The PhotoMode

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離之郎

武士

Featured Artists

Twitter

SuzuhaBlack
TinyTop_Hats
no_va24
Sparbuck47
TimeloopPlays
adamc_vp
seidr_vp
fayethejust
KEM_ono_MIMI
Spiggy_Smalls
Brokenvegetable
KsitVK
PeteyReilly
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scenicrdr
masyafyan
virtualprateek

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."

BGA BLOCKCHAIN GAME ALLIANCE

X

The PhotoMode

We are thrilled to have recently announced our membership to the
BLOCKCHAIN GAME ALLIANCE

We stand alongside its members who are striving to make a better future for all gamers and
we really do look forward to being part of the conversation in this exciting space.

We hope all of our readers go check out its members and sponsors and look at the cool
things they are building.

Why did we request membership?
Here at TPM, we deeply believe blockchains and the NFTs built on them open all gamers up
to their rightful ownership of the digital content they produce.
The members of the BGA are all working hard to to make this a possibility, we hope to talk
to them and for you to understand what goes into these projects, plus the rewards they
offer to gamers now and in the near future.

We also hope to voice our plans and opinions for the potential of VP-NFT's.
We feel the Virtual Photography community is the bridge to a lot of plans succeeding much
quicker, it's an already established community, full of unique artistic talents, people have
huge followings and support networks, dedicated award ceremonies, VPs running game
devs socials, huge sponsors/ contests stepping in, public galleries popping up and people
supporting others through Patreon payments.

Those payments could instead go towards a VP-NFT, you supported the VP and now own a
digital work from that individual, with the game dev also receiving remuneration too.

We think this is super exciting stuff and can't wait to see this technology in full force.

Announcement

**Our BGA new
member talk**

BGA
BLOCKCHAIN GAME ALLIANCE

SPONSORS

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ONEWAYBLOCK   CONSENSYS   FEAR

Algorand   ARK.io   GAMELOFT   DROPS

ANTLER INTERACTIVE   IOI   YooShi   parity

BGA MISSION

1. **ENCOURAGE DEVELOPMENT OF STANDARDS AND SHARE BEST PRACTICES.**

Support research, discussions, identification, sharing, and recommendation of standards and best practices in the development and testing of blockchain technologies. Standards and strong interoperability are key for broad industry adoption and common knowledge sharing, ensuring further success of the technology itself across different companies and structures.

2. **ADVANCE PUBLIC UNDERSTANDING.**

Advance wider public understanding and awareness of blockchain games by sharing insights, benefits, and limits of blockchain technologies. We'll act as trusted experts on blockchain and games for industry, the media, and society on general, contributing to improving public understanding. We'll also look to highlight aspirational efforts in the blockchain games sector.

3. **PROVIDE AN OPEN AND INCLUSIVE PLATFORM FOR DISCUSSION & ENGAGEMENT.**

Create and support opportunities between members and key stakeholders to communicate directly and openly with each other about issues relevant to blockchain and its influences on people, businesses, and society. We aim to ensure that key stakeholders have the knowledge, resources, and the ability to participate fully.

SUZUHABLACK

"I came up with this while playing legends with @ccf_photomode who I met through VP. It's a cool and iconic spot and I had to take a photo. I like how it looked like a movie poster with the stamp."

"I absolutely love taking pictures in games and editing them. I didn't know how much fun it could be, It makes me happy to see that people like my work and it inspires me to continue improving my work."

"For the first time in my life I can't see my
future. Every day goes by in a haze, but today I
have decided will be different"
A Single Man (2009), dir. Tom Ford

NO_VA24

"There is focus on the broken train parts on
the table, but without losing the reality of
where we are standing, its absurdity, and what
both of these things represent . . .
an act of terror."

SPARBUCK47

"VP helped me cope with the chaos of 2020, it's given me a whole new approach to gaming and its rewarding with the support of our amazing community."

TIMELOOPPLAYS

"I got this shot not long after getting the Perlino Andalusian (out of frame), I wanted the full bonding on the Mustang and walking was the quickest way, I saw how peaceful this scene looked and knew I had to take this."

ADAMC_VP

SEIDR_VP

"I knew this part of the game has great colors and light, I also knew there was a boss fight. So when the boss majestically breaks through the ground I was ready to capture. The result came out rather nice."

"My approach to virtual photography varies every time, in this case I had a general idea of the shot in mind, I knew I wanted to capture the backfire from the exhaust, and it had to be somewhere in the outer borders of the city, so I headed for the Northside district, found a good spot and began a tedious process to get the timing right for the backfire, until I finally got it.

It's not always like that though, sometimes a good capture might just come from causality and observation."
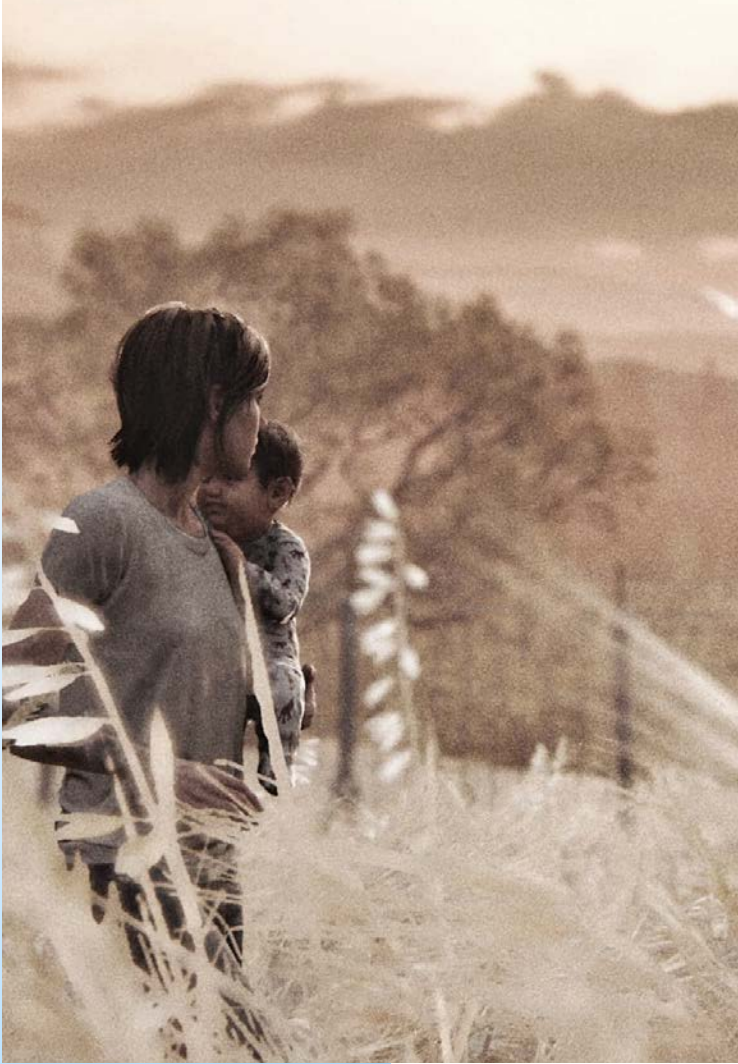
"Hi everyone! My name is Giuliana, I'm 24 years old and I live in Italy.
I started posting my photos from October 2020 mostly for fun and before then I didn't even know about the existence of a community.
What I love most about this community are the people. During these months I have met several people that I am happy to be able to call them friends.
I hardly ever plan my shots and I often let myself be guided by the moment and the emotions

.

The initial idea for this shot was to keep the orange colors of the sky to convey a sense of melancholy, but I also wanted this photo to be able to convey a sense of sweetness and hope and for this I chose to give the photo lighter tones."
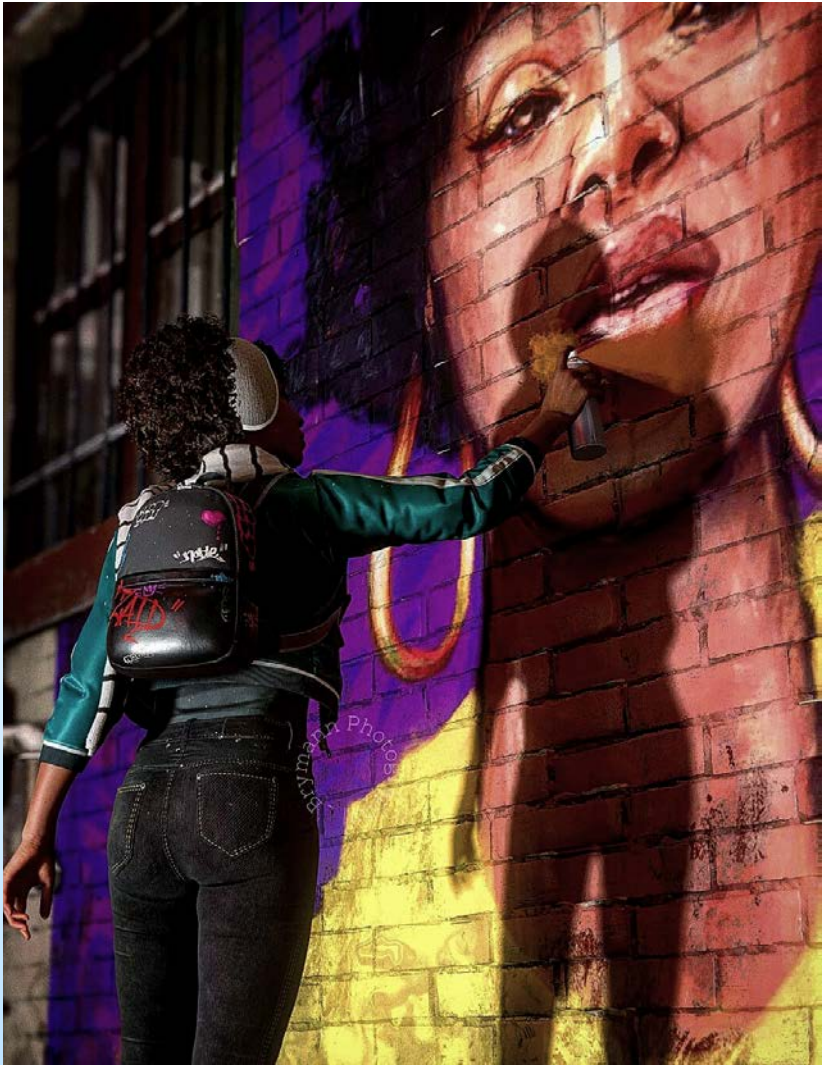
"Hello everyone, my name is Bryan I am 31 years old, I have been passionate about video games since I was a child and I am not about to quit.

I discovered a passion for photography in games and spend a lot of time trying to take great pictures. In particular, the Spiderman Remastered photo mode is really cool, it allows you to play with lights and colors, which allowed me to take this very dark photo in normal times."

"The Valkyries have incredibly detailed armours and beautiful wings. In this shot I wanted to focus on Geirdrful's plumage and her looking defeated, kneeling on the ground. I also thought the wings gave a nice balance to the shot."

FAYETHEJUST

GHOST OF TSUSHIMA

"This photo was taken on the day the legendary mode was added. The black smoke created a very suspicious atmosphere, so when I held the sword, I was able to take wonderful pictures."

KEM_ONO_MIMI

"This shot is the end product of me just exploring Night City. I came by a burst of steam, grabbed the opportunity and this is what came of it."

SPIGGY_SMALLS

"I can spend an hour taking one shot, or 30 seconds. I spend more time in photomode than actually playing the game. And after ten years, I still haven't mastered it. "

BROKENVEGETABLE

KSITVK

"Everything is simple here, as in real life, if I see a sunset, I immediately drop everything and take out the camera. And if at the same time I still manage to capture the clouds, then this frame will become my favorite for a long time."

PHOTOMODE.PNG

PHOTOMODE.PNG

"Nowadays games are a work of art. Elaborated down to the smallest details. Photomode.png once started to capture the beautiful moments in game stories. Years later it is a representation of the digital journey through the years together with the community.

This shot was a lucky one! Visually, Red Dead Redemption II is one of the most beautiful games ever made. This shot was a combination of circumstances. a dark cellar with the bright morning light from an upper window. Ideal for capturing Arthur in an iconic way!"

PETEYREILLY

"I created this shot randomly. The community means a lot to me since I met many nice people & it gives me a way to express myself. I'm inspired by too many, everyone has their own & unique style which I admire."

"I appreciate the posture of this character and also this feeling of sadness and experience in his eyes."

"I love the sense of scale this game offers, but not as much as I love the supportiveness of the VP Community!!"

PURPLESOAPSTONE

"Virtual Photography helps me a lot to realize the beauty of simple things we usually take for granted, such as the pouring rain, the sunset or a gentle smile. Basically, it changed the way I look at reality. "
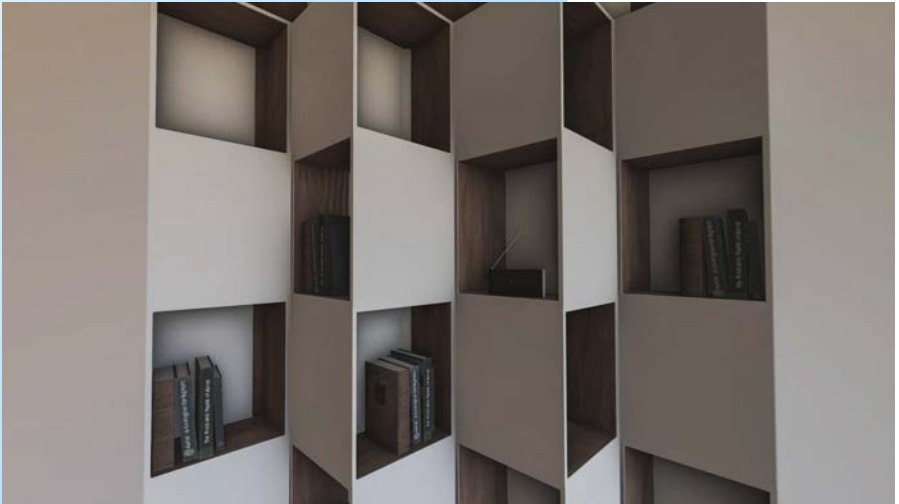
ARVI_VP

"House plants."

"Sometimes little touches, like this bookcase, are overlooked in games and it's worth taking a moment to look around at your surroundings as there are hidden gems like this."

REDDEADGEM

"I'm Gemma, gaming is my main passion in life, always has been.
I live quite a quiet life, just me and my partner.

I never realised a virtual photography community even existed until the middle of last year when I took a few cool shots in a game and decided to start uploading them to Instagram, just to see if people would like them. I've come to see that the vp community is so talented and very supportive of one another. I'm quite a shy person and being able to talk to people who share the same passions as me has been amazing for my self belief. I've met some amazing, kind people through this community.

It was an unplanned shot. I was just walking Eivor through the world, exploring and I noticed the lighting was just perfect so just had to stop and take a shot!"

GALAXYGH0UL

"Hello! My name is Ciera and I've been doing virtual photography since 2014, but didn't join into the Instagram community until about 2018! Been playing video games all my life, too!

Virtual photography to me is a way for me to express myself. I try to keep it original with my shots and my editing style. The community has always been very welcoming with everyone and I fit right in when I started posting years ago!

This shot was taken at the beginning of InFamous: Second Son, before the events of Delsin getting his powers. I was exploring the area because I've played the game so many times but never actually explored it. I believe in the exact moment he was jumping down from one of the industrial structures and I was playing around with the filters and that's when I came upon the silhouette of his hand. I loved how creepy it looked with the pastel colors in the background, so I snapped a shot! I also edited it to make the silhouette darker and bring out the pastel colors a bit more, and of course some graininess for good measure!"

ALIENSIMAGES

"Money is all that matters, pay me and consider it done."

"Just plain abstract vibes, that's what this means to me."

DANNYBOI_2077

"Its been a month since i just join VP community. My inspiration in vp comes from all you . Joining VP community feels like I found my family that i was searching for all this while."

"Driveclub has bunch of clean and beautiful sights. Just zoom out, grab it with low shutter speed and of course vertical view, that will be an amazing shot."

YUSEI2222

"He doesn't say much about himself. This shot portrayed his way of life."

Rosap

"Odyssey's Photomode is my favorite and the one i feel most comfortable with. Although I very rarely take photos of Kassandra, I enjoy showing her beauty with portraits, in which I try to capture her soft side."

△ T H E
F O U R
T H F O
C U S ▢

RATCHET & CLANK
RIFT APART
REVIEW

Title: Ratchet & Clank: Rift Apart
Developer: Insomniac Games

Publisher: Sony Interactive Entertainment
Initial Release: 11th June 2021

Ratchet & Clank are finally back with their first brand new story entry since the days of the PlayStation 3. Not a mere nostalgia trip though, Insomniac's interdimensional adventure is perhaps their most ambitious yet, and a perfect showcase of what the PS5 is capable of as the SSD & high speed I/O are used to create an instant-travel gameplay mechanic that forms the backbone of the story.

A delight to play, and even better to behold, Ratchet & Clank: Rift Apart is a next-gen showpiece that puts the future of console gaming right in the here and now and backs it up with some of the most advanced photo mode tech out there to take advantage of it.

Key Photo Mode Features:

- **Three-point studio lighting**
- **Character posing & positioning options**
- **Animated environments**

Controls & Implementation:

Accessed through the Options menu, or by assigning a custom D-pad button binding, the photo mode is presented with a familiar tabbed UI that is separated into 4 individual modes — Camera, Character, Lighting & Stickers — to make it easy to work with just the tools you need. Mostly opting for non-numerical sliders, the available options may not leverage many real-world photography parameters, but do focus on delivering convincing results that both new and experienced users will enjoy and be able to make good use of.
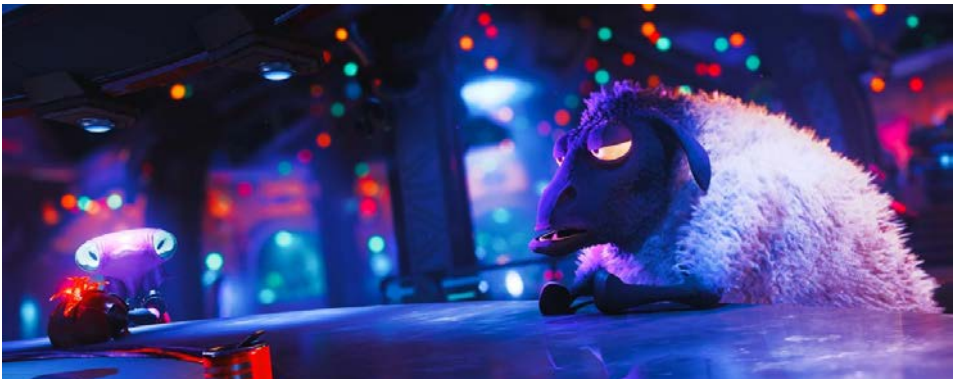
Camera movement is handled with both a default free-cam for complete freedom of look-direction, as well as an optional orbit mode for more conveniently adjusting character portrait angles. Each mode benefits from the same range of settings that includes adjustable field of view, sharpening, vignette and film grain options, while a manual focus and depth of field setup can be used to create a beautifully rendered defocus effect with subtle bokeh on light distant sources.

It is not without its faults though, mostly in the form of a lack of precision. Vertical craning comes on far too quickly for example, roll is applied in degrees that are just a bit too large, and manual focus adjustment is handled in relatively large steps that can contribute to making the fine adjustment of close-up shots quite frustrating at times.


Amongst the brand-new features, an entire Character Mode tab is dedicated to posing Ratchet and Rivet with up to 10 poses and 15 facial expressions making a little bit of their personality available on-demand. It is also possible to rotate the subject on-the-spot through 360° or to equip any currently available weapon for action-based poses, and the only thing that is really missing is controllable look direction to engage those huge ray-traced eyes with the scene.

Speaking of scenes, a subtle yet significant addition has also been made to enable the capture of moving images. Sitting rather unassumingly on the first UI menu tab, the "Visual Effects" option enables environmental animations like pulsating rifts, falling rain and flickering signs to move while keeping the rest of the characters frozen in time. Keep in mind that weapon effects will play out and vanish once the animation is activated, but this is otherwise a very neat addition that is suited to more scenic captures.
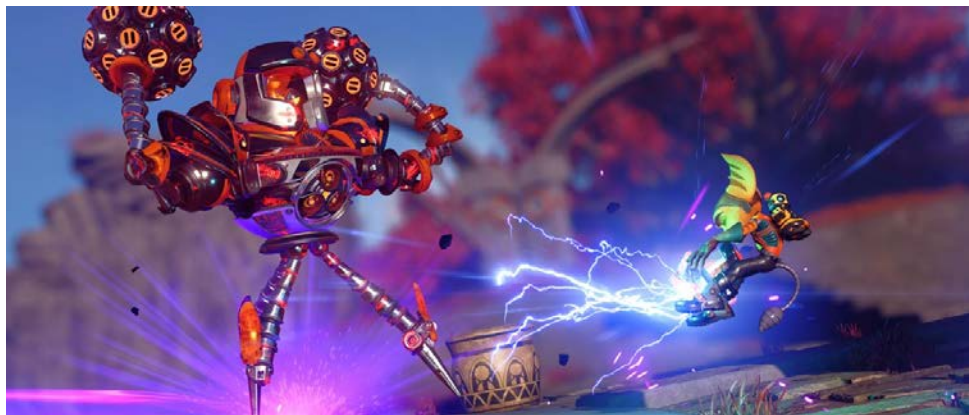
Elsewhere, an interesting selection of filters includes a range of colours and stylised effects, two of which are even animated to go with the Visual Effects option, while almost 400 sticker designs can be placed above or below any of the 37 pre-made frames, but it is the return of the Insomniac's class leading studio lighting that is most satisfying to see.

Three separate studio lights can be tuned in colour, brightness and distance of shine, and configured as either omnidirectional sphere or focused spot lamps with the latter also gaining control over the angle and harshness of its cone of emission. Fully ray-traced, with or without shadow casting, each light can be positioned anywhere within the camera bounding sphere, while ambient light can also be redirected, dimmed or exaggerated to create excess bloom.
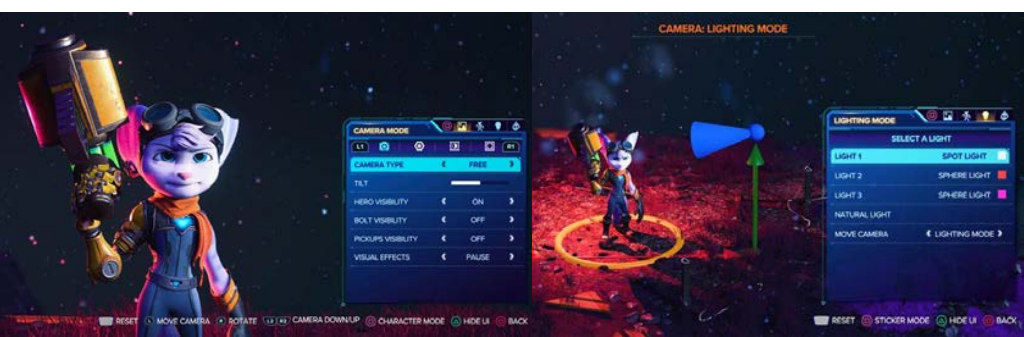
There is even a small usability bonus in the form of a separate "lighting mode" camera view that can be used to pull back for a clearer view of where the studio lights are placed without affecting the main composition. Simply put, it is a comprehensive lighting setup capable of professionally lighting a subject or greatly enhancing the drama of a scene, and the extent of its potential is difficult to fully convey.

Photographic Opportunity:

Arguably the best looking game on PS5, Rift Apart is crammed full of quality assets and delivered with a near flawless presentation that gives a very tangible look to the CGI-style. The varied and intricate environments make great settings, while visually engaging characters are lovingly crafted with exquisite details that you would struggle to fully appreciate without the use of a photo mode.

This isn't purely about quality though, as the outstandingly visualised action, novel array of outlandish weapons and trademark humour that the series is known for ensure every shot has the potential to be a visual spectacle. Whether that is through the of a lightning bolt or enemy soldiers turned into a flowering hedgerow, it's all here and ready to provide some creative inspiration.

This combination of fresh and colourful content, matched by impressive particle effects, realistic ray-traced light interactions, and glorious levels of detail is just the sort of thing that virtual photography thrives on. If you enjoy using photo modes at all, this is one you should not miss.
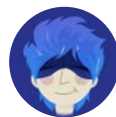
Ryan / Poachiin
TPM Editor

soulsurrender
Virtual Photographer

We're really lucky to feature Jenny's shots in our eMag, she has fantastic composition skills and is quite clearly a very talented VP. Even though she shoots lots of games, her landscapes from The Witcher 3 are next level.

_____

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 was Skyrim. Something I love about IRL photography is post-processing, and when I discovered I could make my favorite games look the way I wanted them to, with the help of tools like ENB and SweetFX (Now ReShade), I also started taking screenshots.

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

Most of my favorite games don't even have a photo mode, and the ones I've used have been very limited. Cyberpunk 2077's photo mode has a lot of good features such as poses and positioning of your character, but it has an orbit camera with no range, which is terrible. I'm lucky to be on PC, so whether a game has a photo mode or not isn't really something I'm concerned about, thanks to talented people who create tools and mods.

Who in the Virtual Photography Community inspires you?

There are many, but to name a few and why: **@TeoTave**'s creativity, **@pino44io**'s framing and angles, **@NattyDread011**'s ReShade magic, and **@eveygamephoto**'s aesthetic.

You create loads of incredible shots in The Witcher 3 and Fallout, what is it about the aesthetic of these games that you're drawn to?

Both are great games that allow free exploration, and they have tons of mods that improve both gameplay and visuals. The post-apocalyptic genre has always been my favorite, and I've been a fan of Fallout since the first time I stepped out of Vault 101. The bleak, deserted landscapes and the broken buildings just appeal more to me.

There's chatter now about "VP being a new artform" and you've featured in articles about this, why do you think Virtual Photography is starting to be framed in this light?

More games include photo modes. Games are looking better. VP has gotten more attention lately with contests, and the community has grown. I'm guessing the pandemic also has something to do with it.

What constitutes an excellent shot in your opinion?

It's visually appealing (composition, lighting, post-processing), evokes some kind of emotion, and tells a story. Preferably, there are enough details in the shot to let the viewer interpret the image in their own way. But sometimes it's just pretty, and that's OK too

Do you have any advice for newcomers to Virtual Photography?

Have fun. Shoot games that you enjoy playing. Experiment, practice and try new things. Try again. Study photography basics like composition. Get inspired by other VPs but also IRL photography, concept art, and cinematography. Find your own style. Likes are not a measurement of quality. Quality over quantity; you don't have to post new shots on social media every day.

VP&ME
WITH
Tilo Yul

Ryan / Poachiin
TPM Editor

IiliYul
Virtual Photographer

There are some virtual photographers I've spoken to who identify with a specific character, and Lili's appreciation of Yuna translates to emotively stirring, creative portraits. Lili is a fantastic VP who deserves all of the credit she gets for her interpretation of games.

What is the main drive for taking shots in games for you?

A sense of unity. When I feel like I am a part of that particular world of the game, I am able to shoot whatever catches my eyes.

What was the first game that sparked an interest in virtual photography, and what was it that got you interested?

It was Assassin's Creed Odyssey. What got me interested in virtual photography was I happened to see a very beautiful picture of a horse. I thought it was a real photo and even left a comment before I realized. Then it turned out that it was virtual photography by **@shinobi_space** .

At first, I thought virtual photography wasn't something for people like me who had never even paid attention to Photo Mode. However, this whole COVID situation led me to the world of virtual photography. Now I enjoy taking shots in games as a way of expressing myself.

Your Ghost of Tsushima shots are fantastic! What is it about this title that speaks to you?

Thank you very much!

I see games as the same as movies or TV series. So great storytelling, attractive characters, art directing and music are the key factors that help me immerse myself into the world of the game.
In Ghost of Tsushima, these factors are all outstanding plus localization is just perfect!

Most of all, I really appreciate the people at **@SuckerPunchProd** for creating this masterpiece. I feel their respect towards Japanese culture throughout the game. I can't believe a game company outside of Japan can produce a game with a decent Japanese theme. Another notable point in this game is the inventive photo mode! It is like a dream photo mode especially for virtual photographers like us.

Also I am thankful that they created attractive characters like Yuna!
She and I have some similarities and it did not take much time to come to love her.
I have a little brother and have experienced an unfortunate past, not as dramatic as Yuna and Taka, but identifiable.

I started to relate to her as the story developed, and idolised her because she always stood up and fought. She is everything that I wished for when I was a little girl. She will be in my special place forever.

Who in the Virtual Photography Community inspires you?

I've seen so many photos over a year and I got inspired by many virtual photographers but **@DarkLinkN7** and **@Chy_Visual_Arts** have always been my inspiration because of their unique and creative forms of expressions.

Should Virtual Photography be considered an artform?

Yes! It definitely should be. I have always been looking at photos as an art, not just a screenshot. Great art moves me and touches my heart, and virtual photography does that.

Do you have any advice for people who might be considering taking shots for the first time?

Do not be afraid of trying things out and enjoy what you are doing - these are the most significant things.

BIBPANANA

"This one is called Shady Dealings. I turned off the minimap and sometimes get lost but I ended up discovering neat little spots like this alleyway."

"This is a portrait of Princess. She's a great character to take pictures of. Her lack of facial expression pushes me to focus on colours, shapes and body pose."

ORBIS_VP

"My passion for virtual photography started not so long ago and I am inspired by many talented photographers who publish their work in Twitter&Flickr. I used reshade & free camera to create this picture Camera with flash."

"I'm just someone who really enjoys video games and their beauty, whether that's in graphics or design.

The idea of this picture came from my love of space and all its mysteries, and I thought that an eclipse would look awesome in Red Dead Redemption 2.

I just wanted to show that there is no limit in VP, that everything can be done if you're just imaginative and let your ideas come to life."

JADEDVADER

"The stunning visuals in TLOU2 are seemingly endless. As soon as Ellie started following this blue-brick-road, I knew I wanted to have a bit of photo mode fun with her here. Loved the final result."

"The oldest and strongest emotion of mankind is fear, and the oldest and strongest kind of fear is fear of the unknown" - by H.P

"I'm pretty new to the VP community but I've had moderate success as professional photographer irl. Almost 40. VP is fun and I like seeing what people create. I value the community support."

JUSTINPHOTOMODE

"I wouldn't normally take environment shots like this but the VP community and especially the themes and challenges being set have been a great inspiration to try out and learn new things or rediscover old, forgotten captures."

JACEGAMESNSTUFF

"This photo is all about my passion for Italian cars, mainly the red ones! And on FH4, Spring season gives us amazing light and cute bluebells, perfect for outdoor photo shoot sessions!"
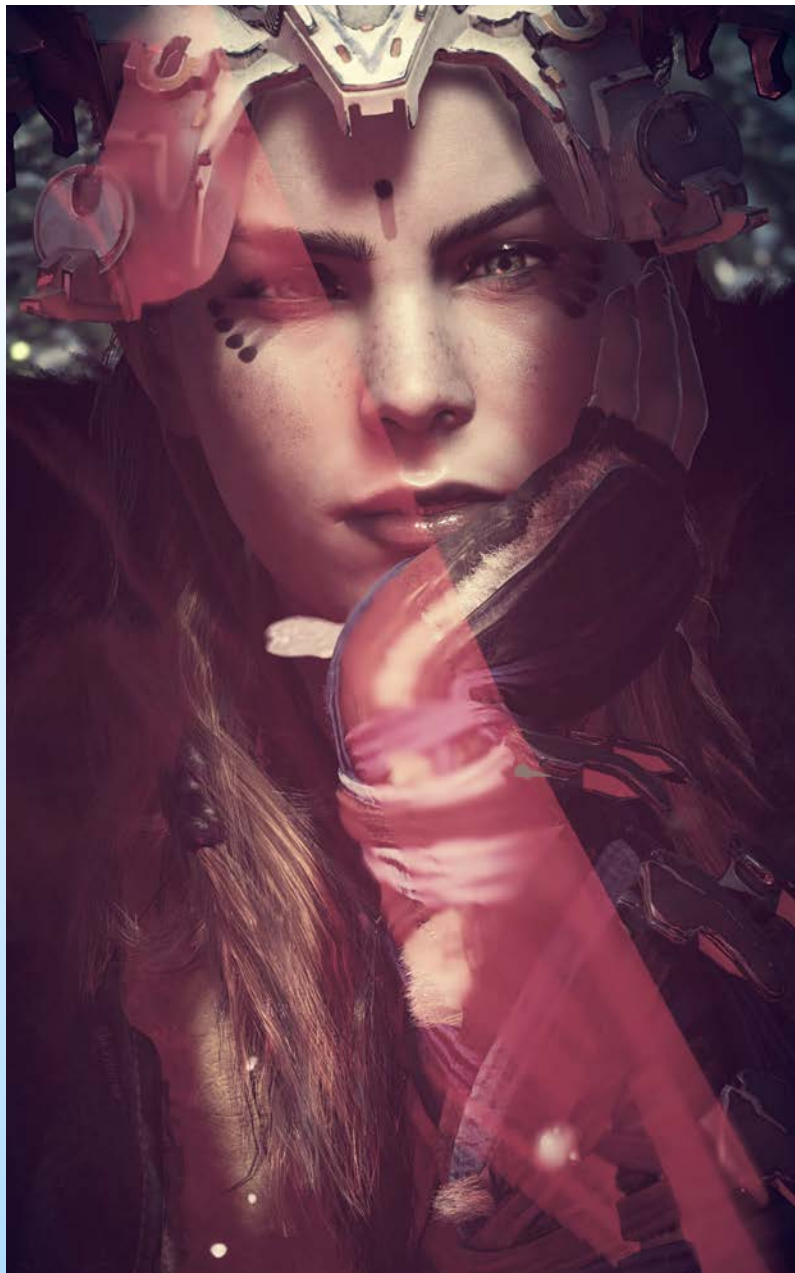
ROBI4TV

"This photo is inspired by my thoughts of feeling stuck in a fog this past year and how I'm trying to find my way back once it all clears."

WYGUY8202

KAYTANAA

"I'm always looking for things that will help make a photo unique. In this case, it was the red Corruption from a machine. I used that to great some unique color and shapes on Aloy's face. Also, I love this community so much."

MASYAFYAN

"My PC decided to break in the worst moment possible but this didn't stop my inspirational rush to create. I hopped back into Tsushima and took over 200 shots in two goes, but this one shot isn't new. I didn't plan to take it, I just opened the photo mode and spotted the deer, and the rest came on its own. I fidgeted around with the tools 'till I reached a satisfying result, a shot 100% unplanned, one I didn't truly even mean to share.

I love VP, and my PC breaking make me realize how much time I spend gaming and taking shots. It's something I cannot imagine stop doing; my creativity won't die given that the fantastic VP community keeps driving me forward."

VIRTUAL_ELLIE

"The light emerging beyond the trees, the yellow leaves falling next to me, the soft breeze from the guiding wind, it was very atmospheric. Such a beautiful game."

XENOLITH3D

"My inspiration for this shot was based on a Batman Begins poster/wallpaper from the movie back in 2005.

The VP community is something really special, I'm so happy to be a part of it and seeing it grow every day."

VIRTUALPRATEEK

"I started playing Crew 2 just because of the bikes.

So when I first bought a bike in-game, I was just driving around going as fast as I can and I stumbled upon this road in the middle of nowhere.
I knew this was a great place for some pictures as I love to take clean minimalistic shots. The rest is the magic of one of the best in-game photomode I have ever used (love the rewind feature and so many weather options).

The possibilities are endless and the opportunities are untapped for VP in this game."
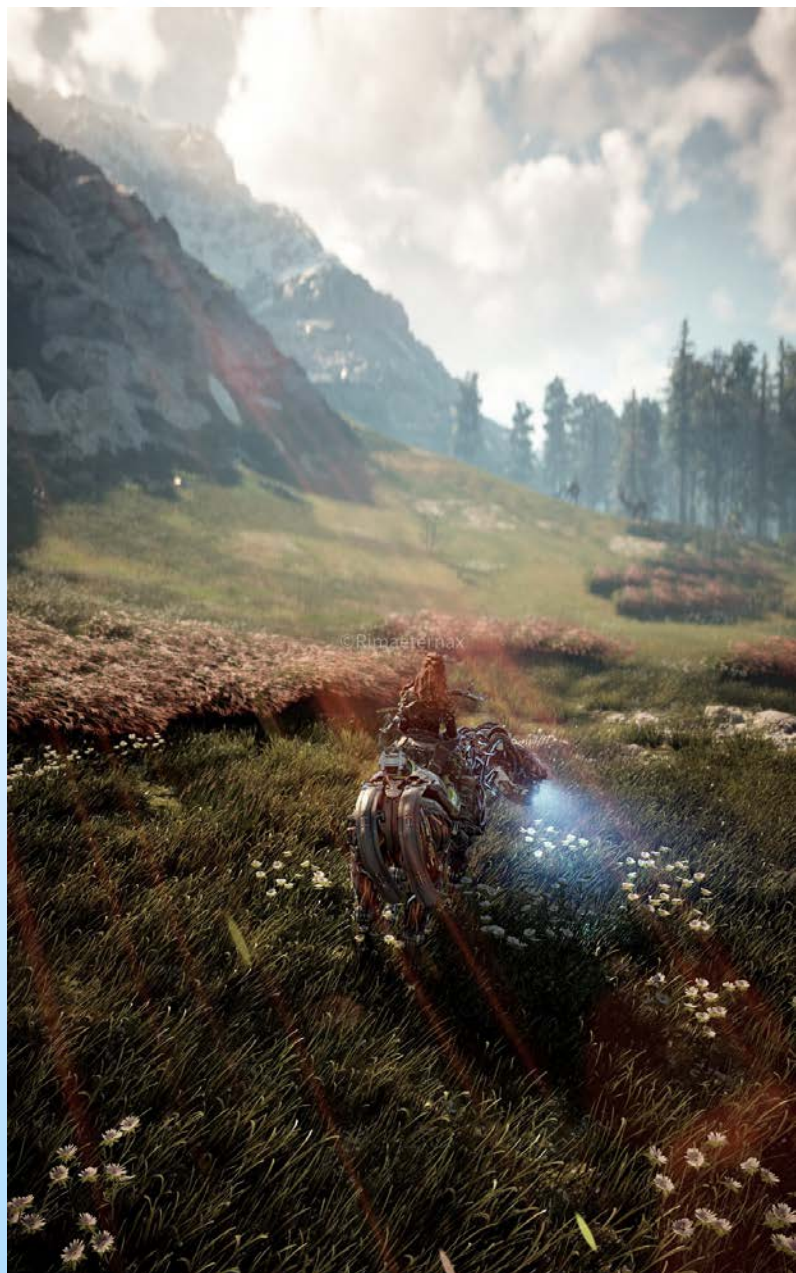
"This shot came from the search for lights, I love making wallpapers for mobile phones and I thought that the beautiful landscapes of HZD would help me to achieve it together with the rays of the sun."

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 emagazine 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. **BGA Member**

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) |
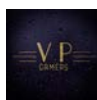**#VPArchiveHour** (Sun)

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
https://www.vpgamers.org

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

VGPNetwork

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

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

"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!