The PhotoMode

△ T H E
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    T H F O
    C U S □

CODEMASTERS®

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pedrorsoliveira.games

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."

BEING OUR 12TH ISSUE AND 1 YEAR IN PUBLICATION WE WERE
THRILLED TO PARTNER WITH
LEGENDARY AUTOMOTIVE GAME DEVELOPERS CODEMASTERS
THROUGHOUT THE MONTH OF MAY

WE HELD 4 EVENTS FOR THE VP COMMUNITY TO TAKE PART IN,
INSIDE THIS ISSUE THERE ARE VP'S WE REACHED OUT TO AND
ENTRIES FROM THE EVENTS CHOSEN BY THE CODEMASTERS TEAM
ALONG WITH A FEW WORDS OF THEIRS.

THANK YOU ALL WHO GOT INVOLVED IN THIS SPECIAL EVENT, YOUR
ENTRIES WERE ALL AMAZING, AND A SPECIAL THANK YOU TO
CODEMASTERS TEAM FOR JOINING US ON THE CREATION OF THIS
SPECIAL ISSUE.

PHILT43_YEWONE

"Every once in a while you can push the racing limits a bit too far, resulting in shots like this. This one was taken during an attempted world record setting time trial session on Dirt 5. One of the joys of Dirt 5's photomode (and Onrush's before it) is to be able to capture manic moments such as these. It's also great that Codemasters seem to be embracing what a good photomode in a racing game can offer."

"I was inspired by my previous pictures from MotorStorm games, where the image is static, there is a group of vehicles and you can see mud and a lot of details in the composition. I've decided to choose rain with sun to add more reflections and get stronger colours. I saw a good spot on this tight corner, framed to fill the photo with vehicles and show some rivalry.

23RL23

The DIRT 5 photo mode is one of Codemasters' most comprehensive yet, what is the thinking behind enhancing this feature?   - PoachiiN

Photo Mode is a feature that the Codemasters Cheshire studio is very proud of, and we are always looking at making it better for our players.

We first implemented Photo Mode in ONRUSH a couple of years ago and the valuable feedback we received from our community helped us enhance and improve the functionality in DIRT 5. We've overhauled the user interface, added new features, and made the layout accessible for players of varying levels of photography knowledge to make the most of.

We've found Photo Mode to be a perfect tool that allows us to not only engage with players but also giving them creative control over sharing the special moments they capture in-game.

Amrish Wadekar - Art Director (DIRT 5)

"The Lancia Stratos looks like an iconic arrow, this car looks so sharp, it makes it perfect for dynamic photos. That's the reason why I've decided to show motion and a sense of speed. The livery has colours that contrast with each other. Weather conditions are wet with a bit of sun to add more reflections, but not too much.

23RL23

Virtual Photographers now drive a large chunk of the experiential conversation about games on social media, I'm keen to get Codemasters' interpretation of this, how much has it informed the decisions to launch titles with a photo mode in place?

As you can see through ONRUSH and now DIRT 5, we've placed a lot of emphasis on Photo Mode, and we're pleased to have been able to implement this feature in a way that's really appealed to players.

Like many other features, ideally, we would love to have a Photo Mode in every game we work on, as we know how much virtual photographers and our wider community enjoy this feature.

It's something that we prioritised for DIRT 5 – not just because we knew the brilliant team here would create a great Photo Mode, but because we know it's a feature that's becoming more and more popular.

Chris Groves - Community Manager (DIRT 5) 🐦

"As a lifelong motorsports fan, I love trying to capture the action of a race.

DIRT's photomode is great for this."

DagNammit86

Photo Modes have been a feature on console games since Gran Turismo 4 in 2004. The landscape and interest in Virtual Photography has changed drastically since then, is it now a case of it being a no-brainer for studios to launch a game with a PM?

Yes – whilst there can be all manner of reasons why a certain feature can't be added to a game, I would agree that it is one of the first 'extra' features that everyone at the studio is keen on including. It's such a great compliment to the rise of social media, as you can instantly share your snaps with friends and the world in a way that's visually pleasing and so creative.

Players tend to prefer in-game shots over pre-rendered or CG images, as they want to see how the game truly looks in action. Photo Mode is not only great for our players, but also for us as a marketing tool as well.

All the screenshots we create and share are taken using the same Photo Mode and editing tools that all players can access themselves.

Amrish Wadekar - Art Director (DIRT 5)

"If I see a great opportunity for a shot I do it, so let the fun begin."

NikitaShepard88

grin2k

We've started to see automotive brands and car manufacturers interact with the Virtual Photography community in recent times, can you envision a not-too-distant future in which household rally manufacturers promote your games because the aesthetic is often indistinguishable from reality?

Over the last decade and now with the new generation of consoles, the production quality and visual fidelity of our games is the highest it has ever been. The advances in our game engine with things like improved lighting along with higher-resolution game models has really blurred the lines between game and reality. I often find myself having a hard look at some Photo Mode shots to try and tell the difference!

The detail and accuracy with which each car we build for our games is something that strikes a chord with many manufacturers. We already work closely with a few of them who love the in-game shots we create using their cars and are happy share them to their followers.

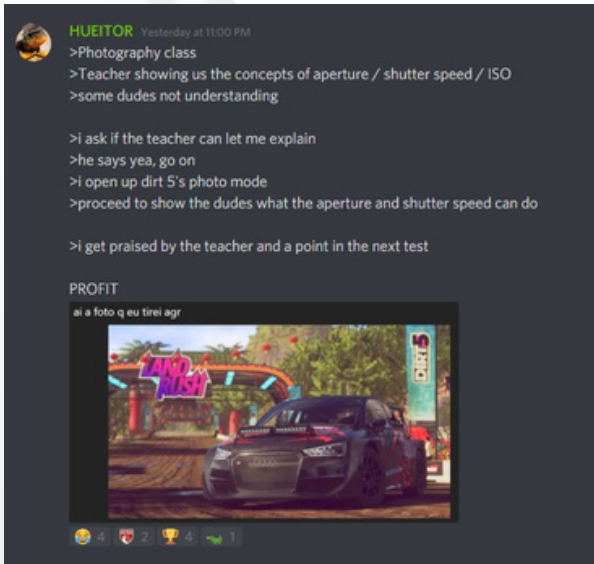Amrish Wadekar - Art Director (DIRT 5)

pedrorsoliveira.games

"I get praised by the teacher and a point in the next test."

HUEITOR

At TPM, we believe that virtual photography is a cost-effective, fun means of learning the principles of photography, is it conceivable that the next Mark Sutton is currently cutting their teeth and snapping in a Codies PM?

HUEITOR Yesterday at 11:00 PM
>Photography class
>Teacher showing us the concepts of aperture / shutter speed / ISO
>some dudes not understanding

>i ask if the teacher can let me explain
>he says yea, go on
>i open up dirt 5's photo mode
>proceed to show the dudes what the aperture and shutter speed can do

>i get praised by the teacher and a point in the next test

PROFIT
ai a foto q eu tirei agr

I find Photo Mode is great way to test your photography skills. Practically anyone can have a go at using the auto mode with filters, toying around until their heart's content but the manual options are an excellent introduction in understanding composition, lighting, and workings of a camera.

A DIRT 5 player recently got in touch to tell us he used the game's Photo Mode in a photography class at school to explain some photography techniques to other students - his teacher gave him extra marks! It's stories like that that make me think it's definitely feasible for someone to start out their career using Photo Mode.

Amrish Wadekar - Art Director (DIRT 5)

SmallCapInvest2

"Entranced by the unique sights & sounds of childhood arcade trips, gaming still fascinates as a boundless creative/tech synergy. Photo mode is a great example of a new gaming interaction; sharing unique & often stunning digital art."

What have you found to be the most satisfying thing about hosting photo mode contests for DIRT 5 with regards to community management/engagement?

The creativity and ingenuity of the DIRT 5 community when using Photo Mode continues to blow us away.

We've probably seen well over 1000 player-made screenshots since the game's launch, and we're still seeing images and techniques that leave us stunned.

Regardless of the theme or focus of our weekly contests, we always receive awesome entries. Each week we'll proudly display a new player-made Photo Mode shot as the banner for our social channels - which is the least we can do to put the spotlight on their creativity in DIRT 5.

Chris Groves - Community Manager (DIRT 5)

guillemserna

Final thoughts?

It's been really rewarding to see so many virtual photographers enjoy DIRT 5's Photo Mode and produce some spectacular shots.

Like all aspects of the game, the Photo Mode is something our team put a lot of care and effort into creating, so seeing players make full use of it is always a treat.

DIRT 5's overall vibe, art style, and locations are designed to be different and eye-catching, so once you combine that approach with a detailed Photo Mode, it makes sense that the virtual photography community are having plenty of fun with the game.

Chris Groves - Community Manager (DIRT 5)

STIFFLARYDER

"I really love the photo mode option, as you can share special moments and the beauty of a game with the rest of the world! I play racing games but primarily arcade games as there is more of a fun factor and sometimes an insane speed feeling!"

"Sunny day racing at the Brazilian GP. One of my favourite tracks in the game."

IceWolfWarfare

АБ555.МТФ3–2020

aedan_awesomebilly555.mtfz

"The process is F1 2020 photo mode combined with Nvidia Ansel. The career mode in the game is the best career mode in the F1 franchise. You see here my team in green racing against actual F1 teams at Spa-Francorchamps in the Belgian Grand Prix."

MadBoyPip1

_aarava

theradweasel

miss_clemen3

"One of these machines was yellow and black and looked very good. I looked into the camera from diagonally above and searched for a cool angle with yellow and body line. I made the contrast a little stronger and tightened the composition.

apocvgaming

"I took these shots last fall around the time of the year when F1 would've have come to the US to race at the Circuit of the Americas in Austin Texas. Due to Covid though the race, like many things, had been cancelled so I decided to have a sprint around the track to get a taste of the sights and sounds the best way I could, in game. I tossed in the added drama of some rain as had happened at the 2015 race."

"Express yourself in your work, capture how that moment makes you feel, and never be worried about how others would see it.
Your vision is what matters."

yi_owo

"I was inspired by the Pike Peak Hillclimb race. The California Highway was a perfect candidate to race the VW ID R as it had the tight twists and turns like in many hillclimb tracks.
And with that I took the advantage of this track's beautiful coast line scenery and snapped this."

TheNinjiPlays

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DiRT 5
REVIEW

△ THE
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The Fourth Focus
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Developer: <u>Codemasters</u> | **Publisher:** Codemasters
Initial Release: 6th November 2020

An arcade-style all-terrain racer, DiRT 5's eclectic mix of rallycross races, gravity-defying rock crawling, point-to-point rallies, and gymkhana stunt events certainly comes with an overriding sense of fun and celebration. The festival-like events tour across 10 international locations in a banner-strewn fanfare of flares and streamers that is all very reminiscent of Motorstorm, with an added hint of Driveclub.

Considering that the development studio at Codemasters Cheshire includes former members of the Evolution Studios team, this should really come as no surprise, and there is a visible lineage here that pulls from those previous titles, as well as from 2018's ONRUSH.

Of course, both Driveclub and ONRUSH included very capable photo modes and, as much as the sheer fun of throwing licensed vehicles over gloriously undulating terrain reflects the team's racing knowhow, the camera tools benefit from that experience too. No token inclusion, the DiRT 5 photo mode was nominated for the 2020 VP Awards, but has this latest implementation from Codemasters managed an evolution, or did it get stuck in the mud?

What the Devs Say:

"Photo Mode is a feature the Codemasters Cheshire studio is very proud of, and we are always looking at making it better for our players. The valuable feedback we received from our community over the years has helped us enhance and improve the functionality in DIRT 5 with an overhauled UI, new features, and a layout that is accessible for players of varying levels of photography knowledge to make the most of."
Amrish Wadekar – Art Director

Key Photo Mode Features:

- Shutter speed with motion blur
- Time of day selection
- Custom spotlight

Controls & Implementation:

The DiRT 5 photo mode may have no custom button binding, but is one that is immediately intuitive to pick up and use with the LS horizontal truck / dolly, L2 / R2 vertical craning, and RS pan / tilt allowing you to easily reposition the camera within a 3-dimensional bounding sphere. With a couple of car-lengths between the player vehicle and the camera, the range of movement on offer is also reasonably good, although more suited to shooting your own machine than wider shots of multi-car action.

In the tabbed UI, the camera benefits from a ± 180° roll to add tilt to the action, an optional thirds grid, a useful range of field of view angles, and real world aperture values ranging from f / 1.0 - f / 64 for excellent depth of field control. Within the colourful style though, the DNA of the team's previous photo modes really starts to show.

One of the best examples is surely in the excellent focus visualisation system that can be toggled on-screen using Δ. Building on ONRUSH's already intuitive approach that places a bright green line across the plane of sharpest focus, DiRT 5 also adds a zebra pattern to preview depth of field at the chosen aperture and focus distance. Essentially, wherever the zebra pattern appears is the area that the foreground and background defocus effect will be applied once the final image is developed.

While rather satisfying to watch, this development process is actually a crucial part of the DiRT 5 camera. Emerging over the course of a few seconds, the final shot not only shows calculated depth of field, but motion blur on the cars and their surroundings as a manual shutter speed is simulated too.

What the Devs Say:

"Since in Photo Mode we don't need images to be generated at interactive frame rates, we can develop an image much in the same way that a real camera works. We accumulate hundreds of frames of data to simulate the continuous exposure you would get when developing an image, whilst also interpolating the positions of any moving objects from their previous to current locations."
Amrish Wadekar – Art Director

As outstanding as this feature is for emphasising movement in racing photography, DiRT 5 does stop short of using its variable shutter speed to influence exposure, instead relying on a familiar exposure compensation UI slider that is complimented by a series of differing times of day. While not quite a minute-by-minute adjustment of the sun position, the 9 preset times along with the game's shifting weather do mean that there are a plethora of lighting conditions to make use of, and a single omnidirectional sphere light competently serves as a fill or coloured key light thanks to tuneable colour and brightness with individual RGB control.

What the Devs Say:

"The spotlight came about because I like taking photos too!
I wanted to make a scene with some backlit smoke, so you start by thinking about the goal: the light needs to be positionable, have some colour control, and some further controls for brightness. Then you go to the design & UI teams and show them your idea and say 'Here's this light I've made, it's got some sliders for the player, how can we make this useable?', and with a bit of experimenting and refinement you've got yourself a shippable feature."
Stuart McKie – Senior Programmer

A few flaws do start to appear though, particularly with the film grain filter which causes a peculiar banding effect, and the two confusingly separate vignettes, each in a different section and each producing a different result. It also makes little sense that all filters are initially set to an intensity of zero, making your selections ineffective, overlays invisible, and letterbox crop un-cropped until this is cranked up. Not really a big deal, but the sort of thing that can be a little unintuitive for novice users.

Photographic Opportunity:

As with any racing title, the primary subject when it comes to photography is going to be the cars, and DiRT 5 has a pretty decent selection of them. The 59 all-terrain machines cover 13 distinct categories that include the likes of iconic Group B rally and WRC cars with classic racing liveries, unlimited racing trucks, and even the odd specialist rock crawler or mud plugger.

Levels of details are good too, with car models faithfully rendered both inside and out, although the pristine bodywork likely won't last long as bumps and scrapes result in body deformation, scratched paintwork or even lost panels, and the titular dirt wastes no time at all in plastering itself all over your freshly customised livery.

When it comes to surroundings, the multi-national locations bring an engaging range of terrains, surfaces and backdrops against which to capture your chosen machine and, whether a mountainous track or flat frozen river, the racing festival ensures that each is laden with colourful banners, smoke flares and confetti to liven things up. If that's not enough, the virtual Hotwheels set that is the "Playgrounds" mode takes the already vibrant visuals and cranks them up to 11 as you pass each flaming checkpoint.

What the Devs Say:

"Photo Mode is great way to be creative and test your photography skills. Anyone can have a go at using the auto mode with filters, toying around until their heart's content but the manual options are an excellent introduction in understanding composition, lighting, and workings of a camera.

We're currently gathering photo mode shots from players to add into the game in a future update, and we're seeing new players send their shots to us all the time."

Amrish Wadekar – Art Director

All in all, DiRT 5 is an excellent package of unadulterated fun that lends itself particularly well to photography thanks to an enjoyable feeling that often translates well into positive creative energy. Small quirks aside, the very capable photo mode is well placed to take advantage of that with excellent usability and some innovative key features that are ideal for the racing genre.

This excerpt was provided by TheFourthFocus.com, read the in-depth breakdown and see the final verdict in the Full Dirt 5 Photo Mode Review
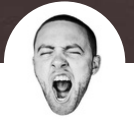
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VP&ME

MRTJ_808

PoachiiN
- TPM Editor

MrTJ_808
- Founder #VGPUnite / #TheGlog

It was great to talk about virtual photography with TJ because his passion for the medium is infectious. He's been shooting in games for a very long time, and saw the potential of the virtual photography community early on. I admire what he helped to build with the VGPNetwork in particular, which has gone from strength to strength since, with special thanks to all of the people who have kept the Network in good shape since.

Why did you start the VGPUnite tag?

We started it initially to create a community to find like-minded people that enjoy gaming and Photography. With the help of **VirtuaCam** and me, (using **Urban Tentacles**) at the time. We built it into something so much bigger.

Each day more and more people started using the hashtag and in hand this played a part in creating a community of people from all around the world.

Even Devs/publishers started using it to get their virtual photography competitions out. We genuinely never thought it would become what it is today. I'm so happy that I could just contribute something and help build a community that I myself love taking part in.

Describe the growth and development of the virtual photography community from then to now.

You had community groups that were on Flickr that seemed to be aimed at the PC community. But it wasn't until Photomode was popular on consoles that you really saw it boom. It was only a matter of time before others started their own pages and started pushing the community even more.
The biggest change for me, is the interaction you get from Devs with their fans in this medium. Ok, it's free PR, but I look at it as improving my own love for Photography and Art through gaming, which I've loved since I was young.

The growth is huge. If I look back at how many were doing this at the start of the PS4's life compared to now - It's crazy! With more recognition from Devs comes more participants. It's a nice feeling knowing that the game you've spent hours enjoying and showing off through Photo mode has been seen by someone that works at that studio.
When I looked through the data at the start. The hashtag grew to over 1000 uses and then hit 100/200 daily users. It was incredible!

It's just a shame I got burnout and had to step back from running the community page. With family and work commitments it really fell off my radar.
I helped set up **@VGPNetwork** with **Drew**, Sam & **Steffi**, which is going strong today and is run by an awesome group of passionate people.

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

I've always had a love for art, so I guess doing stuff like this is my outlet for that. The first game I started on was GTAV on PS3. You could take pictures on your phone in-game and add filters, so I would set shots up and take pictures like that. Since, the in-game Rockstar Editor has drastically changed the game and evolved VP around the franchise.

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

I feel like this truly depends on the game. Each one is unique in its delivery of the work shown. It's more about how you can use what limited tools you have available to your advantage. Just compare what the PC community can do with their own created tools.

I like the challenge, I like to think I can grab cool shots even though I have the restricted camera in Photo mode.

Here's some of my favourites:
Want cool landscape shots? Mad Max is insane! For a game so early on in last gen, it does so many good things for pursuing landscape shots. The environment, the weather systems and those clouds!

Want awesome detail? I love DRIVECLUB/DIRT5/GT Sport. They have some of the best details I've seen.

People or Portraits? CONTROL/RDR2/HZD. These games have awesome character builds/detail and lighting.
I feel my favourite work is from games like CONTROL - DIRT5 - Mad Max

Who in the Virtual Photography Community inspires you?

I know everyone mentions **@Berduu** but he truly is the first person I saw doing this and really wanted to join in. But I love seeing work from **@leopardsang** - **@Nick_Baker777** - **@duncanbirnie** - **@Basi_jp** and so many more.

You play alot of codemasters games, what do you enjoy about their games and which do you think has the best photo mode?

I've been a huge fan of Codemasters for years. One of my favourite things about their games is how well they nail the mechanics on car handling. You play their games and instantly enjoy it because it feels good. They keep arcade racing alive. I have to say DIRT 5 has been my favourite Photomode. It's so versatile and the lighting and effects in the game and Photomode just complement each other. All round it's the must fun I've had in a game for a while

Do you have any advice for newcomers to Virtual Photography?

Seriously, **ENJOY IT!** Just have fun and try new stuff. Come out of your comfort zone to see what really works for you. Find a style? Or don't. Improve, research real techniques of photography too.

Thanks for joining us for this chat TJ.

#TPMCODEMASTERS
ENTRIES

djnupu

hotfox23453

P308R

AjGamingPics1

Photoingame

GeekNamedMike

MrTJ_808

Ghost_Focus

© FRT Luan

© FRT Luan

© FRT Luan

Frtluan92

scottoka1

OfficialCABBAC

Nick_Baker777

MostlyVp

#TPMCODEMASTERS
WINNERS

GeekNamedMike

show off
show off
show off

Philt43_Yewone

yi_owo

dirty

AlexRace45

wreck it

speed

Nick_Baker777

JAgames84

CONGRATULATIONS TO THE WINNERS, WE WILL BE IN TOUCH SHORTLY TO REQUEST WHAT CODEMASTERS TITLE AND FOR WHICH SYSTEM/ REGION YOU WOULD LIKE YOUR DIGITAL CODE TO BE.

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!

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