The PhotoMode

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Final Fantasy VII Remake
PM Preview

Featured Artists

eveygamephoto
Marikamew
JaykeKirbee
DonJuan9211
JMPhoto1899
aaverystills
f_alarcon
Photoingame
altergraphics
Raider_Warrior
SidequestVP
kaytanaa
RobRagiel
Longleglens
MidnightHyp3
Voldsby
IrishtheViking
Nick_Baker777
BarryPaust
GhettoSmurfUK
UVioletra
jules_vp_
Sefwick
Gamer_Tog
abdlsnfrVP
Bronoun_
Yuric83
jpvp_1
YamaHachiRoku
QuellaTsundere
JediWalker54
Toringtino
adamc_vp
Mr_Hasgaha

rensanada.vp
still_thelastofus
maeronsp
shotingame
5th_di.men.sion
terryblekidvp
matt_gamer_photographer
artofgamegraphics
yi.owo
virtual_tide
capsbyarno
karina.hzd
st0rm.vp

Viewing The TPM Ebook

Although fliphtml5 looks good while viewing through mobile, a desktop or desktop mode on mobile will get you the highest quality possible.

Links that can be clicked will flash at the start of each page turn and are also underlined, double click or double tap screen to zoom in and out, pinch to zoom further on mobile.

Artists profile pages are found at the beginning of the mag and their names under the images throughout will take you to the original posts we asked for a statement from.

Remember if you like one of the features within the mag click the TPM 🔶 Logo next to the image to be taken direct to their Twitter / Instagram posts and drop some support.

We love the art form of Virtual Photography and we hope you can show as much support to as many of these talented artists as you possibly can.

Our Page Is Your Stage

This is our motto here at TPM, whether its our Instagram, Twitter or this Magazine we dedicate our pages to you the Virtual Photography community.

Our 2 main goals are...

To support you by getting your work shown on our socials with your words, we feel that helps people you don't know or don't interact with much to get to see a glimpse of the personality behind the work and connect with
 you in a different way.

To help push the art form in a direction so that those who do want to try and earn from VP at least have the chance to do so.

We Encourage

Building real community support around your page and that starts with YOU.
Search different community # once a day.

We recommend starting with...

#ThePhotoMode
#GamerGram
#TheCapturedCollective
#VGPUnite

Drop some love, uplifting comments and follow people you connect with, its the fastest way to grow your page and also thats how you build a real community support network.

TEAM

Editor in Chief -
AltRealityVP

Deeply passionate about VP and involved in its community since 2014. lover of B&W portrait captures.
"I can be a bit of a goof"

Community Manager -
VirtualTourism

A part of the community for 3 years, History nerd in my spare time, love games and everything VP.
"Say it how it is"

Editor -
PoachiiN

Intrigued by the rapidly expanding medium of Virtual Photography and its community of creatives. Loves sci-fi, landscapes and monochrome portraits. Likes to cook and eat all spanish food. In the words of Pat Benatar "Hit me with your best shot."

Contributing Author -
The Fourth Focus

Owner of TheFourthFocus.com, Mik loves capturing compelling images and hopes to use his experience in both real and virtual photography to help others get the most out of their creativity. "Usally right."

ADAMC_VP

"Hey, my name is Ren and I'm doing virtual photography since 2016. I really like being a part of this community because I've met so many talented and interesting people here.

My main inspiration came from a Windows Wallpapers Set on my working computer. I was looking at them for two years without even thinking about it as a source of inspiration. So I really wanted to make something similar in RDR. The game is massive and beautiful, so I thought finding perfect location wouldn't be hard. I roamed around Colter and Ambarino for hours, replayed missions from first chapter many times, without any luck.

Nothing seemed to look as good as I imagined. Sadly I don't have a PC with mods, so I had to work with what I got, a ps4 and a handful of editing apps on my phone. I came up with the idea of making this picture from several other pictures, piece by piece. I took 5 screenshots of everything I needed, having a crystal clear picture of what I wanted the end result to look like in my head,
and started making my perfect shot"

Hi, I'm Arto! I started off with capturing pictures in The Witcher 3 and these days, I'm mostly posting content from AC Origins, Cyberpunk 2077 and AC Valhalla

Lately, I've been into "*Semi-Natural* Virtual Photography' which means I'm only using the tools supplied within a game (*reshade and Nvidia Ansel included*). So no third party editing software like Ps, Lr or Snapseed is used.

The community itself is amazing because of one fact: everyone understands what Virtual Photography means and the
fun factor it has.
Why someone does it, is a personal opinion/preference. Mine is that I just love to share how good and breath-taking games can look. Games go beyond the button-smashing part, they really are another world in of themselves.

This picture in particular was my first shot in 3 months! That's right, I hadn't been gaming for 3 straight months! I happened to load in and spawn near Letopolis (a city within the game, and IRL) which has this hazy effect from all the sand. I used that, together with my reshade, to get this result"

ARTOFGAMEGRAPHICS

SHOTINGAME

"I'm Aaron and I'm a product designer from Auckland, New Zealand.

I've loved both gaming and photography separately for a long time and then realised that I was taking a bunch of in-game screenshots yet not doing anything with them. This led me to start an Instagram account dedicated to those and the rest is history.

The community has been really encouraging and positive for the most part and which is why I'll continue to contribute whenever I'm enjoying a new game.
I saw a lot of VP's taking shots of Jin in front of these doors so decided to have a crack myself and this is what I came up with.

This was shot when I returned to Jin's home in the second act"

5TH_DI.MEN.SION
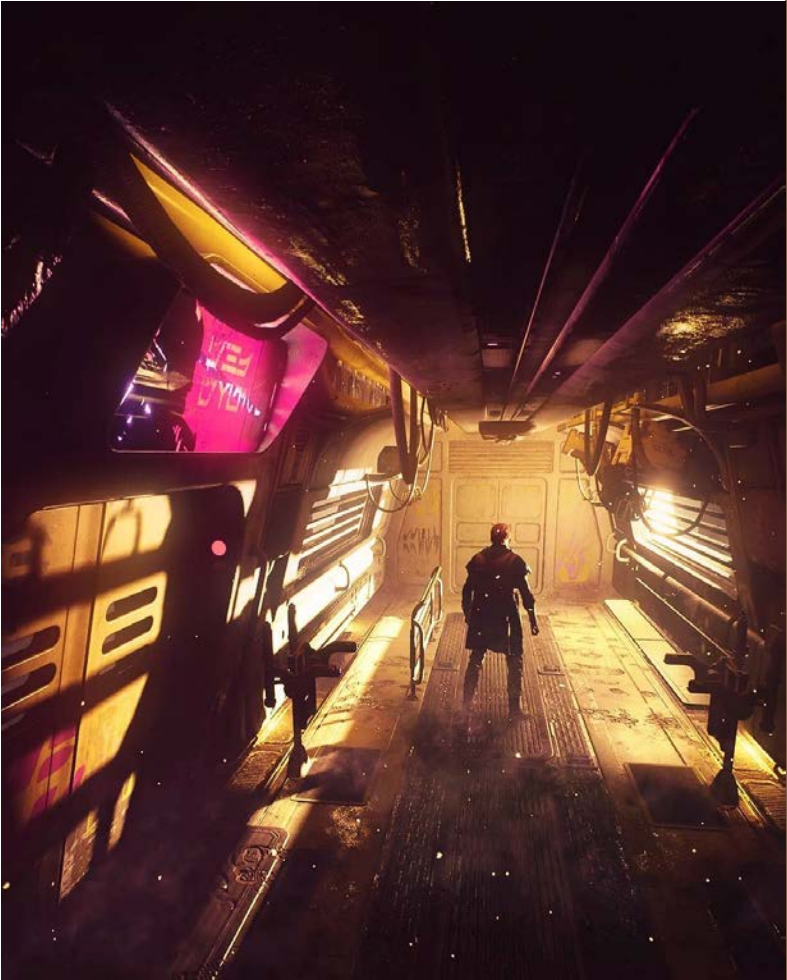
"I like to think I'm the kind of person to always try to
make others happy. I would laugh along at their jokes, ask how they are
and how their day is going, listen to their problems, encourage them
etc. I believe, in the end, it's always the little things that matter the most.

It's a place for endless possibilities and creativity.
Here, no one is bound by any rules. You go where your imagination
takes you and it is boundless. I feel like it is one of the purest forms of expression.

There's this movie, "Blade Runner 2049", which uses this yellowish colour grade in a lot
of their scenes to give off this dystopian future vibe. That's what gave me the idea to
use a similar effect on my picture as the Star Wars universe also takes place in a
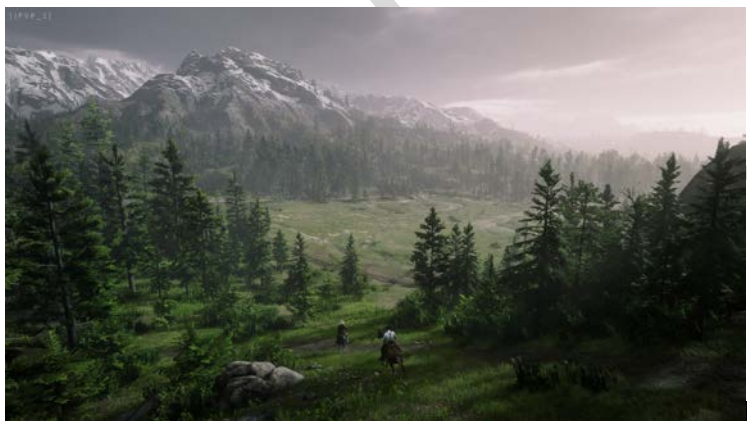distant dystopian future"

Bronoun_

Yuric83

jpvp_1

ABDLSNFR VP

"The destroyed bridge represents the current state of the world, and by capturing Sam from a distance, I want us to feel the burden he carries alone in reconnecting the world."

I find in photography the simplest and purest way to express my vision of reality
Whether virtual or real, a photograph tells how our unconscious sees the world around
it...
Sharing these small details with all of YOU is very important, it helps us grow and
improve, understand and study ourselves.

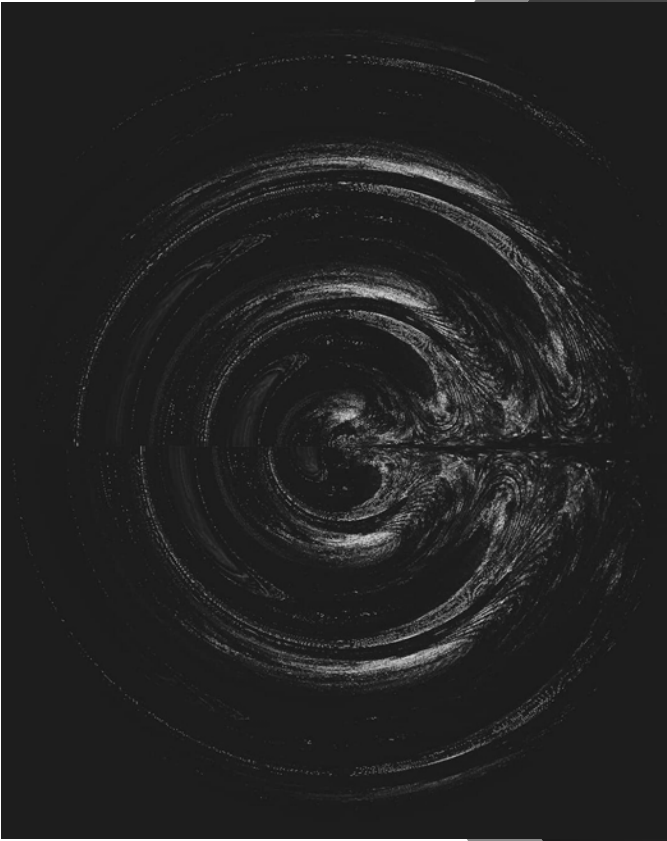# So thankful for your support.

Red Dead Redemption 2 opened my virtual road, and it is now 3 years since I dedicated myself to virtual photography... I also enjoy making videos that I post on another profile.

Thanks to all of you photographers and non-photographers for making this possible. Thank you. Happy shooting and a lot of positive vibes."

TERRYBLEKIDVP

MAERONSP

"Hi I'm Maeron, based in UK. VP allows me to tell half
the story through my pics. The other half is told by the viewers, to prompt a question or thought upon
looking at my pics, to make them experience the unknown.

The community is great, very friendly and I get to see a pure bombardment of amazing work.
Like I said before, it's up to the viewers to think what this pic is about, what it means,
and to get completely lost while doing so."

"I'm a father and a gamer from the mid-'90s with a special love for photography mostly on models, capturing the magic of the human soul with light amazes me.

To me, virtual photography is something avant-garde, the beginning of a new branch of photography. As the photorealism of games develops, the medium gets better.

For this shot, one frame caught my attention. It was during an evasion from an enemy attack.

So I performed the same action many times to refine that frame. And with some patience and time, I got what I was looking for."
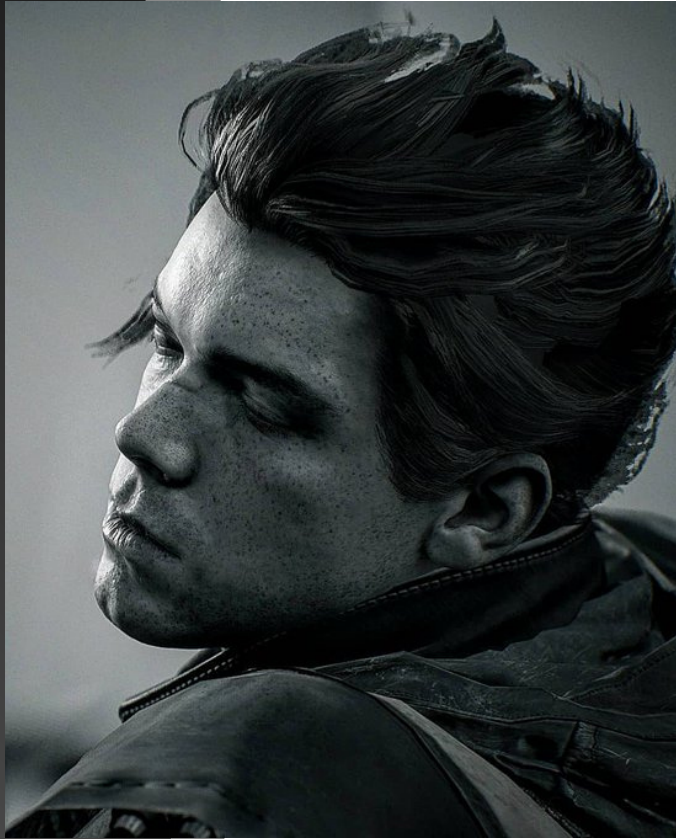
MATT_GAMER_PHOTOGRAPHER

UVIOLETRA

"Like wildflowers, you must allow yourself to grow in all places people thought
you never would - by E.V."

STILL_THELASTOFUS

"I'm a Designer and Photographer from London.

The Last of Us Part II was the first to get me into using photomode and now whether a game has a photomode or not is pretty much a deciding factor when I'm looking for new titles!!

I'd say the positive vibes you constantly find in the VP community have a lot to do with why I keep at it! It's full of lovely people, some of which I've made great friends with.

As I for the featured shot, I've been trying to branch out recently as I feel like

TLOU2 in particular has become kinda saturated lately.

Not wanting to totally stray from TLOU (I fucking love it) I decided to be unique in my editing instead.
Taking inspiration from a bunch of my favourite IRL photographers and using this to form a my own original style, I went into this shot with a solid idea of what I wanted the final edit to be down to, angles, lighting and location too. I'm really happy with the fresh direction I'm taking to VP so expect more! Much love"

SIDEQUESTVP
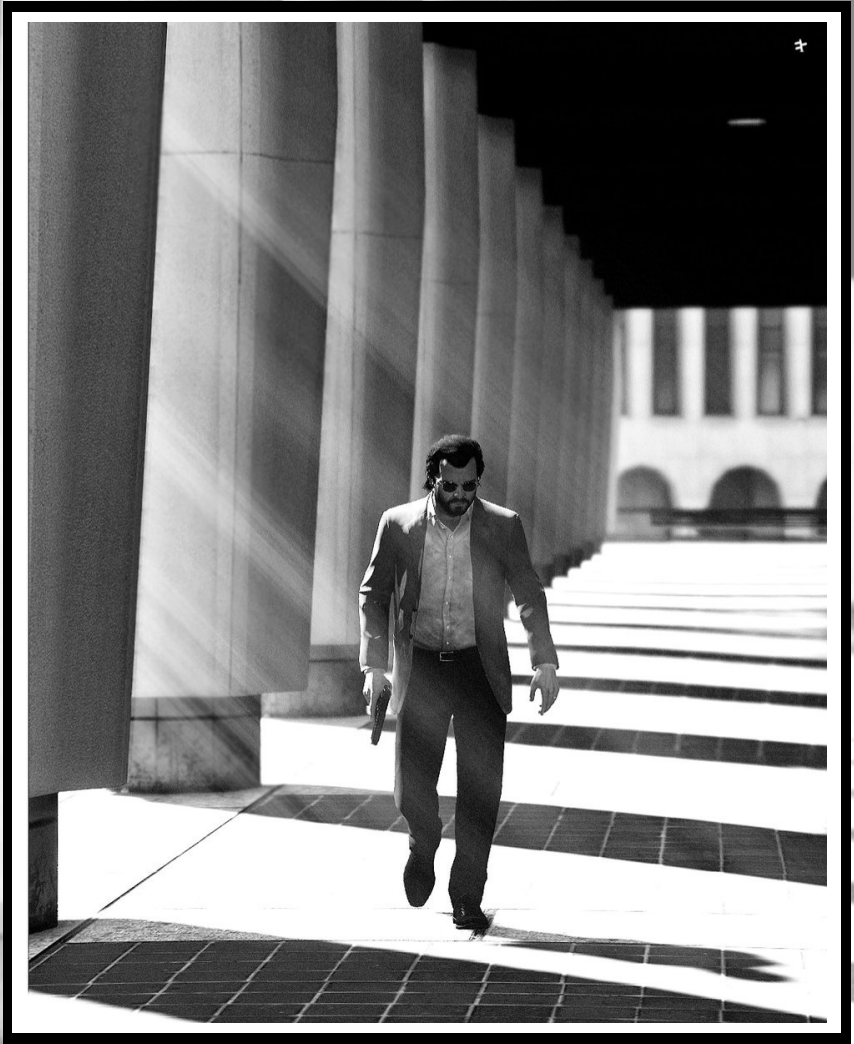
I often revisit GTAV for the wide variety the map and the R* Editor has to offer.
So many characters, appearances and locales to choose from.

Here, I was aiming for a 'spy' or 'crime drama' theme.

Michael fit the bill.

Hi all! I'm Ellen and have just tuned 27 years old, currently living just outside of London.

VIRTUAL_TIDE

I was pretty much raised to be a gamer by my brother who wanted someone to play with when we were younger. This resulted in him getting in trouble as I used to watch him play Resident Evil on his Sega Saturn when I was only 4 (big brother of the year award there).

I originally started off with classic photography after 4 years of study but being able to blend my love of gaming and photography really got me hooked. The community is so supportive and friendly, since my first post I have been shown nothing but kindness and have met some really lovely people along the way.

This shot was something that I happened upon after randomly deciding I needed some more Hellblade in my life. The opening scene is so moody and I love that it's just Senua, her boat and the fog so I had to stop and take some shots.
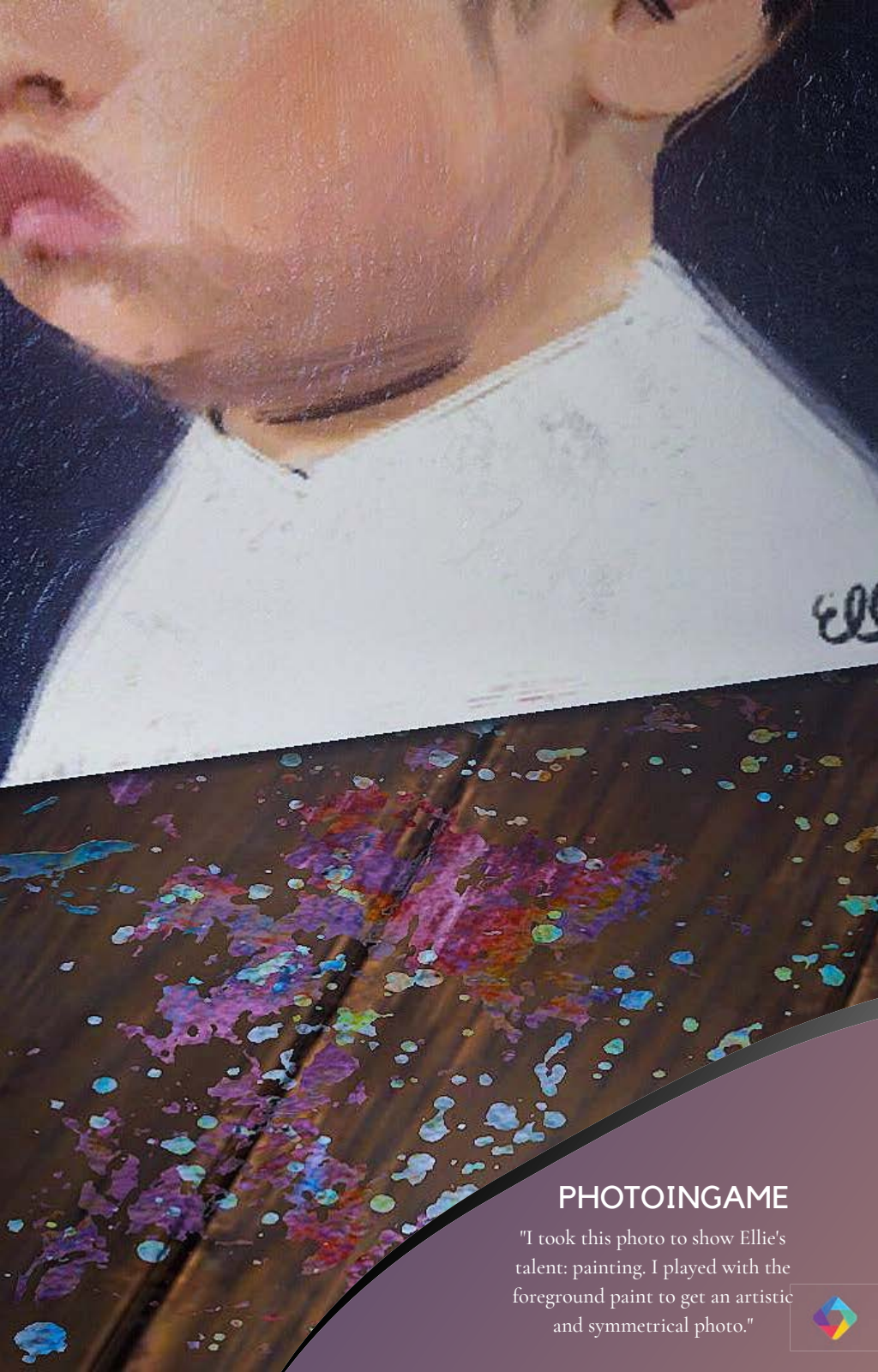
PHOTOINGAME

"I took this photo to show Ellie's talent: painting. I played with the foreground paint to get an artistic and symmetrical photo."

F_ALARCO

"I wanted to remember how amazing this game is and while I'm waiting for the Demon Souls remake I wanted to play another great bluepointgames remake."

GHOST OF TSUSHIMA
SP
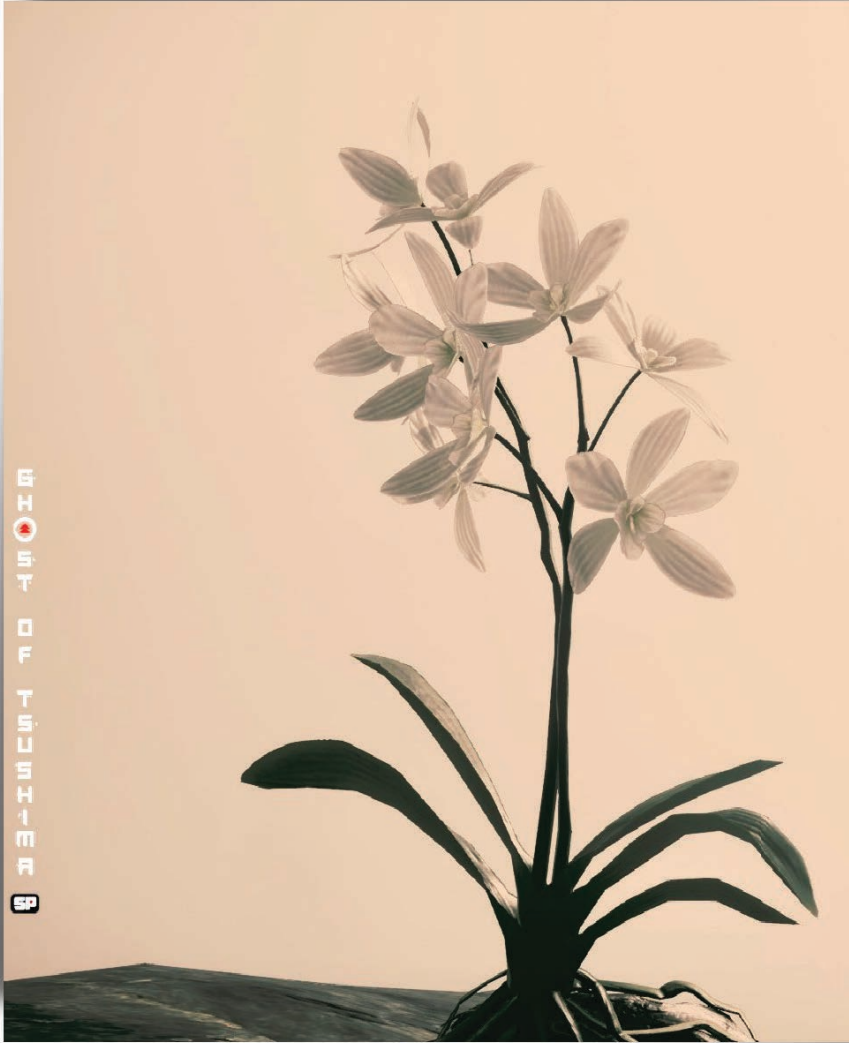
JULES_VP_

"In a game as detailed as Ghost of Tsushima, I always feel drawn to capture the environment and the flora. For me it is a picture that can show off the calmness and still beauty of this game."

ALTERGRAPHICS

"Side missions are often seen as fillers but this mission was unusually dark and differed a lot from the main mission. I took this and realized that exploration can lead to interesting shots you might otherwise miss out on."

SEFWICK

"San Francisco in Watch Dogs 2 is
beautifully detailed to the point
where it seems to come to life, it
is one of my favourite cities in
games and in real life. With games
like this, there is always
something interesting to
photograph."

YI.OWO

Hello! My name is Yi, I am 25.

The virtual photography community was so welcoming when I first joined last year. Everyone that do VP are just amazing.

The shot is a Volvo V60 and it was requested on one of my stories. I usually go in blind for the locations and angles. This shot in particular I'm on a roof, looking down at the object."

JMPHOTO1899

"The darkness taking over Dutch."

△ T H E
F O U R
T H F O
C U S □

FINAL FANTASY.VII
REMAKE

FINAL FANTASY VII
REMAKE INTERGRADE
PREVIEW

△ T H E
  F O U R
  T H F O
  C U S □

The Fourth Focus
🌐 🐦

Title: Final Fantasy VII Remake Intergrade
Developer: Square Enix | Publisher: Square Enix
Initial Release: 10th June 2021

The long awaited return of one of Final Fantasy's most revered entries took its place amongst the biggest PS4 releases of 2020 and, as of Sony's most recent State of Play presentation, we now know that the fan favourite JRPG is also coming to PS5 this year on the 10th June.

At least we seem to be free from any dreaded character orbit tether...

"Final Fantasy VII Remake Intergrade" is quite literally the upgraded form of the 2020 title and brings with it a brand new story episode featuring the poncho-sporting Materia hunter, Yuffie. As well as this Final Fantasy XV-style character-focused expansion, the PS5-exclusive update includes various graphical upgrades, faster loading times, plus the option to switch between 4K Graphics and 60 fps Performance modes.

Admittedly the improved texture resolution, volumetric fog effects and enhanced lighting don't come across too clearly in the compressed YouTube trailer, and the game doesn't appear to be using ray-traced reflections, but there is a visible improvement that is most obviously apparent in the detail of the various characters' hair.

Naturally though, if you are visiting this website, then the feature you are most likely interested in is the addition of a photo mode. As a headline feature within the trailer, we are actually given quite a good look at what the update will bring for virtual photographers.

Entered via the pause menu, a very minimalistic photo mode UI reveals 5 main feature sets that include angle (field of view), camera tilt (roll), exposure compensation, and a host of 22 colour filters. Camera positioning, crucial to how any virtual camera handles, is labelled with "slide" and "rotate" inputs and from the brief movements that are shown in the trailer, these appear to behave as lateral truck / dolly and pivoting pan / tilt.

The full extent of the camera freedom remains to be seen, but at least we seem to be free from any dreaded character orbit tether.

Separate options to reset camera position and altered settings, as well as the ability to hide the party from shot, appear to round off the available features, and that leaves at least one glaring omission. No, not the option to hide individual party members, though that would also be nice, I am actually talking about the complete lack of any focus adjustment or depth of field control. As something that I would consider essential to be able to produce authentic photographic shots, this really would be a huge loss and is something that I can only hope will be added between now and this summer's release.
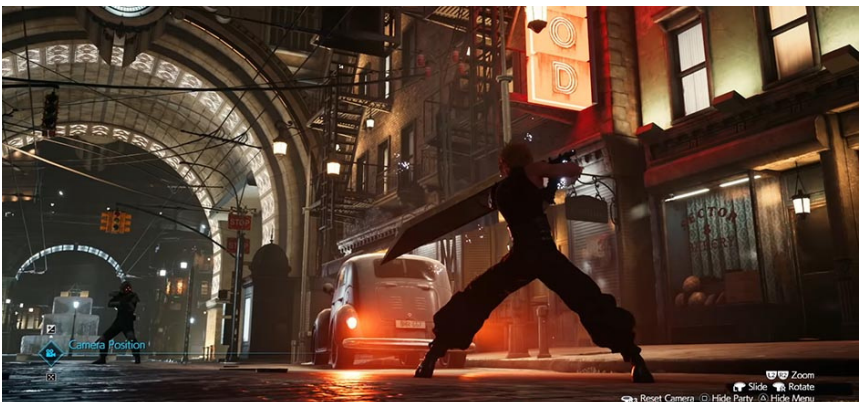
The final point worth clearing up is whether the photo mode will be available for players on PS4. The short answer to that is no; the photo mode is part of the PS5-exclusive enhancements of Intergrade and has not been announced for the standard FF VII Remake.

However, that is not to say that owners of the original release have been completely overlooked as there is a free upgrade path to the PS5 version for anyone who has already bought a digital or physical copy of the game.

This will enable access to the enhanced version and you will have the option to purchase the Yuffie story episode separately.
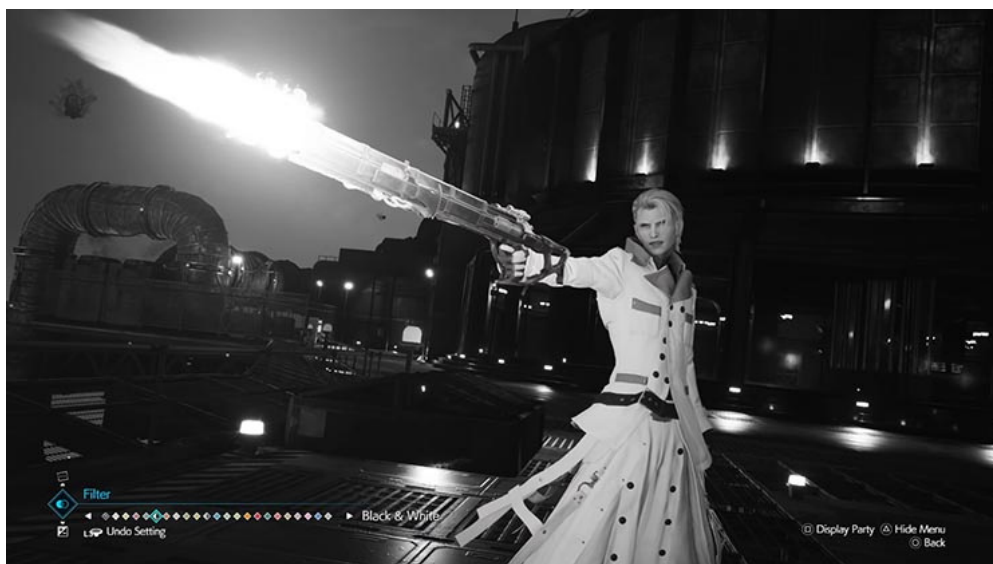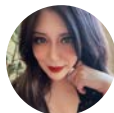
Ryan / Poachiin
TPM Editor

eveygamephoto
Virtual Photographer

What sticks out with Evey's The Last of Us 2 shots, is that she feels the game and relates to the characters on a deeper level. These strong feelings translate into her work, and adds depth and meaning to it. I also really dig the thoughtful composition, which is best highlighted in her environmental shots. She isn't chasing a type of Virtual Photography that tries to emulate what you might find on the back of a game case or in an official press release, she finds things that are interesting and obscure, and makes me want to play through the game again myself.

————————————

Looking back, what was the very first game that you can remember getting hooked on?

Going all the way back? Wow...OK. I've been gaming since I was 4 or 5, or at least I thought I was gaming, but later found out that my brother would disconnect the controller. It started with Super Mario Bros.

Favourite game genre?

Definitely action-adventure games with a narrative focus. If it's post-apocalyptic - even better!

What was the very first game that you started playing around with regarding photo mode and taking shots? What was it about that game that started off this process?

The first photo mode I tried out was Fallout 76. I mostly just captured random,funny moments. Later I eventually realized I was trying to be somebody else so started to express myself a bit more. I could put my love of traditional photography and nature to use, though it wasn't that first photo mode that brought about that change in myself. I picked up Days Gone on sale one day and its beautiful environment just made me want to take pictures, and I haven't stopped since!

Which photo mode do you feel is the strongest in terms of accessibility and features?

For me personally, I'd have to say Ghost of Tsushima has the best photo mode and I hope in the future, all of its features become standardized for most games. Being able to create two entirely different shots just by changing time of day, weather, and particle effects is tremendous. I feel it's the game that allows me to fully embrace my appreciation for nature and ambience.

Who in the Virtual Photography Community inspires you?

There are plenty of talented Virtual Photographers in the community, and everyone has their own unique strengths and qualities that are admirable. For me personally, **@pastol11** , **@soulsurrender** , **@kaytana** , **@voldsby** and **@chyvisualarts** have helped me want to try out new things, I'm inspired by their shots and their creativity!

Have you ever purchased a game solely for its photo mode?

100% I have and it's a bad idea for me. I need to break out of that habit! Assassins Creed Valhalla was a photo mode purchase, I've since stopped playing it. I wish I could've liked it a bit more, but something for me didn't click. Personally, I find it best to shoot in games that I have an emotional connection to.

You create a great deal of wonderful shots from The Last Of Us, what is it about the aesthetic of the game that you're drawn to?

Thank you! I think I'm just drawn to the quiet loneliness. Getting lost in the environment, listening to the sounds of the wind, the old buildings creak, it puts me at peace, oddly enough.

Do you identify with any of the characters? If so, why?

For a long time, I've felt really drawn to Ellie. In part one, her sense of humour was endearing, and the way she just tries to make light of the obvious terrible situations reminds me a bit of myself.

Upon getting to know her more as the story unfolds, you quickly come to

understand the depth of her character, this humorous front her character presents is a coping mechanism used to compensate for the dark world around her. Her fear of being alone spoke to me a great deal.

Though I rather enjoy my own company, it can be very scary to be inside your own head.

Since her early years she's struggled with her own being and circumstances, I could connect that to my own depression and everyday being a battle. She fights hard to survive, just like I feel that I do some days, and persevere! We don't let the demons win. I will always love and admire her for that.

Do you feel that the themes of loss, fortitude, and struggles within TLOU inform your process, and what you're trying to express with your shots?

Absolutely. I feel extremely connected to this game. Every shot I take has meaning to me, I feel their emotions deeply and I hope my work reflects that.

What was your favourite mission in TLOU2 and why?

I don't know if this is considered a mission, but 'the birthday gift' chapter was my favourite part of the game. It was completely unexpected, I loved the more intimate moments of Joel and Ellie's father/ daughter and Ellie's father/ daughter relationship. It was a beautiful and well crafted narrative in that it came as a much needed moment of peace in the story.

If you could express anything to the folks at Naughty Dog, what would it be?

From the bottom of my heart, thank you. Thank you for creating a masterpiece. It's the most compelling story I have ever played, and one that transcends any gaming experience I've had. The characters are multi- faceted, contradictory and complex – they come to life, and stay with you forever. There's nothing like it. Truly special.

Do you think games can be beneficial to mental health?

Of course. Forming emotional connections to characters, the beautiful worlds to get lost in, and feeling like you're not alone are some of the many benefits of video games. Sometimes you even become a part of a wonderful community, of like-minded people that love to take photos and pay tribute to these amazing games that can have a great impact on our perspective and outlook.

What did you make of the controversy surrounding TLOU2 when it was released?

I think people need to respect the vision of the writers and the story that they wanted to tell. I really believe they achieved what they envisioned, and that's what matters. The heart-wrenching parts of this game, involving flawed, intricate, believable characters left a resounding effect on me for months.

Do you have any advice for newcomers to Virtual Photography?

Yes! Don't be afraid to try and experiment with the tools available to you. Whether its within the photo mode itself or external editing tools.
Play around with everything until you learn. Practice is key, there isn't a singleperson that developed a skill overnight.
Most importantly, create things for yourself, not for others.

Thanks for joining us for this chat Eveygamephoto.

This is a favorite shot from this set of images from Evey. Very dramatic. In smaller sizes, this is an image that I would mistake for a photo - a testament to the team at Naughty Dog and to Evey's capture skills. I'm caught by how the three birds seem to make the outline of the smoke from the fire. The intense film grain here sell this as as a nighttime shot, that even with the blazing fire, the photographer had to push the film to get the detail in the rest of the frame.

The widescreen cropping on this image accentuates the feeling of emptiness in the frame. It feels like this field extends forever around Ellie. Cropping out the the upper half of Ellie's body and face makes this feel extra bleak and hopeless.

It's worth exploring all the shops and buildings in the Hillcrest chapter. I keep singing the praises of the team in the thoughtful, deliberate choices they made to make every environment tell a story and be a snapshot of what it was like just before the outbreak. There is interesting tension between the symmetry and the elements that break that symmetry in this image.

This feels like a current day photo looking down towards the ferris wheel by the waterfront. This position is great as the framing elements of the foliage mimic the shapes of the buildings, doing a terrific job of framing the ferris wheel and the mountains on the other side of the sound.

What captures my eye here is the mixture of determination in Abby's face and the tense neck. The chiaroscuro one gets from how this scene was lit is top notch and right up my alley. It makes many of the images from this scene feel much more painterly than one would expect of a digital image.

Loving this unusual portrait of Ellie with the strong chiaroscuro and posing. It's a moment frozen in time for me, with lots of internalized emotion and cool determination just hidden under the surface.

Ellie with JJ is a favorite pair in the VP community. This shot, suggesting a thankfully mundane life at home, says so much to me about the hope that can be possible in the world of The Last of Us. Each item in this frame just reinforces the comfort of having a place to call your home. My eyes keep being drawn to the smiling face I see in the toy box next to the wicker basket.

What I like about this image is how it doesn't even feel like from this world at first. This shot veers towards the abstract for me, at first glance. I don't even notice the wonderful decision to find an angle that has the shaft of light bisect the upper half of the frame, and highlight the foliage further away, adding much more depth to the frame than you initially notice.

I'm a huge fan of all the environment shots the VP community takes of Seattle and the surrounding area as it reminds me of my two years there, driving to the airport or taking either of these exits to SODO or the West Seattle Bridge. What stands out in this image, in addition to the ridiculous amount of detail in the foliage from our team (just WOW), is how the beauty of the scene gets subverted once your eye follows the path between the trees to the person hanging from the highway signs.

I like a lot of shots like this. Ones that amplify the absence of people in the world. I like how this image suggests one of the ground rules of the world: of nature reclaiming these abandoned spaces. The plants look like they're bursting into this space, starting to find other places they can inhabit. The shafts of light on the floor create that contrast to me of how the outside is hopeful and could be safe, in contrast to the foreboding darkness up the stairs.

I like how the saturation and vibrance has been taken down for this image. This could have easily looked like a magazine photo otherwise. This and the overturned chair make the world feel bleak.

Hands down, the VP community is absolutely amazing. We've always tried to support our community of creators through whatever in-game tools we could provide and the explosion of images and video thanks to capture tools built into the console has been a fantastic development. The increase in expertise and sophistication in the VP community allows us to see our own games literally through a different lens and make it feel new again. Virtual Photographers like Evey can take situations that may become mundane to us and make the detail and care of the development team stand out. It's a welcome perspective and it's a great emotional boost for the Naughty Dog team to see the VP community cherish our characters and environments, and work so hard to capture all these interesting moments and details.

VIRTUAL PHOTO CHALLENGE

G GAMES LONDON

LONDON GAMES FESTIVAL

For the first time **LGF** went fully online this year, showing great adapative strength during hard times for all and they were able to bring the event to us.

Along with all the great interviews, reviews and sneak peeks at things to come this year, was a very special event for the Virtual Photography art form.

LGF held its first **VIRTUAL PHOTO CHALLENGE**.

Entries ran from 19th - 28th March and the Category themes were: **Landscape, Portrait & Abstract**

Checkout all the entries here...

#LGFPHOTOMODE

What was real cool about this event was that it was open to all territories! Something rarely seen in the **VP/** gaming industry these days.

So, mucho respecto goes out to the **London Games Festival** team.

Our good friend **The Fourth Focus** was invited along with others to be apart of a Virtual Photography discussion panel talking about some of the history and the future of the art form.

Catch up on the full talk here..

▶ **YouTube**

And the epic video compilation of entries hosted by The Fourth Focus ..

▶ **YouTube**

I love PhotoMode & the Virtual Photography community because....

"It's bought such a joyful group of people together sharing our passion. A passion we all have different takes on. It's so awesome to see."
- Chris25551

"Other people like to do what i like to do."
- SkyakinGamer

"Photomode gives us the ability to explore creativity in a way we all love. Beautiful & amazing moments are made while we enjoy these games, but we can capture those moments and hold them as memories. This community helped me see that. For that I thank them all."
- PhotoDen

"It is fun, interactive, diverse, creative, poetic and full of life. You rock!"
- Yedra_gamer

"It has helped me focus my creative side that was once dormant for a long time. Starting to build up my confidence and so far the community has been so supportive! Inspired by everybody here."
- VirtualxZombie

"Because I've met some amazing people."
- Coantorovp

"because there is so much love and support you get from talented people in this community and each and every one of you opens a door to create a world full of beautiful and creative gaming captures!"
- kitten_theChips

"It's made up of a group of supportive gamers and VPs who enjoy sharing their passion with one another and lift each other up. It's a place where you belong no matter how good/bad, seasoned/new you are at gaming and taking photos, as long as you're respectful and fair."
- CasualGameChick

"Leaving trolls and some people that only know how to insult each other, it's a pretty good community."
- svid_vp

"I found my extended family."
- BadGamerElite

"I fell into this community by accident. I have to say it's been the most accepting, supportive, and all around best community I have ever had the privilege to be a part of. The art people share on the daily is nothing short of amazing! I'm so proud to be a part of it all tbh."
- BarryPaust

"It's perfect for creation & imagination."
- Photoingame

"It is one of the best places to be in these tough times! I have found comfort here from sharing and viewing nothing else but beauty and unique perspectives. Truly I believe this safe space has helped me a lot and I'm grateful to be here."
- imachicken2001

"Each shot is extremely personal and it's nice to see how each of us can see a same game in many different ways."
- brugnonif

"All walks of life are apart of it."
- bruce_hustle

"Alien Isolation is by its nature a dark, tense game. I really like this shot because it's one of the few times I caught the protagonist Alien against a lighter background that really helps it stand out!"

GAMER_TOG

Togetherness

"Taken with the theme Togetherness. Originally blue toned, it was lacking something. Using the in-game hue to change the gradient really helped to evoke the feeling of this shot! Then a bit of post processing in Lightroom to finish."

DONJUAN9211

"What I love most about the VP community is seeing the variety of interpretation from different people. It is satisfying seeing others people's work."
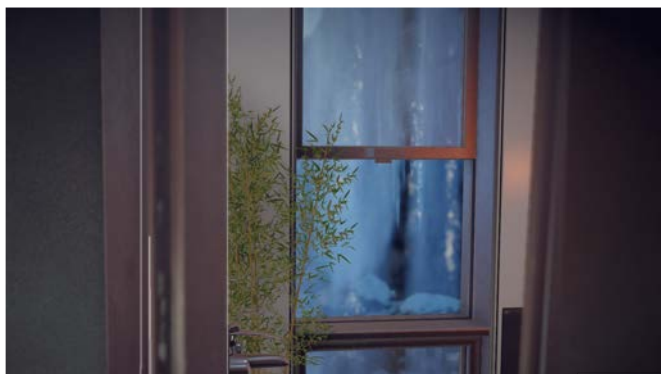
YamaHachiRoku

JediWalker54

Toringtino

QUELLATSUNDERE

I tried to capture a more modern day view of London in this shot. The bridge and the graffiti remind me of my time there.

GhettoSmurfUK

"I wasn't supposed to take pictures in Hitman at all.
But I was chased and hiding in a room.
Then turned my head and... voila.
That green plant near the open window when it's winter outside totally caught my attention."

Marikamew

"I noticed some black starlings in the distance. I knew I had to capture the moment!

They looked so lifelike silhouetted. Choosing black and white for the photo only enhanced that."
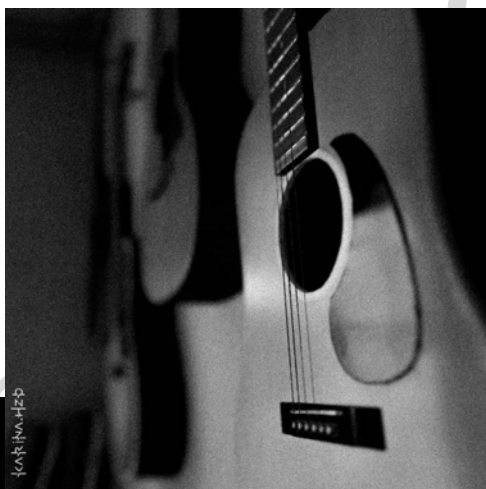
JaykeKirbee

"I actually planned this shot because I haven't seen many like this one. I spent maybe 30-minutes finding the perfect spot, lighting, angle, etc."

capsbyarno

"Since I love music, the guitars on the wall caught my eye while playing The Last Of Us Part 2. I couldn't help myself, I just had to capture those instruments."

karina.hzd

"While sifting through the hashtag for Battlefield V, I observed pictures portraying violence & chaos. Since it's a BATTLE-field, I tried to go on the unorthodox side to capture a relaxing & soothing scene."

st0rm.vp

HAPPY INTERNATIONAL WOMENS DAY

"She remembered who she was and the game changed"

- Lalah Deliah

WE ASKED YOU TO DROP YOUR SHOTS BELOW OUR TWITTER POST TO CELEBRATE WOMEN IN GAMING.

HERES SOME OF OUR FAVOURITE..

Nick_Baker777
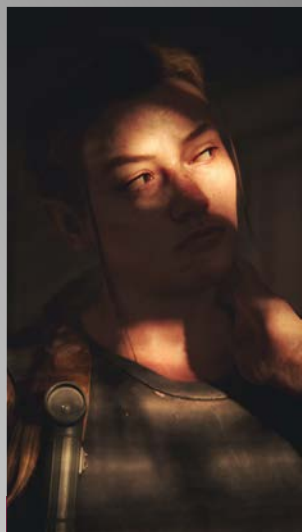

Raider_Warrior

MidnightHyp3

SidequestVP

Longleglens

BarryPaust

RobRagiel

Voldsby

kaytanaa

IrishtheViking

VIRTUAL PHOTOGRAPHY COMMUNITY PAGES

The PhotoMode
https://thephotomode.com

We are an all inclusive VP community with members from all over the world.
We dedicate our time to **#ThePhotoMode** monthly magazine release. We devised the VPNFT concept to help allow gamers to profit from their in-game shots while also supporting the developers through royalty fees. We featured VP's work in the blockchain world **Somnium Space** and we're working hard to take the art form in this general direction.

GamerGram GG
www.gamergramgg.com

"What is **#GamerGram** ?", the answer is - YOU are.
GamerGram exists for one simple purpose - to support the VP community.
We wish to provide a safe and progressive place for the Virtual Photography community to thrive.We strive to make Virtual Photography a mainstream art.

The Fourth Focus
http://TheFourthFocus.com

Your destination for virtual photography Features, News & in-depth Reviews. Find tips, guides & photo mode contests to get the best out of your creativity, plus free 4K downloads to enjoy.
#VPNewsletter (fortnightly) | **#VPChooseDay** (Tue) | **#VPArchiveHour** (Sun)

The Captured Collective

"HUB supporting Virtual Photography, & Visual Arts. We provide community news and a new theme every Monday, and we share our weekly favorites on Friday.
Use **#TheCapturedCollective** for support and checkout our feature page **Featured Collec**

VPCONTEXT
https://www.evpdstudio.com

#VPContext wants to establish a culture in Japan where the VP culture has not yet taken root, and support great photographers!
And we will connect you with great communities and photographers abroad!

VP Gamers

A Group of Like-Minded Individuals Who Share a Passion For Video Games and Virtual Photography, use **#VPGamers** for support.

Visual Moods

Post a photo, image-series, video or artwork with music you feel suites the mood.
Use **#TheMoodChallenge** and tag Visual_Moods.
Dont forget to link the music, moments are created when enough entries has been reached.

VGPNetwork

A home for you & your VirtualPhotography. A place where we come together to celebrate and appreciate it ALL.
In the VGPNetwork, we **#VGPUnite**

Phomode

http://Phomode.com

"Developed and designed by two close friends, Phomode is the first ever dedicated gallery for Virtual Photography including visual arts and cosplay. As a young project, it's still in development with a lot to come."

FridayVHS

https://www.fridayvhs.com

Our goal is to share the horrible beauty that lives, in all its forms, in the virtual worlds of video games. An exhibition takes place every Friday. To participate, please use **#FridayVHS** A Moment will then be created to share your work with the community.

Dames Duo Discussions

Checkout Our Youtube Channel

A little bit of art torture, humour and just bonding with gamers and VP artists, that's the core of Wine Time Photo Rave, a monthly themed challenge on Twitter with accompanying YouTube talk show by MisthosLiving and AmazingDrLama. **#WTPRApril** (changes monthly)

VPEclipse

http://vpeclise.com

Here at VPEclipse, we aim to support Virtual Photographers, the world over. We feature virtual photography in our spotlights every Monday, Wednesday & Saturday - With the addition of our weekly Creator Spotlight that focuses on a single creator every Tuesday. **#VPEclipse**

Capturaf8

"A digital magazine focused on virtual photography, interviews with the most prominent VP in the Hispanic community, analysis of the best photo modes you can find, uses our hashtag **#CAPTURAF8** and show us that you are capable, and we will highlight your work."

SCRYN

http://scryn.net

Scryn is a social network dedicated to video game screenshots sharing. Scryn is like an album of souvenir photos but for video games. An album for your memories spent in virtual worlds.

Gametographers

thegametographers.com

The Gametographer's Mission: To provide a supportive and loving community that fills the need for a place of belonging to the unique creatives known as Virtual Photographers.
Use **#Gametographers** for support.

VPStreams

We are a resource page that relays information related to Virtual Photography live streams. **#VPStreams** is the tag we use to spread info about VP being done live, regardless of the platform. VP streamer yourself? Check our tweet for details and way to use! Enjoy your streams!

VPChallenges

Organized as Moments, VP Challenges keeps you up to date with all weekly, monthly and on-going challenges from the whole community. Every week, we involve the community to honor a specific game with the intention of choosing four favorite shots from four different virtual photographers. We call this the Game of the Week **#VPchallenge**

World of VP

Here we have weekly themes for you guys to participate in, including
#Simpleshotsaturday & **#NPCsunday**
If you have specific shots you wanna show us, use **#WVPlandscape**, **#WVPportrait** & **#WVPaction** for a chance to be featured in our Weekly Spotlight!