The PhotoMode

bend
STUDIO

DAYS GONE™

Featured Artists

Twitter

JPRphotogamer8
mojogaymer
alucardfreak
Nightsight63
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MostlyVp
CaliOcelot
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sakai.ail
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virtual.photo.mode
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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"

Twitter 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."

Insta Community Manager -
neovandalizam

Passionate gamer with desire to bring virtual photography closer to people outside gaming.
Loves tattoos, street photography, neo-expressionism, and contemporary art.
"Save them Z's for later."

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."

2ND ANNIVERSARY
DAYS GONE

WE'VE CREATED THIS SPECIAL ISSUE TO CELEBRATE THE 2ND YEAR ANNIVERSARY OF DAYS GONE.

AND WE'RE EXTREMELY PROUD TO PARTNER WITH BEND STUDIO FOR PART OF THE DAYS GONE 2ND ANNIVERSARY CELEBRATIONS!

ALONG WITH THE FOURTH FOCUS WE WILL HELP JUDGE ENTRIES THAT WILL THEN GO ON TO BEND STUDIO STAFF TO CHOOSE WINNERS.

THE EVENT STARTED 26TH APRIL/ ENDS 26TH MAY AND THERES SOME GREAT PRIZES TO BE WON.

CHECK OUT ALL THE RELATIVE INFORMATION AND LINK TO T&CS FOR THE #DAYSGONECONTEST

ALL IMAGES FEATURED INSIDE THIS ISSUE WHERE REQUESTED FROM THE ARTISTS WEEKS/ DAYS BEFORE THE #DAYSGONECONTEST ANNOUNCEMENT

OFFICIAL RULES

DAYS GONE ANNIVERSARY PREVIEW 2021
KEVIN MCALLISTER

2ND ANNIVERSARY
DAYS GONE

Hey Days Gone fans! Since launch in 2019, our community has shown us incredible support and passion for our game and studio. To all the players who were brave enough to ride the Broken Road and to all the players that will soon jump on the Drifter bike for the first time, we want to celebrate the 2nd Anniversary of Days Gone with YOU.

Keep your eye on our social channels for all the exciting content we have coming! For now, check out our Days Gone Anniversary Preview to get you ready for this upcoming Monday, April 26.

DAYS GONE PHOTO MODE CONTEST 2021

DAYS GONE
PHOTO MODE CONTEST

The 2nd Anniversary of Days Gone is almost here, and what better way to bring in the celebration than with our talented community. We want to see your best shots from the game's Photo Mode to have a chance to win some awesome prizes.

From taking on the Old Sawmill Horde to a peaceful landscape shot of the mountains, we want to see your creativity and how you bring Days Gone to life. Starting on April 26, 2021 share any screenshot from Days Gone by using the Photo Mode tool on the PlayStation 4, PlayStation 4 Pro or PlayStation 5 with hashtag **#DAYSGONECONTEST** on **Twitter** or **Instagram**. Finalists will be chosen by virtual photography community members, **The Fourth Focus** and **The Photo Mode**. The winners will then be selected by the team at Bend Studio by Photo Mode creator Rodney Houle, Lead Designer Eric Jensen and Online Community Specialist Kevin McAllister.

JPRPHOTOGAMER8

"I was walking down a hallway and saw a light above Deacon. It was the light that sparked what I wanted to capture from that spot. It was my first time playing Days Gone and so far I'm really loving the Photo Mode in this game."

"I simply love taking shots of landscapes in-game, there's something about them, they really give me this sense of calmness and relaxation. I also really love the water reflections and I'm glad I was able to mix both the landscape and reflection in one shot!"

CodytheDino1

"I was taking a picture of the Oregon mountain range and when I zoomed in I noticed this freaker and had to incorporate it into the shot. I find that it captures the beautiful blend of nature and horror within Days Gone."

mojogaymer

"I took the picture because there are so many talented photographers in the VP Community and I was of the opinion that I couldn't keep up. What total nonsense, you just have to trust yourself."

alucardfreak

"I love sharing with the good folks of the VP crowd, and attempting to highlight some incredible work on the part of game creators. If an image can invoke an emotional response, that's enough."
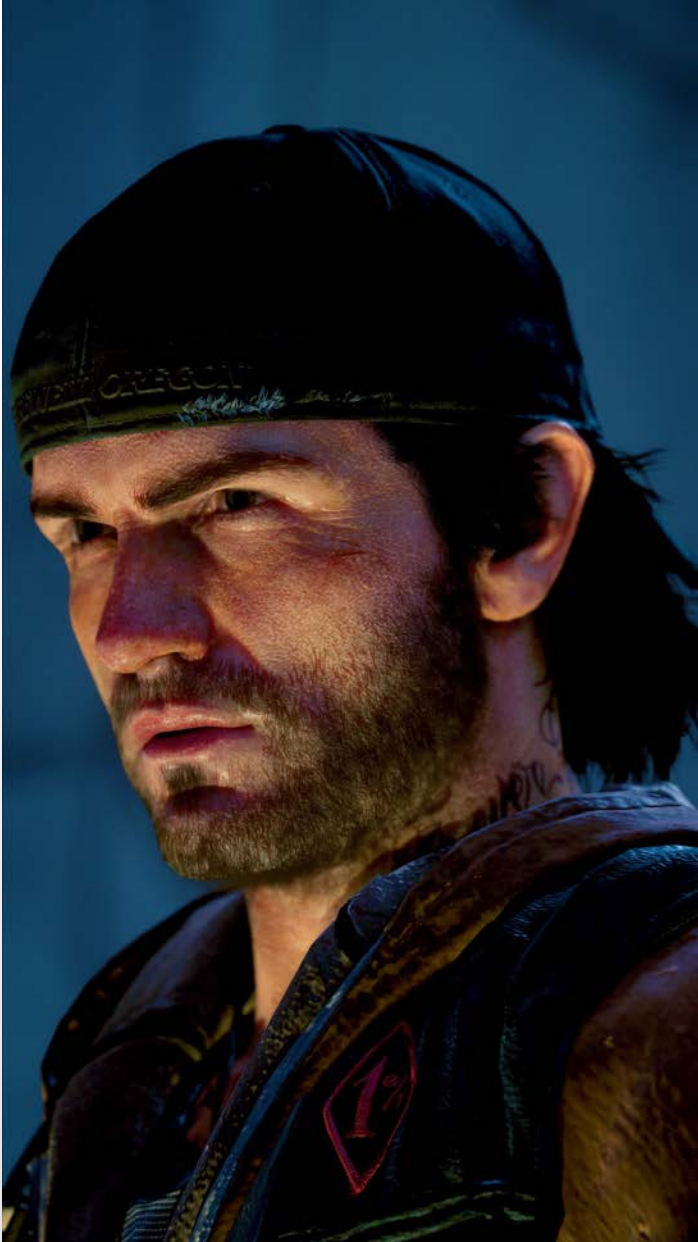
Nightsight63

FOKALIZER

"Hot and cold. Teal and orange. Common combination of colors but it works. I thought the fires from the left and the right leaded the eyes right in the middle where the car was. The snowstorms in this game give some great visuals."

MOSTLYVP

"Whilst exploring I saw some floor lighting that was perfect for some dramatic, underlighting effect. Hopefully as a result, this will give a nudge to those new to the community: it's always worth looking around you."

CALIOCELOT

"This was one of those random captures when you just stand for a moment, look around and seize the beauty of scenery. I like to use vertical mode for the better effect."

SAKAI.AIL

"I'm 18 years old, I'm from Russia, I started uploading shots a year ago when quarantine began, and since then I have been uploading photos almost every day.

I took this photo when I was playing with lighting in the game, and attached the logo in Photoshop, and my favourite part of the game is closer to the end."

PATMANVP

"If there's one thing I love in a photomode, it's options. Days Gone has so many options to tweak that I'm always finding new ways to take shots. The possibilities to push creativity really are endless."

YURIC83

"In the worst of worlds there are hidden beauties".
I took this photo in Live Streaming dedicated to the VP."

"The hive mind is a wonderful thing. They hunt, sleep, and stay as a group. You would not want to find yourself in the middle of these hordes."

DinnerBrunch

SIMNELL

"It was about a year ago when I took this shot but I do remember thinking the dirt kicked up behind Deacon's bike created a cool cinematic effect that I wanted to capture."

Sim_nell

"A horde trail."

FiyaGamer1

"Loving every minute of this game."

EnthVgp

Z3RR3R

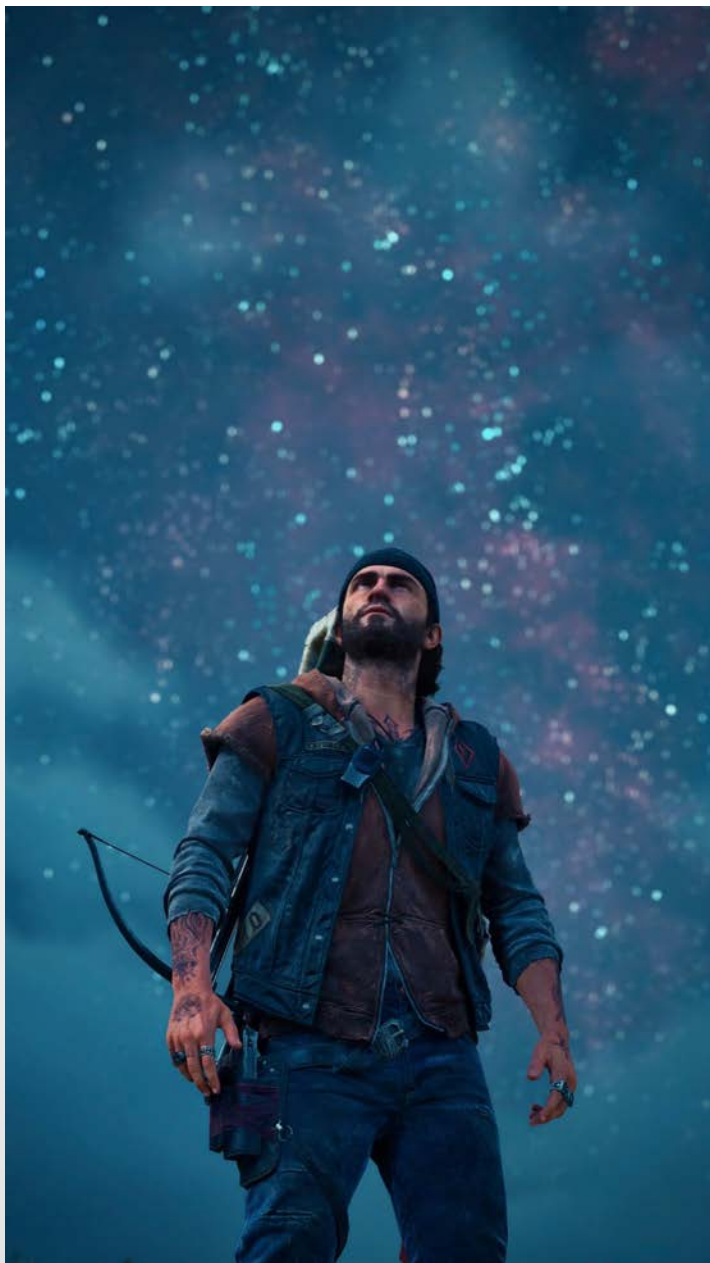"I found the perfect lighting for the photo in a cave.

The motorcycle also had to be on the picture because they are a strong unit.

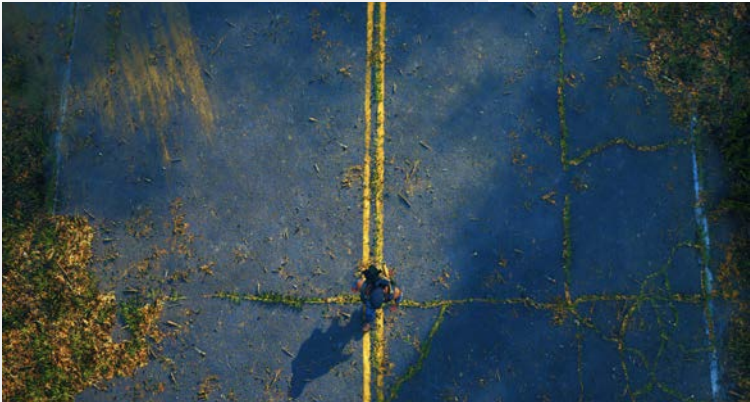I chose the monochrome mode, I think that shows Deacon's emotions the best."

SAROKEYE

"Looks like there's no way around but I know I'll try somehow, at least the day's gone quiet for now."

H3ATHENGAMER

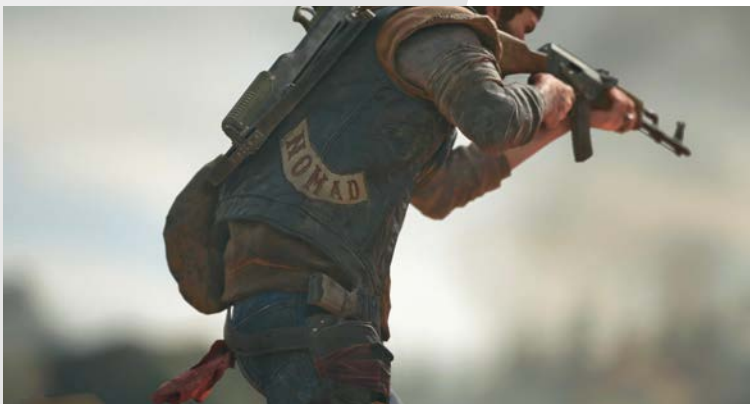"Even when the world is broken it can still be beautiful."

CALISARAH1998

"I was very impressed with the detail of the moon in this game, while it's just an element in the sky. The developers really did an amazing job with the details in this game, and I just wanted to thank them with this shot."

OUTERRIMSPHOTO

"Daylight savings."

LARNELLPARKER

"I call it: "The Provocation Proclamation."

"*When you see me, you can feel the pressure, like you saw the Devil!*"

CHRIS25551

"Daylight savings."

"The End isn't always Gentle."

LightlyLavender

"Seeing a lot of love for Bend Studio's masterpiece Days Gone recently so decided to repost some of my favourite shots I captured."

appyplays

"I often spend time riding around on the bike, so this time I stumbled upon a lonely Freaker. A shot of its full body wasn't quite working, so I decided to zoom in as close as possible to focus on the gruesome details of the Freaker!
Other than the photo mode, my favourite thing about Days Gone has to be the bike!"

theundeadlens

"It's a wicked game."

killing_smokes

PIKKLEJOE

"Hi, I'm Joseph. Professionally, I'm a logo and brand identity designer, and I recently discovered virtual photography.

This capture is mostly a happy accident. I made a clutch escape in my first experience with a horde and decided to drive back into it to capture a few shots. When possible, I try to capture images with realism that makes the viewer question if the photo was taken in-game. The hardest decision with this photo was deciding to crop it in a portrait orientation or share the entire wide-format image. Ultimately, I decided to crop it because I didn't think there was enough value in the rest of the photo."

VENGEANCE.PHOTOGRAPHY

"My name is Vengeance and I've been doing VP for about 4 years now. I'm just a Scottish guy with a passion to create some amazing shots.

This shot was stumbled upon really, I was having a very uncreative day but wanted some content so I was driving around and happened upon this nice spot, creating a 'right place, right time' type shot. Once I had got it into my editing programs I knew it was gonna be good, and after the edit and the post I'm glad it was well received and liked by others too."

DAYS GONE
REVIEW

DAYS GONE
REVIEW

Set in Bend Studio's native Oregon, Days Gone follows the (mis-)fortunes of local biker-gang member, Deacon St. John, in the recent aftermath of a rather nasty biological outbreak. Infected "Freakers" are the headline threat, but groups of hostile survivors and distinctly unfriendly wildlife create a world that really "comes for you" in exciting, if not always the most original ways.

An area that certainly doesn't lack originality is the game's photo mode where the studio clearly set out to make a statement, targeting a real-world camera feel and adding professional-grade photo editing options that are a level above almost any photo mode before it.

Key Photo Mode Features:

- Realistic camera settings with focus lock
- Switch camera attachment to nearby characters
- Highly advanced colour grading mode

Controls & Implementation:

The more complex aspects of Days Gone's photo mode could be enough to put some people off, but the clever separation of Basic and Advanced options help to differentiate the features and keep the whole thing accessible to artists at all levels. Essentially, "Basic" represents the camera, while "Advanced" is the editing software; the modes are different tools for different stages of the process.

The camera itself can be repositioned along the vertical and horizontal axes using the L2 / R2 triggers and LS respectively, and holding O slows its motion for more precise composition. It is not a perfect implementation though; the use of a character-centred orbit rather than true pan & tilt on the RS is a significant drawback that does not add anything to the real-world feel.

More helpfully, the bounding area can be switched from Deacon and on to the nearest NPC, enemy AI or even passing animal with a single click on R3 to greatly expand the reach of the camera and facilitate more varied compositions.

The camera also enjoys a focus lock feature which can be attached to any object by pressing L3, keeping it in focus as the camera is moved by the user. Generally, this aims for whatever is at the centre of the screen, although it will helpfully pick out character's eyes in the right circumstances making a very welcome addition for portrait work.

Strong lens options, effectively 12 – 200 mm and covering a FoV of 10 - 110°, are accompanied by realistic f/1.8 - f/22 aperture settings and an authentic DoF effect, while basic creative options also offer frames, borders and 18 preset colour filters.

The Advanced colour grading options take these much further, allowing the user to fine tune the overall tone of an image with several options. Temperature and Tint give full white balance control, Contrast is available with individual RGB sliders, as are Gamma, Gain and Offset to adjust the lightness and colour balance of each image in subtly different ways.

Saturation and Vibrancy boost on-screen colours, and the innovative Depth Colour Grading tab allows you to apply different effects to the foreground (near) and background (far) regions of the image. There is a lot to take in and Basic mode will be enough for most people; should you want to go more in-depth though, be sure to check out the full version of this review for an more thorough break-down of the advanced options.

Photographic Opportunity:

With such an extensive creative suite, it is all the more important to have good content to photograph and Days Gone delivers plenty of it. The Oregon wilderness is created with the love and attention of people who experience its real-world counterpart and includes several different biomes each with their own beautiful vistas and intricate details.
Along with a dynamic time of day, varied weather effects, and a quite stupendous night sky, this world becomes quite a stunning place to be.

Even from a technical standpoint, Days Gone brings a lot of interest with fantastic use of volumetric lighting and screen space reflections that combine with environmental and weather effects in truly outstanding ways.

Look out for shafts of light in woodland mist or clouds of dust, and even the illumination of individual raindrops as they pass in front of a light source.

"Undoubtedly one of the most advanced photo modes on offer, Days Gone aims to enable artists with realistic camera tools and extensive editing options and, despite a few niggles, may be the game that proves how developers are about virtual photography."

This excerpt was provided by TheFourthFocus.com, read the in-depth breakdown and see the final verdict in the Full Days Gone Photo Mode Review
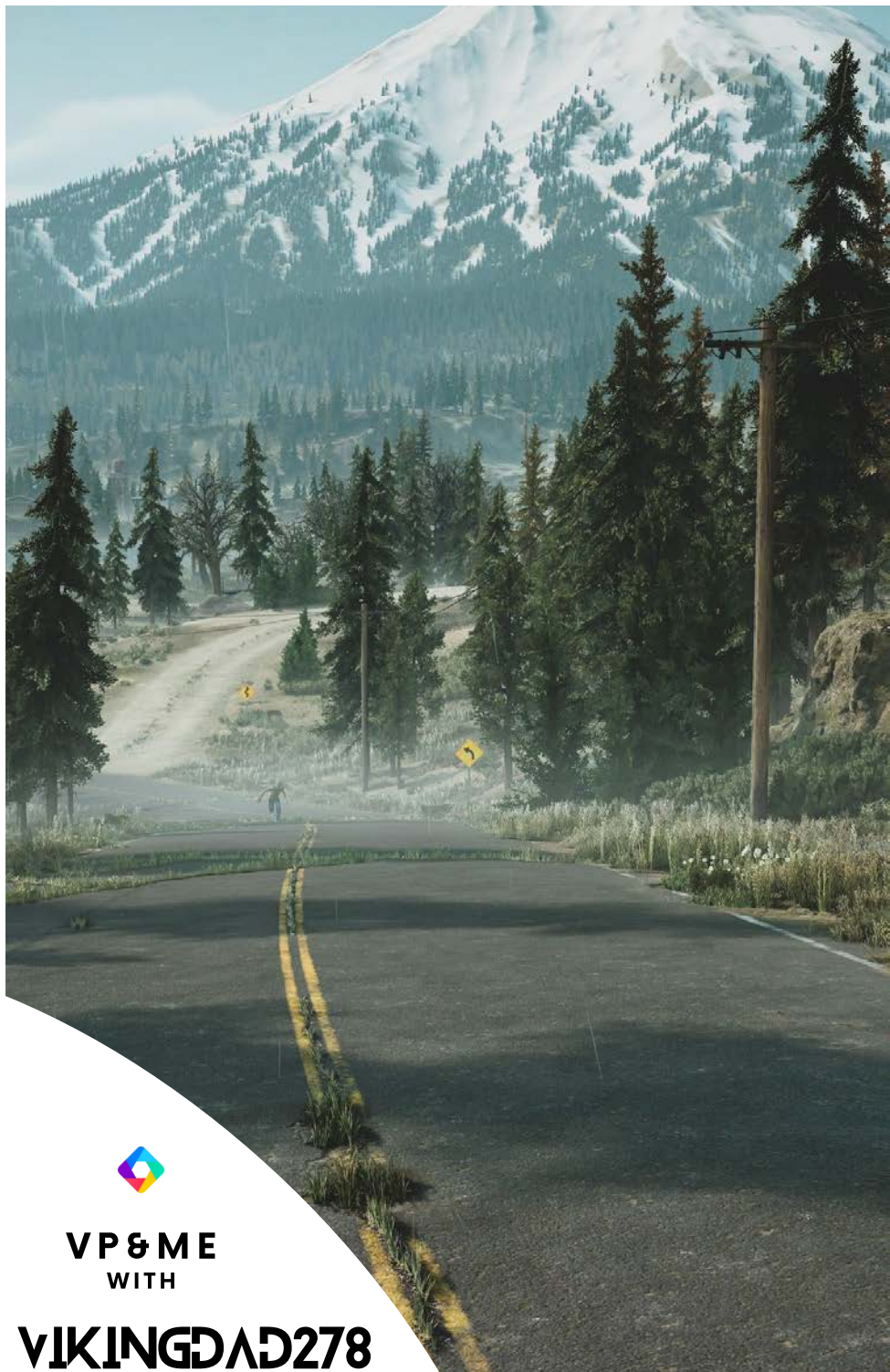
Ryan / Poachiin
TPM Editor
🐦 📷

Kevin McAllister
Online Community Specialist at
Bend Studio
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This month, I spoke to Bend Studio's Kevin McAllister about Days Gone's impressive photo mode, which gives the player the license to take a variety of shots thanks to a broad scope of features. Post-collapse Oregon, filled with deteriorated architecture and blood-lusting hordes presents the opportunity to shoot the grotesque and abandoned along the broken road.

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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 very first game, believe it or not, was in fact Days Gone. I went into photo mode a couple times prior to Days Gone with Batman Arkham Knight, God of War and Horizon Zero Dawn, but I never messed with any of the settings besides filters because I had no clue what I was doing.

Days Gone is where I really dug in, experimented with all the settings and started to learn to do more with photo mode than just point and shoot. The robust settings in Days Gone was intimidating at first but helped me explore the art form of virtual photography and try things I never would have before. The detailed and beautiful world of Days Gone is just waiting for players to capture it. I was so connected to the game, the characters and the world that taking photos in it was my love-letter to Bend Studio of how much I enjoyed it all.

Who in the Virtual Photography Community inspires you?

This may be a cliché answer, but everyone in the Virtual Photography community inspires me. The old saying is that "art is subjective," right? We all have different styles and by browsing our social channels and seeing the different perspectives people capture with the same scene, it continues to push the creativity and how we all see games differently.

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

I have not actually. However, it will persuade me to buy a game that I'm on the fence on. It's definitely a feature I always look for when purchasing a game now.

Do you have a favourite thing to shoot in Days Gone? (Both with weapons and PM)

I have captured thousands of photos from Days Gone, ranging from the tiniest details to sprawling landscape shots. Out of them all, I think my favorite thing to shoot (in photo mode and with weapons)

is hordes. Hordes are just so much fun, and they are a staple to Days Gone. Capturing a horde shot is difficult because your adrenaline is pumping and there's sometimes hundreds of characters on screen at one time. It is a totally different feeling than any other game. It's what sets Days Gone apart in my opinion.

Your Days Gone Blog, The Broken Road, is an impressive collection of insights, shots, interviews and stories, what is it about this game that spoke to you and prompted this level of commitment and service?

The simple answer... I wanted to take the passion I had for Days Gone and share that with others. There are a multitude of things on why this game spoke to me. From a personal level to the story and characters, it all connected with me in a way that no game has before. When I booted up Days Gone for the first time, I never imagined any of this. I have always had lofty expectations for myself, I always want to improve, to create and to do something that I am passionate about and that was a recipe to start my journey with the blog and video games.

What's the biggest change regarding your transition from Bend Studio fan to employee?

The biggest change is that I feel like I am constantly in a dream. I'm just very thankful to have been given this opportunity. To be able to work alongside some members of the team that I have interacted with on social media the past two years is utterly amazing. It's been quite the ride and I am honored to be a part of Bend Studio.

What is the most important page on your blog and why?

I am immensely proud of everything I did with that blog and was so happy that a lot of people enjoyed it. The one page that immediately comes to my mind is the 'Community' section. The blog was never about me; it was about the game and sharing my passion with other people. As the blog grew, I wanted to create a space for anyone in the community to share their creative content. This included fan arts, cosplay, screenshots, and videos. When you say Days Gone, I think about the community, and I wanted the blog to reflect that. I honestly wish I could have done more with it!

With the recent reveal of Days Gone arriving on PC, what do you expect from this branch of the virtual photography community?

I am so excited to see more players get their hands on Days Gone! It makes me genuinely happy to see players experience the game for the first time. It has had such a significant impact on my life, I just hope it can have even an ounce of that to someone else's life. It is always wonderful to see screenshots from the game and how creative players can get. I expect to see some really cool shots from the community, and I can't wait to see what they come up with.

The Photo mode in Days Gone is one of the most comprehensive, why did the studio decide to implement this?

Rodney Houle, our Senior Staff Technical Game Designer

was the one behind the Photo Mode, so I'll let him share some words for this one:

"As someone who has done professional Photography in the past, I have always wished I had more control over color in other games Photo Modes. Built-in color presets can be a great starting point, but ultimately, they never provided the color control I was looking for. So, the high-level pitch from the start was to empower players with more control over the color in their photos. We brainstormed a lot of great ideas, but with the time we had to work on Photo Mode before Days Gone shipped, we felt this feature was the most bang for buck. Hopefully, we can go even further with the next Photo Mode that Bend Studio does. I have seen so many photos from the Days Gone community that have blown me away. It really was one of the most fun things I have worked on in my career, and even more fun to see the creativity of the community. I am happy so many Days Gone players are enjoying it."

### Do you have any advice for newcomers to Virtual Photography?

Certainly! There are two important things that are packaged together to keep in mind that are critical for your enjoyment with Virtual Photography. One, do not worry about the numbers game on social media. Whether you have two followers or 5,000 followers, that does not matter. Two, just enjoy it! If you love taking photos in video games, do it for that reason alone and nothing else. Sharing your passion for video games is fun, keep it that way.

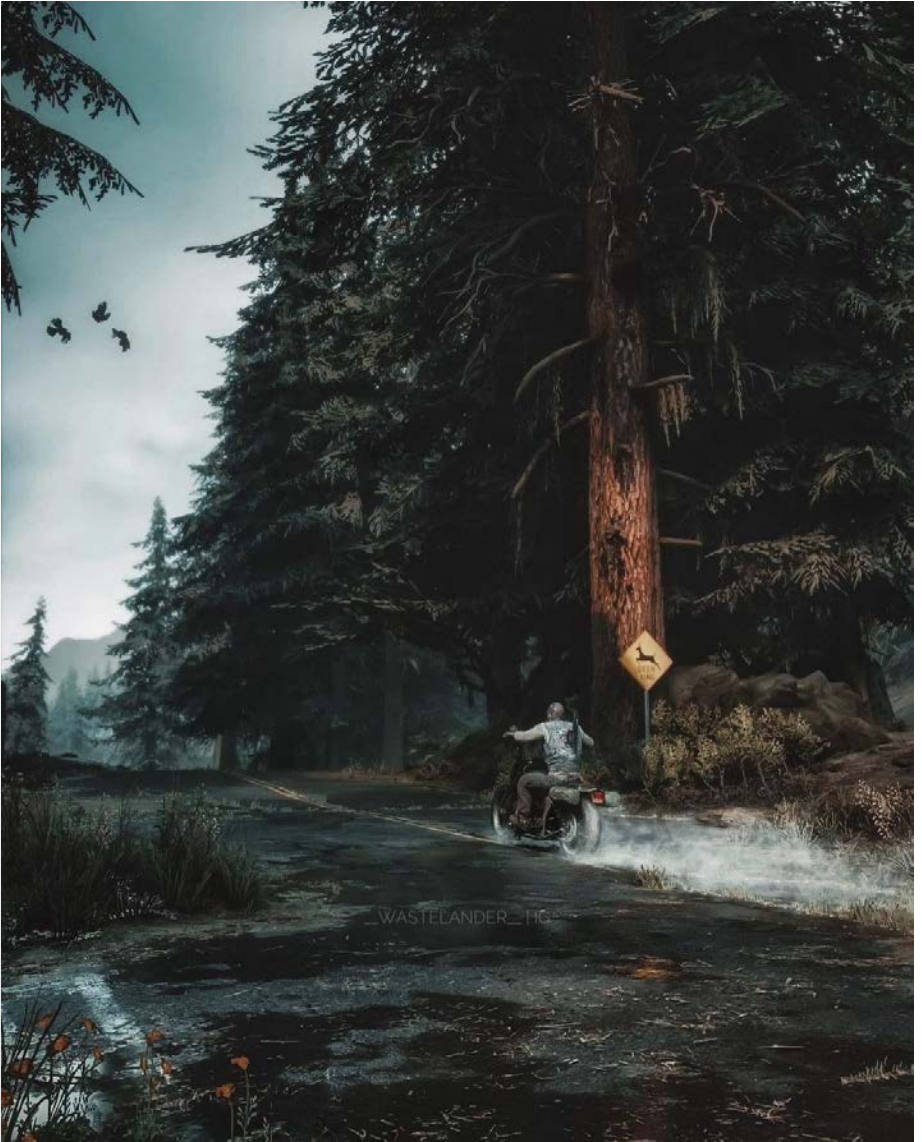### Thanks for joining us for this chat Kevin.

HAZELGREEN_VP
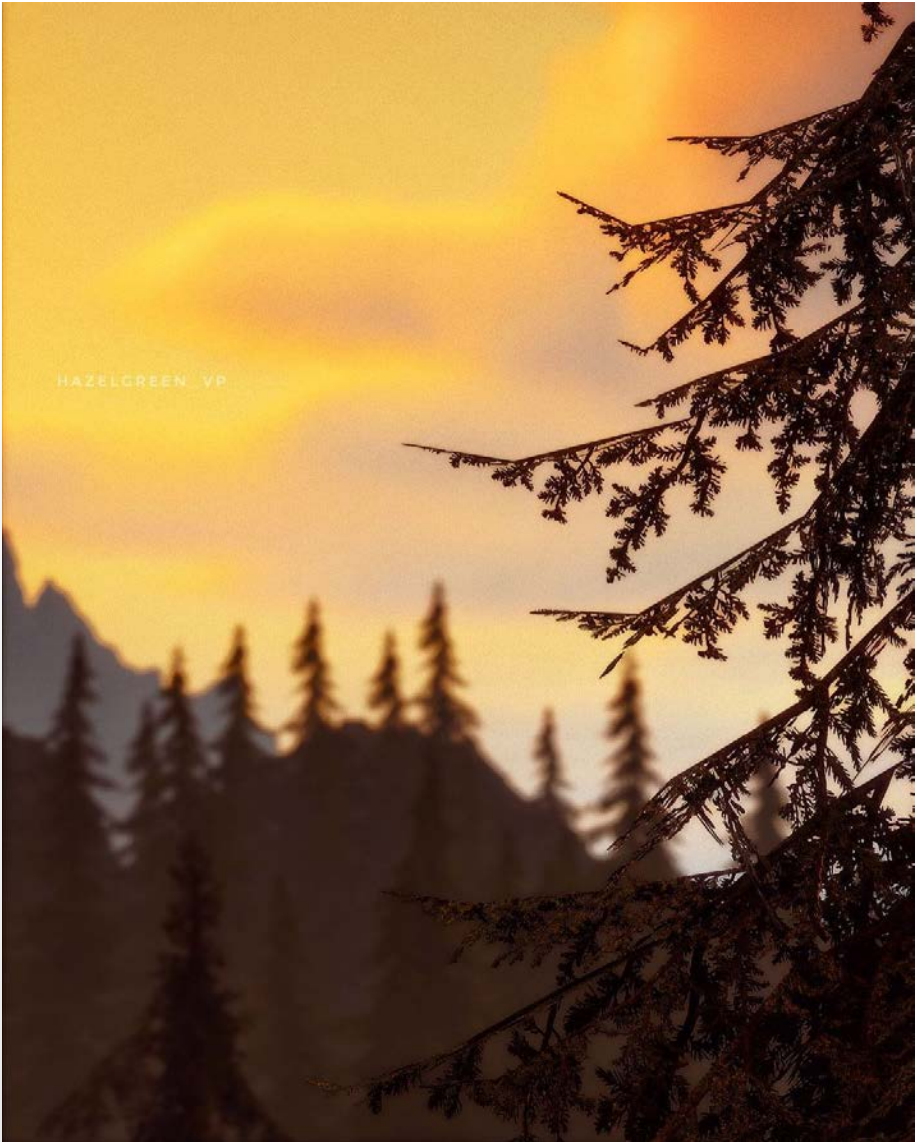
"This picture was one of the first I made after starting Days Gone for the first time.

I was immediately wowed by the view, the sunset and the forest surrounding me. I took this shot as I was testing out the photomode, in particular the depth of field and zoom."

__WASTELANDER__

"Virtual photography has opened up a new realm for me, and it inspired me to focus on real life photography as a passion.

The community has been a positive thing in my life, especially helped getting through quarantine."

GAMEPHOTO7720

"I started playing this game after it was handed out in games of the month at PS Plus. I like beautiful forests and rivers in it. The graphics are also good and therefore the game produces great screenshots.

There are many different options in the photo mode that are very useful. The game reminds me of The Last of Us, because in it you have to look for items inside buildings and craft equipment from them."

GAME_MOMENTS23

"My name is Estefania, I am 21 years old, and what led me to start with virtual photography was being in quarantine, it is something that is already part of me.

This photograph was planned, that is, the first moment I saw the tombstone I did not photograph it, but I came back later.

This image conveyed beauty and sadness to me at the same time, I consider that the video game gives us to understand that this grave is special in some way, since there is no other similar. I don't know, I couldn't describe the feeling I felt when I saw her."

SHOTS_WITH_BOOZER

"Boozer Appreciation."

VIRTUAL.PHOTO.MODE

"I found an article in The PhotoMode eMagazine that talked more about what Virtual Photography is. I saw so many inspiring photographs and felt really inspired. Little did I know that I would met so many good, friendly and welcoming photographers and get hooked into VP.

I really enjoy Open World Games, and especially like exploration of the world. I was getting close to a safe house when I found this cool Baseball Bat with nails on the Tip. I knew a photo would look fantastic. As I arrived in the safe house, I saw the lamp turned on and knew that was the perfect location for a photo. "

GROWYOURWHISKEYNEAT
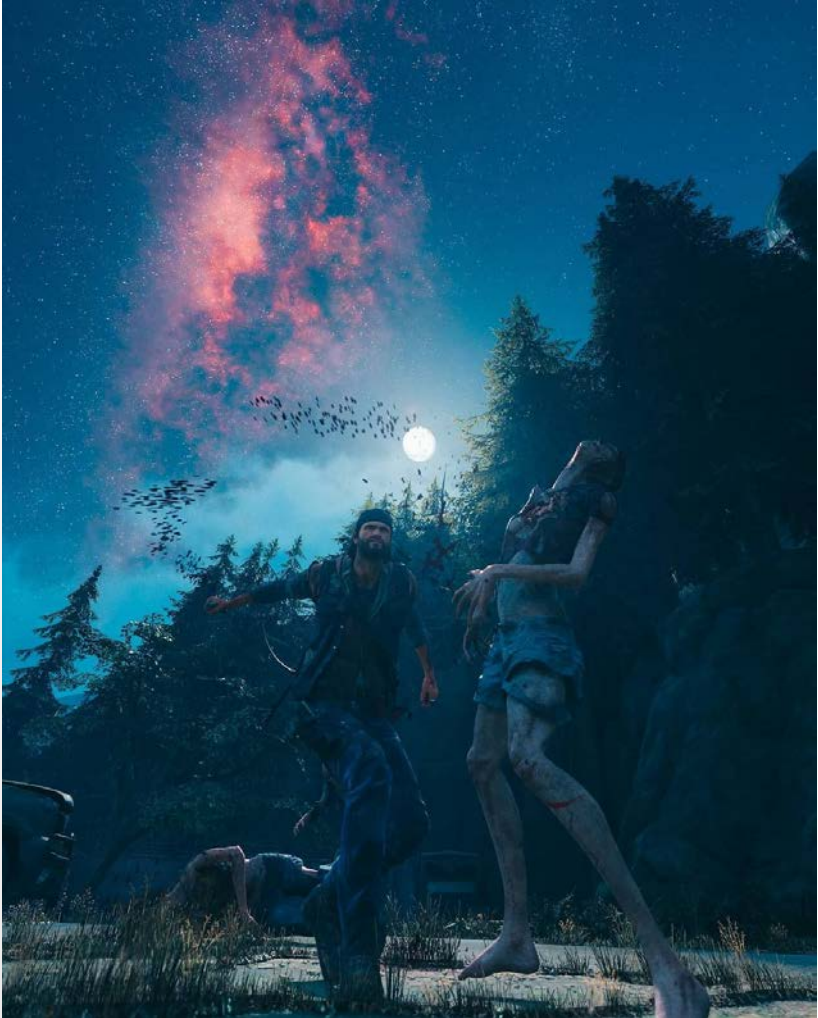
"My name is Soahm Korgaokar and I'm currently pursuing my Master's degree in Game Design and Development at Rochester Institute of Technology, NY. I've been doing photography for 10 years and have been playing games since I was 5. I aspire to be a part of the gaming industry soon, so I can create amazing games that help bring people together to form communities.

I've always been a fan of photography and developing creative shots, and virtual photography let me get the most creative shots that would not have been possible in the real world. Being a fan of guns and bloodshed, I decided to take a shot of Deacon shooting a zombie with a shotgun with a splat of blood in mid air, with the lighting from the bike being the cherry on top of the cake."

TIRASGAUNTLET

"In this shot I wanted nature and obviously Deacon to be the protagonists of the scene.
The colors of Deek's clothes and weapons blend perfectly with the ground and trees so
that it seems to be one thing.

Speaking of me, what can I say, almost a year has passed since I opened the profile.
I feel I have improved a lot since the beginning, especially thanks to the community
that I found, and with many of them a real friendship was born."

INDIGO_VP

"I'm Haylee, a student mental health nurse with a huge passion for gaming.

I took this photo while I was hiding from the freaker in the shot. I love a good, gory close up of a zombie so I couldn't resist trying to get some snaps of this girl because I think the screamers in Days Gone have a really cool look."

CHESSMATEGAMES

"I love photography and I apply that love towards video game photography and toy photography.
I took this pic using the in-game photo mode in Days Gone on PS4.
I've taken in game screenshots since Breath of the Wild but I never posted them online."

⬡ Photomode

Ryan / Poachiin
TPM Editor
🐦 📷

Isaiah Smith
Founder & Developer of
Photomode App.
🌐 🐦

What has motivated you to build a hosting site specifically for Virtual Photography?

Towards the middle of 2020, around the launch of *The Last Of Us Part II,* I really started to notice friends and coworkers sharing these awesome photos they were taking in games. I then saw another surge in sharing when *Ghosts of Tsushima* came out, and another towards the holiday season with *Cyberpunk 2077* and *Assassin's Creed: Valhalla.*

I really liked all the great work that people were sharing and wanted to sort of casually see everything in one place but quickly found there wasn't a "goto" place (things were very split between Twitter, Reddit, Flickr, etc). My goal was to try and solve that problem by giving Virtual Photographers a nice place to showcase their work for others to see whenever they want.
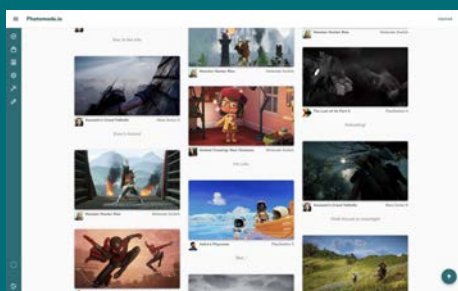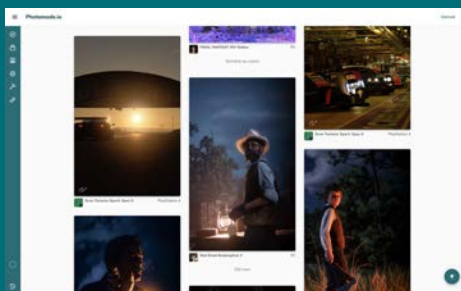
To what degree do you feel that Virtual Photography has changed how we share experiences in games on social media?

I think Virtual Photography has really helped evolve how we share our gaming experiences on social media. It's made it much more mainstream for sure.

Last generation we saw the introduction of dedicated sharing tools on consoles and this gen Sony, Microsoft, and Nintendo have all doubled down on things.

Being able to share on social platforms like Twitter directly from your console has really lowered the barrier to entry for people, and the growing inclusion of "photo mode" in all these beautiful games has really helped people become more comfortable (and able) to share their experiences everywhere.

Studios have started to pick up on a huge upturn in VP, and more and more games are being released with a photo mode, how does this translate to photomode.io moving forward?

I love that studios are giving more and more support to virtual photographers. I think much like how developers and publishers have started to understand the mutual benefits that come from people streaming your game, they're also starting to understand the mutual benefits of having photo mode in games.

On one hand, gamers and photographers get to capture, share, and remember the experiences that they had while playing their favorite games, often helping build an even stronger connection with characters and stories. And on the other hand, studios benefit from the community building aspects of people sharing these photos. Whether we like to admit it or not, humans are visual creatures, and photo mode helps these studios take advantage of that by having their game shared with more communities than their marketing dollars may be able to reach on their own.
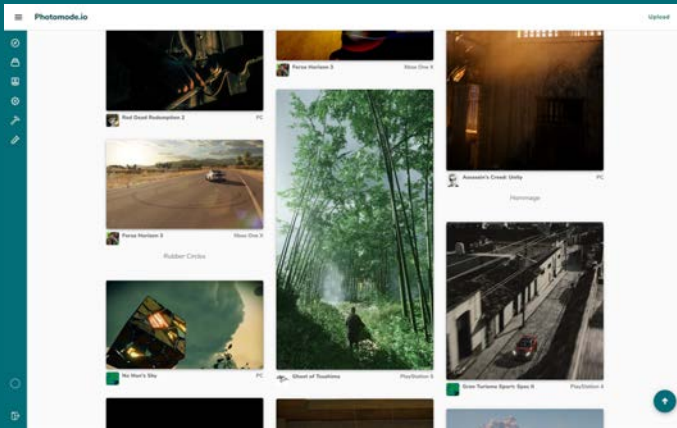
The "attribution" identifier for uploaded shots interests me, and suggests that you have one eye on VP eventually being monetized, could you expand on this a bit?

I think when it comes to monetization, VP should be treated much like traditional "IRL" photography. Regardless of the medium, I think it'd be a huge oversight on my end to not allow these photographers to specify how they would like others to use their work (or not). My background is in software development and, much like with Open-Source Software, it's best to be explicit with things when possible as a creator to avoid any potential confusion or misunderstandings.

I'm also a big believer in supporting the artists you like. So much so, one thing I plan on adding to Photomode soon is the ability for artists to link out to their Patreon, Ko-Fi, Buy Me A Coffee, and other "support" platforms so that visitors who like their work can more easily give back to the photographer.
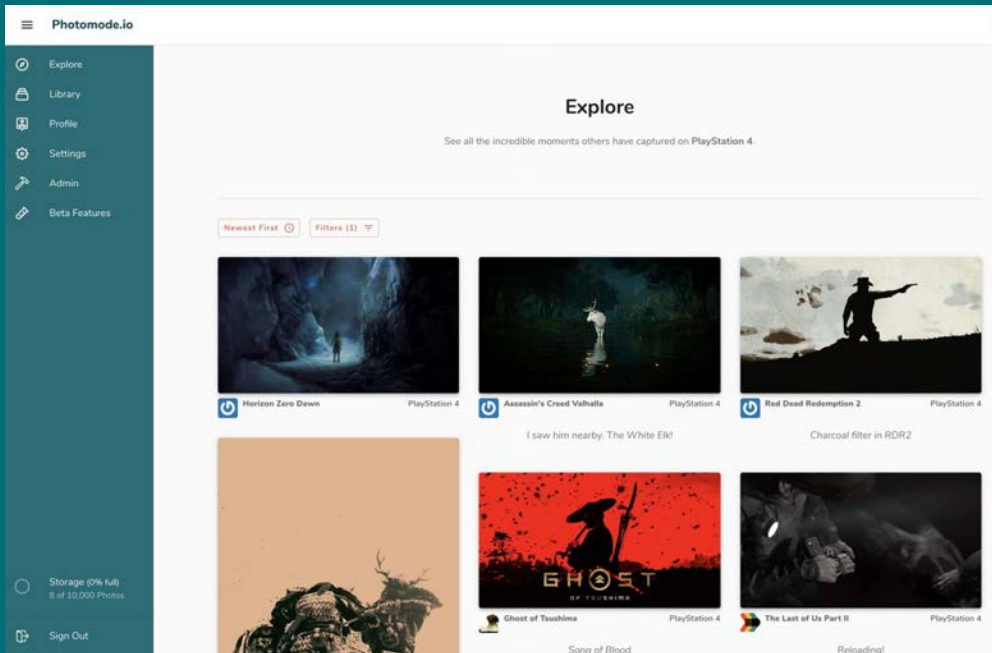
NFT and cryptoart is going through a boom, is there a possibility that photomode.io could become a marketplace in the future?

Hmmm, that's an interesting question. I don't know if Photomode would ever become a marketplace in the sense that someone can buy/sell art on Photomode, but I would love to explore the idea of it one day being a "talent" marketplace.

Much like how companies are collaborating with streamers and online personalities, I think it could be interesting for a platform to emerge where companies could find and work with creators to help with marketing/promotional material.

But for now, my goal with Photomode is just to create the best place for people to share their captured moments with others, so I'm taking things one step at a time!
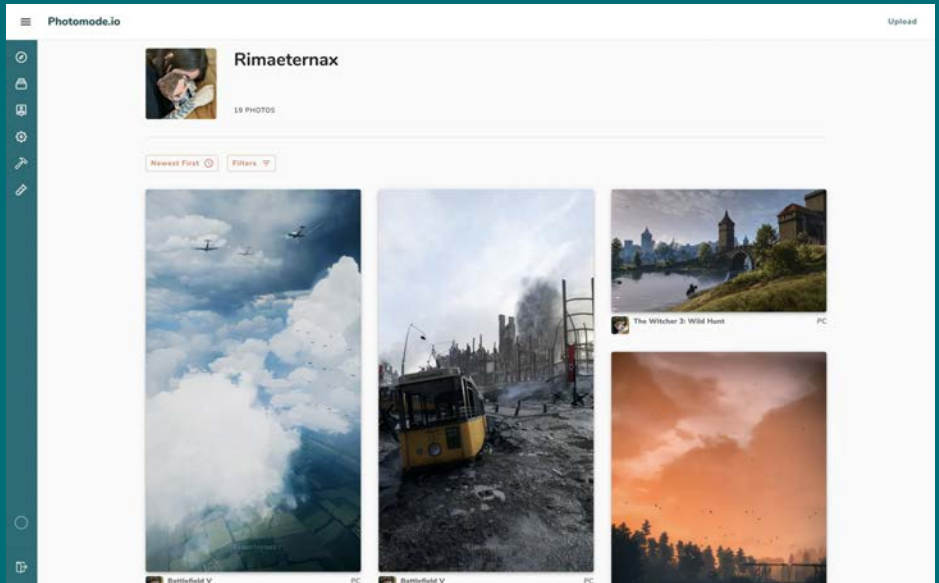
Is Virtual Photography art?

Virtual Photography is definitely art, much like music, dance, or song, no question. It allows someone to express an emotion. It connects people with others. It captures a state of mind and then gives others a glimpse into that state of mind. It may be different for different people but it is most definitely "art."
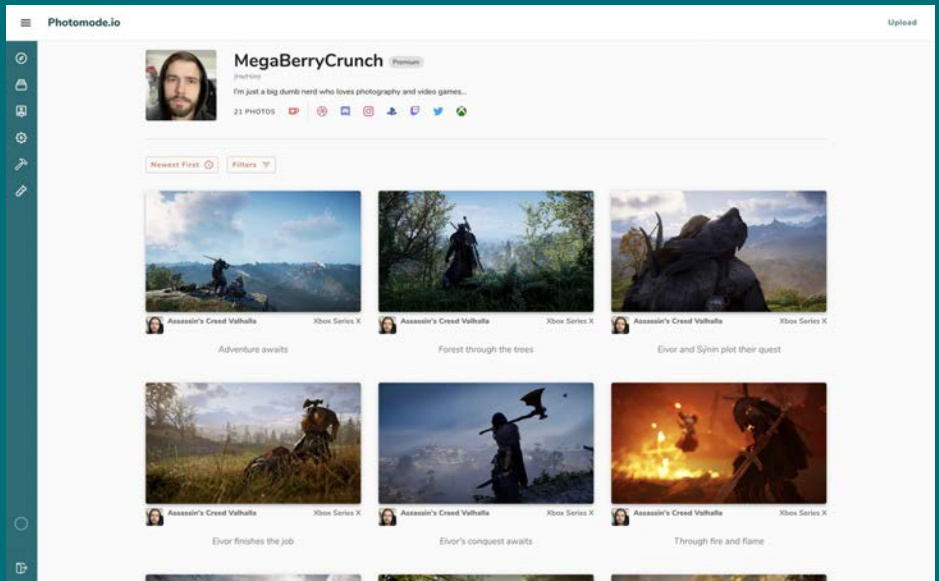
Sign up and begin uploading your shots to this awesome platform dedicated to the VP art form. → **☐ Photomode**

☐ **Rimaeternax**

☐ **MegaBerryCrunch**

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.

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)

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!

VGPNetwork

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

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 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**

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.

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!