Corner has also inspired collaborative builds?

HOTKITTY One day, I was contacted by a member of The Corner who asked if it would be possible to create a collaborative build involving multiple builders. It sounded like a fun idea, so we decided to try it. That is how our first collaborative build began.

The process works like this. One builder creates the base build, and then I randomize the order of participants. The build is passed from one builder to the next until everyone who signed up has had their turn. These projects take several months to complete. Before any building even begins, we vote on a theme for the collaboration, which alone can take weeks.

There is also a lot of coordination happening behind the scenes. I usually manage the collaborations, and they can be quite stressful at times, so I do experience burnout from time to time. But more than anything, I want people to have fun.

So far, we have completed collaborative builds with themes such as a guild hall, a club, Halloween, Christmas, Area 51, and space. The largest collaboration we have done involved 28 builders working on a single project, which is a feat in itself.

There is a wealth of information on The Builder's Corner. Do you have any advice for new people on how to best find their bearings?

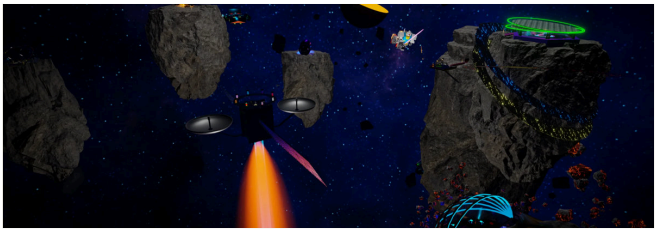
HOTKITTY When someone joins The Builder's Corner, I recommend taking some time to explore the channels and roles available. Watching my tutorial videos[3] is also a great starting point, they cover both the basics and more advanced techniques. No matter where someone begins, there will always be something for them to learn.

What are some of the most common mistakes you see new builders make, and how can they avoid them?

HOTKITTY Some of the most common mistakes can be easily fixed by using hotkeys. For example, new builders often try to align two props by eye using the translation gizmo. Instead, they can use vertex snapping, by holding down the V key and dragging one edge to another, the objects will snap together perfectly, saving a lot of time and effort.

Another common mistake is trying to resize grouped objects using the scale gizmo incorrectly. If you scale along a single axis, the group can break apart. However, by holding down the Shift key, you can scale uniformly using the central box, keeping everything in proportion.

I cover these techniques and more in my tutorial videos, which are available in The Builder's Corner. I'd also recommend checking the **hotkey** channel in the **3DXChat Builder Handbook** category.



Space Collab



Carnival Collab



Area 51 Collab

[3] https://thehiddencircle.com/basic-building-tutorials/

The Builder's Corner has inspired not just builders but tool makers as well. What are some of the tools that have impressed you the most?

HOTKITTY Tools have always amazed me with what they can do. Recently, I've seen .obj to .world conversion tools[4], which really push the limits of what I thought was possible in the editor. It's incredibly impressive. At the same time, some of the most useful tools are also the simplest, like duplication removal tools. You don't always realize how many duplicate objects you have in a build until you check, and sometimes it's surprising.

Are there any tools or features you feel are still missing, something that would significantly improve the building experience if it existed?

HOTKITTY Tools often exist because people see something missing and take it upon themselves to create it for the community. As for features I'd like to see in the game: the ability to co-build would be a huge improvement, having two builders working in the same editor would significantly improve collaboration and learning.

It would also be helpful to test poses directly in the editor, instead of constantly switching between the world and the editor.

A new texture system, similar to what we have for clothing, would be great, especially with the ability to scale textures for different-sized builds.

I'd also love to see swimmable water that isn't tied to ocean level, as well as room-wide weather systems like rain, snow, and fog that aren't dependent on props.

But most of all, I'd like to see a major expansion in available props and shapes. Even simple primitive packs in other engines offer hundreds of shapes, there's no reason 3DX couldn't do the same, and it's something every builder would benefit from.

Do you have any closing thoughts?

HOTKITTY I'd like to thank the builder community. Without their support and kindness, I would have burned out a long time ago. Thank you for helping realize the vision I had for The Builder's Corner when I started it. It has become a thriving, self-sustaining community, and I truly believe that even if I stepped away, it would continue to grow and succeed. While I'm not planning on going anywhere, that thought makes me very happy. You've all made a silly girl's dream come true, and I'll love you all forever for that.

HotKitty's story is not just one of personal growth, but of transformation within an entire creative community. From a time when builders worked in isolation and guarded their knowledge, to a present where collaboration and shared learning define the scene, her influence is unmistakable. Through The Builder's Corner, she has helped lower barriers, accelerate learning, and bring builders together in ways that continue to shape the future of 3DX. As the platform evolves, one thing is clear: when creativity is shared, it doesn't diminish. It multiplies.

With Special Thanks to HotKitty

[4] https://thehiddencircle.com/3d-importer/