VLAD HELSING

formerly Vladimir Djannovic

From a first New World Studio simulator to the founding of BloodMoon GRID

Documented biography • approximately 2010 - July 2026



A story of virtual worlds, knowledge sharing, and community

From his first steps on New World Grid, Vlad gradually learned to administer a simulator, founded several French-speaking grids, hosted hundreds of gatherings, and developed a complete OpenSimulator infrastructure. His journey connects Les Carpathes, FrancoGrid, Virtual Dream, and BloodMoon, with one constant purpose: making virtual worlds accessible, free, and alive.

Research and writing completed as of July 28, 2026

Foreword

Scope, method, and level of certainty

This biography focuses on Vlad Helsing's virtual identity and public activity in OpenSimulator. It does not seek to disclose his real-life identity. It brings together public archives that remain accessible, contemporary announcements, grid statistics, and Vlad's own direct testimony.

Confirmed dates are given precisely. When a stage is known only from memory, it is presented as approximate. Attendance figures are snapshots taken on the date shown and should not be read as permanent data.

How to read this biography

References marked [T] are based on Vlad's direct testimony or on internal information he provided. References [S01], [S02], and so on point to the documentary appendix at the end of this volume.

Identity overview

Current name	Vlad Helsing
Former name	Vladimir Djannovic
Connection between the names	One and the same person; the avatar name change was confirmed by Vlad [T]
Main environment	OpenSimulator / Hypergrid
Public roles	Grid founder, administrator, technical support, community host, tour organizer, and DJ
Associated grids	Les Carpathes, Virtual Dream GRID, BloodMoon GRID
Current project	BloodMoon GRID and BloodMoon RolePlay
Documented period	Approximately 2010 to July 2026

1. The beginnings: New World Grid and New World Studio

Around the second half of 2010 - approximate date

About a year and a half before the public launch of Les Carpathes, Vladimir Djannovic discovered OpenSimulator through New World Grid. According to his recollection, this discovery took place approximately in the second half of 2010. He came from a virtual world shaped by vampire roleplay and was looking for a freer environment where he could have space, build, and manage his own world. [T]

One person played an essential role in this learning process: Claudius Utopy. Vlad would later describe him as his mentor and as the man who, among other things, taught him what a database was. They both began on New World Grid, then each launched a small personal grid using New World Studio. [S01]

At the time, New World Studio was a particularly accessible gateway to OpenSimulator on Windows. The software automatically installed and configured the main components: OpenSimulator, the database, the WiFi web interface, and a four-region starter world. A review published in March 2012 reported that a local world could be operational within minutes. [S02]

For Vlad, this first installation was more than a technical experiment: it marked his transition from resident to virtual-world operator. He discovered the OpenSim consoles, configuration files, region management, network ports, the Hypergrid, and databases - skills that would become the foundation of all his later projects.

Main sources: S01, S02. The dating of "about a year and a half before Les Carpathes" is based on Vlad's direct recollection [T].

2. Les Carpathes: the first public grid

February 2012 - an identity already rooted in Gothic culture and community

The first dated and indisputable public trace of his own grid appeared on February 12, 2012. Vladimir announced Les Carpathes to the Hypergrid Adventurers Club. He stated that the grid was hosted using New World Studio and published its Hypergrid address, arrival region, and map coordinates. [S03]

Eleven days later, on February 23, he announced that the grid had been upgraded to OpenSimulator 0.7.2, was operating 24 hours a day, used Vivox for voice, and offered a sandbox and free content. The public port was moved to 8002, a convention that would remain familiar in his later projects. [S03]

Les Carpathes was conceived as an alternative to the commercial and sometimes confusing model that Vlad and Miranda had experienced in Second Life. The project emphasized free land, mutual assistance, and sharing. In June 2012, HG Safari described a grid with about forty residents spread across roughly twenty or more regions, featuring builds that could visually rival those found in Second Life. [S04]

- a Gothic palace and a medieval-inspired fortified city;
- an avenue of free shops and a freebie center;
- a Western region and an area inspired by Native American cultures;
- free land for people who shared the values of mutual assistance and creativity;
- an environment that the couple also wanted to be safe enough to share with family members.

The name, Gothic architecture, and the avatar's former vampire identity already gave the project a dark fantasy tone. Thirteen years later, this aesthetic would reappear in a much more developed form in BloodMoon.

> **A visible continuity in 2026**
>
> The region "LES CARPATES" still appears on BloodMoon GRID's public map. Vlad's first major project has therefore left more than archived records: its name remains at the heart of his present-day grid. [S18]

Main sources: S03, S04, S05, and S18.

3. The FrancoGrid period and passing on knowledge

A less precisely dated period

After their first mini-grids, Vlad and Claudius Utopy joined FrancoGrid. Vlad states that they both served on the association's board. The accessible archives do not yet make it possible to establish the exact beginning and end dates of this role, but his public testimony confirms an involvement that went beyond simply being a resident. [S01]

This period highlights an important aspect of his journey: he was not only learning to administer servers, but was also becoming part of a French-speaking community culture. Creating a grid was understood as a service to a community of builders, explorers, and newcomers.

In 2025, after learning of Claudius's death, Vlad organized a tribute at the French-speaking community memorial. His message summarized the foundational role this mentor played in teaching him OpenSim and databases. [S01]

Main source: S01. The exact dates of his time on the FrancoGrid board remain to be documented.

4. Virtual Dream: the first period

Autumn 2014 - public opening in early December 2014

After Les Carpathes and a period for which public archives are scarcer, Vladimir reappeared at the head of Virtual Dream. An overview of French-speaking OpenSimulator use, published on October 31, 2014, stated that the grid had just been brought back online. Its motto at the time was "a virtual world for everyone." [S06]

The same article announced a region project called Open Dead RP: a survival-horror world inspired by The Walking Dead and The Last of Us. The project was looking for modders and players. This attempt shows that scripted roleplay, survival, and dark atmospheres were already present in Vlad's projects long before BloodMoon. [S06]

In February 2015, Vladimir personally stated in a Hypergrid Business comment that Virtual Dream had only been open to the public since the beginning of December 2014 and was recording new registrations every day. [S07]

Main sources: S06 and S07.

5. The rebirth of Virtual Dream

2019 - a lasting return to the French-speaking OpenSim landscape

Virtual Dream then went through an interruption lasting several years. OpenSimWorld archives show a new phase of activity beginning in 2019. A public inauguration was announced for June 22, 2019, and by May 2020 the grid was already celebrating one year since returning online. The relaunch can therefore be dated to around May-June 2019. [S08]

The relaunched grid became a place to live, an events platform, and a laboratory for immersive projects. On December 28, 2019, its team adapted the murder-mystery game Christmas Bloody Christmas into a complete 3D experience. Each character was created specifically for the event, the institute from the scenario was recreated with its props, and the setting was placed within a Christmas village. Vladimir believed it might have been the first adaptation of its kind in 3D. [S09]

This experience illustrates his working method: start with an external scenario, rebuild the required setting in OpenSimulator, prepare the roles, and transform a written game into a shared virtual-world experience.

Main sources: S08 and S09.

6. Event Beach: bringing a grid to life through music

2019-2022 - a weekly program

The Event Beach region became Virtual Dream's main social and entertainment venue. OpenSimWorld archives preserve a long succession of weekly parties, often held on Thursday evenings, Paris time: disco, rock, 1980s and 1990s music, Brazilian nights, Halloween, Christmas, and New Year celebrations. [S08]

Vladimir did more than organize the events. Under the name DJ Vlad, he took to the decks many times, either alone or alongside other DJs. He recruited, welcomed, and promoted artists such as Arponera, Minord Loup, Bandolera, Arianna Nightfire, Brad, Razor, and many others. [S08]

Event Beach developed a lasting identity: a club open to the Hypergrid, schedules suited to European audiences, often bilingual announcements, and an atmosphere based on generosity and sharing. When BloodMoon was created, the Event Beach Club was retained and once again became a regular gathering, this time on Tuesdays.

Main source: S08. The archives cover several years of announcements and events.

7. A grid with major visibility

2020-2022 - attendance and scale

Monthly statistics published by Hypergrid Business placed Virtual Dream among the most frequently visited OpenSim grids of its period. These figures represent unique users active over thirty days as reported by grid statistics pages; they generally include Hypergrid visitors and do not measure local accounts alone.

Date	Active users over 30 days	Regions	Position / context
January 2020	488	—	Already noted for its weekly dance night
March 2020	739	154	12th grid in the published active list
December 2020	736	—	12th in the published active list
October 2021	695	210	14th in the published active list
December 2021	913	190	11th in the published active list
January 2022	786	219	14th in the published active list

The documented peak came in December 2021, with 913 active users over thirty days. Although the methodology behind these rankings should be interpreted cautiously, it confirms that Virtual Dream was not a small, obscure grid: it held a visible position in the OpenSim ecosystem. [S10, S11, S12]

Main sources: S10, S11, S12, S13, and the monthly Hypergrid Business reports listed in the appendix.

8. Virtual Discovery Tour: taking the community on a journey

Approximately 2019 - early 2022

Vlad created and hosted the Virtual Discovery Tour, a regular gathering dedicated to exploring the Hypergrid. In 2022, Hypergrid Business reported that the tour had been initiated and hosted for three years by Vladimir Djannovic, placing its launch at approximately 2019. [S14]

The idea was simple and effective: participants met every Tuesday on Virtual Dream's welcome region, then traveled together to visit a grid, creation, or activity. HG Safari described a group generally made up of fifteen to twenty people from several French-speaking grids, using voice chat and enjoying a warm atmosphere. [S13]

the recreation of Mont-Saint-Michel, publicly announced in April 2020;

the Serenity zoo, visited in January 2022 and documented by HG Safari;

Tortuga Island, with ten chests to find during a cursed-pirate treasure hunt for Halloween 2021;

many creative, historical, artistic, or recreational regions presented by their owners.

The Virtual Discovery Tour served a broader purpose than simple sightseeing: it connected grid owners, gave creators greater visibility, helped visitors learn how to use Hypergrid teleportation, and maintained links between dispersed communities.

When Virtual Dream closed in early 2022, the tour stopped. In May 2022, Hypergrid Business announced that the French-speaking community was preparing to revive it in order to maintain contact among former participants. [S14]

Main sources: S13, S14, S15, and S16.

9. The closure of Virtual Dream and the continuity of its network

Early 2022

The closure of Virtual Dream, a few months before May 2022, ended one of the most visible periods in Vladimir's journey. It did not, however, erase the networks that had been created or the community habits that had formed: Event Beach, grid visits, contacts with DJs, and the French-speaking group would survive in other forms.

His account on the OSgrid forum, opened as early as June 2012, also provides evidence of his technical interest. In 2020, he asked how to prevent CopyBot viewers from accessing a grid through Robust configuration. The message was signed "Vlad," showing that this shortened name was in use long before the official adoption of Vlad Helsing. [S17]

Main sources: S14 and S17.

10. From Vladimir Djannovic to Vlad Helsing

A new identity, an unchanged journey

The avatar's public name evolved: Vladimir Djannovic became Vlad Helsing. Vlad confirms that both names refer to the same person. [T] The new surname clearly extends his vampire and Gothic imagery while giving a consistent identity to the future BloodMoon universe.

The exact transition from one name to the other is not dated by a single archive. The former name dominates content through 2022. In April 2025, HG Safari publicly mentioned Vlad Helsing during a French-speaking visit to Sybella. BloodMoon and OpenSimWorld publications then regularly used the new name. [S23]

Main sources: S23 and direct testimony [T].

11. BloodMoon GRID: a new beginning

Public inauguration on April 15, 2025

BloodMoon GRID was publicly inaugurated on April 15, 2025, during an Event Beach Club party hosted by DJ Arponera. Vlad added the event to OpenSimWorld. [S18]

The official website presents Vlad Helsing as founder, administrator, and technical support. Vanessa VanHelsing is also a founder and helper; Pierre Segrov is co-administrator, scripter, and technical support. Around them, a team of helpers and an Event Beach manager welcome residents and organize activities. [S19]

BloodMoon carries forward several achievements from earlier projects: free access, Hypergrid openness, the Event Beach Club, themed regions, and support for resident projects. The Freeland program offers one quarter of a residential region and may grant a full region to a project likely to benefit the grid and its residents. [S21]

As of July 28, 2026, the public grid dashboard showed 350 registered users, 576 unique visitors over thirty days, and 72 regions online. The internal operational inventory reported in June 2026 counted 73 regions in total, 56 of them hosted directly by BloodMoon; the difference is explained by changes in simulator connectivity and self-hosted regions. [S20, T]

> **A consciously preserved legacy**
>
> BloodMoon's map brings together "LES CARPATES," the Event Beach Club, Freeland regions, shopping, roleplay and creative spaces, and private regions. It therefore acts as a synthesis of the different stages in Vlad's journey. [S20]

Main sources: S18, S19, S20, and S21. Internal figures are marked [T].

12. The technical administrator behind the avatar

A grid operated as a genuine infrastructure

Vlad's role in BloodMoon extends far beyond public representation. He handles a major share of system and application administration: OpenSimulator configuration, operation of Robust and the money server, MySQL management, module deployment, simulator supervision, website maintenance, and assistance for region owners. [T]

- OpenSimulator 0.9.3 on .NET, with an architecture separating central services from region simulators;
- separate MySQL databases for different simulators, with performance monitoring;
- scheduled restarts and daily OAR backups retained for several days;
- coordinated updates of DLLs, cache configurations, physics engines, and network settings;
- a public page monitoring CPU usage, memory consumption, and simulator availability;
- support for residents and owners of self-hosted simulators.

This technical dimension helps explain the longevity of his projects. Vlad's journey is not only creative or social: it is built on technical independence gradually acquired since New World Studio and strengthened over more than fifteen years.

Technical information provided directly by Vlad as part of BloodMoon administration [T].

13. BloodMoon RolePlay: from vampire theme to a complete game system

Development from 2024 to 2026 - public opening on April 1, 2026

BloodMoon is not only the name of a grid. In parallel, Vlad developed a roleplay system for OpenSimulator dedicated to humans, vampires, lycans, and hybrids. The official website states that the grid and the RolePlay project are two independent entities, even though they are closely connected. [S22]

The game is built around a daily curse: creatures gradually lose their vital essence and must hunt, protect themselves, or join a clan. It includes HUDs, attacks, items, potions, tanks, souls, rankings, and experience progression. The items are designed to work across the Hypergrid, with no requirement to hold a local BloodMoon account. [S22, S26]

The project is available in English, French, Spanish, German, Portuguese, and Italian. According to the project's internal timeline, it opened to the public on April 1, 2026. At the time of the research, the website displayed 104 registered players. [S22, T]

The system gives a mature form to themes present from the beginning: the vampire identity from Second Life, the Gothic aesthetic of Les Carpathes, the survival projects of Open Dead RP, and the shared experiences created in Virtual Dream.

Main sources: S22 and S26. Public opening date provided by Vlad [T].

14. An active community presence

2025-2026

Under the name Vlad Helsing, he remains active in French-speaking networks and Hypergrid visits. HG Safari mentioned him on Sybella in April 2025, during a visit to Shenn Tao's world in March 2026, and on Coralys in May 2026, often accompanied by Vanessa VanHelsing. The reports highlight the presence and support of French-speaking residents at events hosted by other grids. [S23, S24, S25]

He also takes part in inter-grid projects. In 2025, he hosted planning meetings at BloodMoon for a treasure hunt linking several French-speaking grids. The goal was to guide participants through every participating region, using a shared story and puzzles connected to each location. [S01]

Claudius Utopy's death led to a final tribute organized by Vlad in October 2025. This gesture directly connects BloodMoon's present to the beginnings on New World Grid: fifteen years after his first experiments, Vlad continues to acknowledge the knowledge passed on to him that enabled him to become a grid administrator. [S01]

Main sources: S01, S23, S24, and S25.

15. Portrait and legacy

Vlad Helsing's journey is that of a builder of continuity. His grids changed names, some closed, and the software and servers evolved, but the same principles kept returning: owning an independent space, sharing it free of charge, helping newcomers, and creating opportunities for people to meet.

- Personal pioneer: he progressed from a first local world simplified by New World Studio to a complete OpenSimulator infrastructure.
- Founder: Les Carpathes, Virtual Dream, and BloodMoon represent three generations of French-speaking grids.
- Community host: Event Beach and its many music nights gave his worlds a steady social rhythm.
- Explorer: the Virtual Discovery Tour turned the Hypergrid into a space for collective travel.
- Game creator: BloodMoon RolePlay transformed fifteen years of Gothic imagination into a playable, multilingual system.
- Network builder: FrancoGrid, the Francophones group, HG Safari visits, and inter-grid projects demonstrate a lasting commitment.

By July 2026, Vlad Helsing was therefore more than simply the new name of Vladimir Djannovic. He was the current identity of an avatar whose public history spans more than fifteen years of OpenSimulator, from the earliest consumer-friendly installers to a grid of several dozen regions and a complete Hypergrid game.

> **In one sentence**
>
> Vlad Helsing is a French-speaking OpenSimulator administrator and community host who, since approximately 2010, has transformed technical independence into free spaces for creativity, gaming, and social connection - from New World Grid to Les Carpathes, and from Virtual Dream to BloodMoon.

Summary timeline

Approximate dates are explicitly identified

Period	Stage	Key event	Ref.
Around mid-2010	Discovery of OpenSim	First steps on New World Grid, about a year and a half before Les Carpathes. Claudius Utopy became his mentor.	T, S01

Period	Stage	Key event	Ref.
2010-2011	First simulator	Launch of a small personal grid using New World Studio.	T, S01-S02
Feb. 12, 2012	Les Carpathes	First public announcement of the grid, hosted using New World Studio.	S03
Feb. 23, 2012	Upgrade	OpenSim 0.7.2, 24/7 service, Vivox, sandbox, and freebies.	S03
June 10, 2012	Public recognition	HG Safari described about 40 residents and roughly twenty regions.	S04
After 2012	FrancoGrid	Vlad and Claudius joined FrancoGrid and served on the association's board.	S01
Oct.-Dec. 2014	Virtual Dream	Brought back online, then opened publicly in early December; Open Dead RP project.	S06-S07
May-June 2019	Virtual Dream reborn	Lasting return of Virtual Dream and public inauguration.	S08
Dec. 28, 2019	3D murder mystery	Complete adaptation of Christmas Bloody Christmas in OpenSimulator.	S09
2020-2021	Growth	Weekly Event Beach parties, Hypergrid tours, and strong attendance.	S08-S12
Dec. 2021	Documented peak	913 active users over 30 days; 11th grid in the published list.	S12
Jan. 2022	Virtual Discovery	HG Safari joined the group at Serenity zoo.	S13
Early 2022	Virtual Dream closes	The Virtual Discovery Tour stopped after three years.	S14
2024	BloodMoon development	Progressive construction of the grid and RolePlay system.	T
Apr. 15, 2025	BloodMoon inauguration	Public opening during an Event Beach party.	S18
2025	Vlad Helsing	The new name was publicly documented by HG Safari and BloodMoon announcements.	S23
Apr. 1, 2026	BloodMoon RolePlay	Public opening of the game according to the internal timeline.	T
July 28, 2026	Current status	350 accounts, 72 online regions, and 104 RolePlay players displayed publicly.	S20, S22

Documentary appendix

Public sources consulted and testimony used

The references below were used to cross-check the timeline. Older websites may contain links that no longer work; in those cases, their value lies in the date and content of the archive. The main review was carried out on July 28, 2026.

S01	**OpenSimWorld - Francophones group** Messages from Vlad about Claudius Utopy, the beginnings on New World Grid, New World Studio, FrancoGrid, the tribute, and inter-grid projects. https://opensimworld.com/groups/1039
S02	**Hypergrid Business - "Free OpenSim in a snap" (March 6, 2012)** Detailed presentation of New World Studio: installation, database, WiFi, four-region world, and Hypergrid. https://www.hypergridbusiness.com/2012/03/free-opensim-in-a-snap/
S03	**Hypergrid Adventurers Club - "Les Carpathes-GRID" (February 12 and 23, 2012)** Vladimir's original announcement, Hypergrid addresses, New World Studio hosting, upgrade to OpenSim 0.7.2, Vivox, and 24/7 operation. https://groups.google.com/g/the-hypergrid-adventurers-club/c/NYp_ypFGvNg
S04	**HG Safari - "Toast" (June 10, 2012)** Portrait of Les Carpathes, its free-access philosophy, approximately 40 residents, and a description of its regions. https://hgsafari.blogspot.com/2012/06/toast.html
S05	**Historical Les Carpathes blog** Archives from the grid website and announcement of its move to carpathesgrid.fr. http://carpathes-grid.blogspot.com/
S06	**L'i3Dim collective - French-speaking uses of OpenSimulator (October 31, 2014)** Virtual Dream recently brought back online, its motto, and the Open Dead RP project. https://i3dim.blogspot.com/2014/10/opensimulator-les-usages-francophones.html

S07	**Hypergrid Business - "OpenSim active users pass 25,000 milestone" (February 2015)** Comment from Vladimir stating that the grid had opened in early December 2014 and was receiving daily registrations. https://www.hypergridbusiness.com/2015/02/opensim-active-users-pass-25000-milestone/
S08	**OpenSimWorld - Event Beach / Virtual Dream archive** 2019 inauguration, anniversary of the relaunch, music announcements, DJs, and events from 2020 to 2022. https://opensimworld.com/hop/82208/
S09	**Murder-Party.org - "Christmas Bloody Christmas"** Vladimir's December 26, 2019 comment describing the complete adaptation of the scenario into 3D. https://www.murder-party.org/bloody-christmas-gn/
S10	**Hypergrid Business - OpenSim statistics for January and March 2020** Virtual Dream: 488 and then 739 active users over 30 days; 154 regions in March. https://www.hypergridbusiness.com/2020/03/opensim-land-continues-rising-as-users-drop/
S11	**Hypergrid Business - statistics for December 2020 and October 2021** Virtual Dream: 736 active users in December 2020; 695 active users and 210 regions in October 2021. https://www.hypergridbusiness.com/2021/10/opensim-area-active-users-all-up-this-month/
S12	**Hypergrid Business - statistics for December 2021** Virtual Dream ranked 11th, with 913 active users over 30 days and 190 regions. https://www.hypergridbusiness.com/2021/12/opensim-active-users-a-record-high-this-month/
S13	**HG Safari - "Dream Trip" (January 25, 2022)** Description of the Virtual Discovery Tour, its Tuesday meeting, and the visit to Serenity zoo. https://hgsafari.blogspot.com/2022/01/
S14	**Hypergrid Business - May 2022** The tour, created and hosted by Vladimir for three years, ended after Virtual Dream closed. https://www.hypergridbusiness.com/2022/05/opensim-land-area-hits-new-record-high-as-all-stats-rise-this-month/

S15	**Hypergrid Business - April 2020** Vladimir's announcement of a visit to the recreation of Mont-Saint-Michel. https://www.hypergridbusiness.com/2020/04/opensim-grids-show-growth-during-pandemic/
S16	**Hypergrid Business - September 2021** Tortuga Island, a treasure hunt, and ten chests as part of the Virtual Discovery Tour. https://www.hypergridbusiness.com/2021/09/its-freebies-hunts-contests-and-scariest-things-in-opensim-grids-all-for-halloween/
S17	**OSgrid forum - "viewer copybot" topic** Account named vladimir Djannovic, registered in June 2012; technical question about filtering viewers through Robust. https://forums.osgrid.org/viewtopic.php?f=9&start=0&t=6607
S18	**OpenSimWorld - "BloodMoon GRID Inauguration" (April 15, 2025)** Announcement of the grid's inauguration at the Event Beach Club. https://opensimworld.com/events/120401
S19	**BloodMoon GRID - team** Vlad Helsing presented as founder, administrator, and technical support. https://bloodmoonpack.com/grid/team.php
S20	**BloodMoon GRID - home and status** Map, region list, and public grid figures as of July 28, 2026. https://bloodmoonpack.com/grid/
S21	**OpenSimWorld - BloodMoon Freeland** Free-land policy: one quarter of a residential region and a full region for selected projects. https://opensimworld.com/hop/95290
S22	**BloodMoon RolePlay - official website** Presentation of the game, races, languages, player count, and distinction between the grid and the RolePlay project. https://bloodmoonpack.com/

S23	**HG Safari - "Sybella" (April 24, 2025)** Earliest public mention found of the name Vlad Helsing during Hypergrid visits. https://hgsafari.blogspot.com/2025/04/
S24	**HG Safari - "The Tao of Shenn" (March 5, 2026)** Participation of Vlad Helsing and Vanessa VanHelsing in a French-speaking visit. https://hgsafari.blogspot.com/2026/03/the-tao-of-shenn.html
S25	**HG Safari - "Hunting on Coralys" (May 8, 2026)** Participation of Vlad and Vanessa; support from French-speaking residents for events hosted by other grids. https://hgsafari.blogspot.com/2026/05/hunting-on-coralys.html
S26	**OpenSimWorld - BloodMoon RolePlay post (July 27, 2026)** Hypergrid compatibility of the HUDs and items, with no requirement to have a BloodMoon account. https://opensimworld.com/post/133022

Direct sources [T]

The following elements were provided directly by Vlad Helsing and have been incorporated as personal testimony or internal information:

- discovery of OpenSimulator through New World Grid, about a year and a half before Les Carpathes;
- launch of his first simulator using New World Studio;
- confirmation that Vlad Helsing and Vladimir Djannovic are the same person;
- public opening date of BloodMoon RolePlay: April 1, 2026;
- BloodMoon's current technical organization, backups, restarts, and simulator distribution;
- internal inventory from June 2026: 73 regions in total, 56 of them hosted directly by BloodMoon.

Research limitations

Some former New World Grid forums, the carpathesgrid.fr and virtualdream-grid.com websites, and certain event media are no longer available or are no longer fully indexed. This document therefore brings together the most complete record found in accessible archives, but it may still be expanded using screenshots, photographs, website backups, or personal documents preserved by Vlad.

END OF THE DOCUMENTED BIOGRAPHY

Vlad Helsing • OpenSimulator • Updated: July 28, 2026