

The PhotoMode



ISSUE 15

Cover Image by
GCropped





Issue 15
Sept 2021

Featured Artists



<u>GCropped</u>	<u>NightOwlVP</u>	<u>starfall_vp</u>	
<u>JesseMcgreg</u>	<u>Edvintage1</u>	<u>Spiggy_Small</u>	
<u>ccf_photomode</u>	<u>MJRVex</u>	<u>saviour76</u>	
<u>DarthSingh110</u>	<u>Thunder_Vp</u>	<u>bencroftgaming</u>	<u>eveygamephoto</u>
<u>MisthosLiving</u>	<u>HyKirley</u>	<u>CallMeDestry</u>	<u>PatmanGames</u>
<u>shinobi_space</u>	<u>ChrisInSession</u>	<u>RolandOberheim</u>	<u>sbartgame</u>
<u>Sparbuck47</u>	<u>Halkyris</u>	<u>posts_ghost</u>	<u>NattyDread011</u>
<u>juriphlosion</u>	<u>NasserHoms</u>	<u>Wolfhunter2899</u>	<u>jpvp_1</u>
<u>Chris25551</u>	<u>Poke Neko2077</u>	<u>BeardedGibbon</u>	<u>VrtulPerception</u>
<u>wintermut_e</u>	<u>MysteriousMrE4</u>	<u>SindyJ_B</u>	
<u>kaytanaa</u>	<u>Manvith_Krishna</u>	<u>KesselRunner</u>	
<u>Nuka_Bliss</u>	<u>tdog_vp</u>	<u>lone_wolf_vp</u>	
<u>IntoTheAether</u>	<u>Jack1_1Hammer</u>	<u>crumbsluffin</u>	
<u>Brokenvegetable</u>	<u>Red_Hornet_101</u>	<u>CapturesKh</u>	
<u>DarkLinkN7</u>	<u>G_Assassin90</u>	<u>jadedvader</u>	
<u>SuzuhaBlack</u>	<u>DjokerVgp</u>	<u>moyevka</u>	
		<u>MindJackedJimmy</u>	

The Fourth Focus	
Ghost of Tsushima PM Revisited	pages 30 - 35
Artist Talk - Krystine_art	pages 36 - 39
Artist Talk - CMoldenFineArt	pages 40 - 43
Galactic Secret Agency	
Give Away	page 59

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...

[**#VirtualPhotography**](#)

[**#ThePhotoMode**](#)

[**#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 Zs 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. "Usually right."



The PhotoMode

Community Share

Show us someone else's work from this week that really caught your eye.



Every Sunday, we ask you, the Virtual Photography community to share someone else's work from the week. We feel this is a great way for community members to see someone's work they may not have otherwise, and you never know who you could cheer up just by sharing in this way.

We are always overwhelmed by the responses and seeing the conversations and connections they lead to. Make sure to click the links provided to see these interactions and what it means to the people whose work is shared.

This Issue is dedicated to those of you who care to share and the images you have chosen for others to see.

We applaud you all and thank you for making this weekly event one of the most meaningful experiences we have on our socials!

- TPM TEAM



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GCROPPED

- MORTAL SHELL



"This caught my eye... And heart!"

- shinobi_space





"I am constantly blown away by @MisthosLiving work. She always takes very interesting and unique shots. Very inspirational."



- PatmanGames

MISTHOSLIVING

- AC VALHALLA



"Just go thru @shinobi_space's entire thread"

SHINOBI_SPACE

- WARFRAME



- posts_ghost

DARTHSINGH110

- FORZA HORIZON 4



"Beyond belief these came from a video game!!!!"

- Brokenvegetable





Wanna give a shout out for
@JesseMcgreg
! Please check out Jesse's awesome works!



- nyspeedstar

JESSEMCGREG
- CYBERPUNK 2077



I would like to highlight this set from
@ccf_photomode
Consistently puts out amazing work, this set
being a great example of that. The sense of
scale put in the first one is palpable.



- IWVWK

CCF_PHOTOMODE
- AC VALHALLA

INTOTHEAETHER

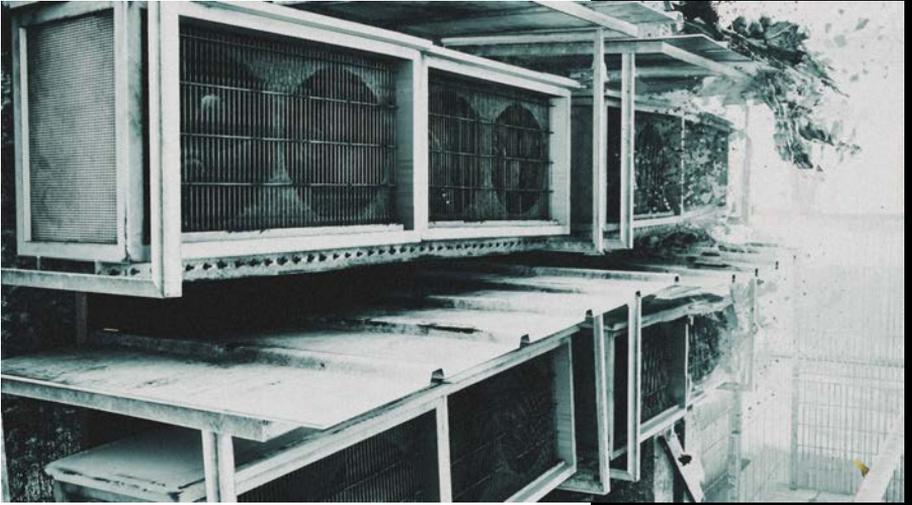
- CYBERPUNK 2077



"Need to give a shout out to IntoTheAether!
These are some of the finest portraits of the
Nomad Queen Panam Palmer!"

- nyspeedstar





"This set, from @Sparbuck47 really is a gorgeous one."

- Halkyris

SPARBUCK47
- QUANTUM BREAK



"Such a powerful B&W shot with Jin and his horse. - It looks as though Jin has gone through hell with the arrows protruding from his back, and having a moment of peace and reflection after a battle. -

@juriphlosion
is always on point with her shots.

JURIPHLOSION
- GHOST OF TSUSHIMA



- Ixion_VII

JPVP_1

- IMMORTALSFENYXRISING



"These shots are so gorgeous.
Definitely caught my eye."

- Chris25551





"These shots by
@Chris25551, Image 3 is my fav."



- AltRealityVP

CHRIS25551

- THE DIVISION 2



"This set is something special. I like the soft hues and
especially the concept art vibes."



- jules_vp_

WINTERMUT_E

- RED DEAD REDEMPTION 2

SUZUHABLACK

- HORIZON ZERO DAWN



"These amazing photos!!! Love the creative look and colors used."

- BetweenDPixels





"I really like this close up shot of Aloy's face by @kaytanaa."



- barrymk200

KAYTANAA
- HORIZON ZERO DAWN



"Been loving this account."



- HowieVP

NUKA_BLISS
- HORIZON ZERO DAWN

WOLFHUNTER2899

- THE WITCHER 3



"This!"

- PodToGo





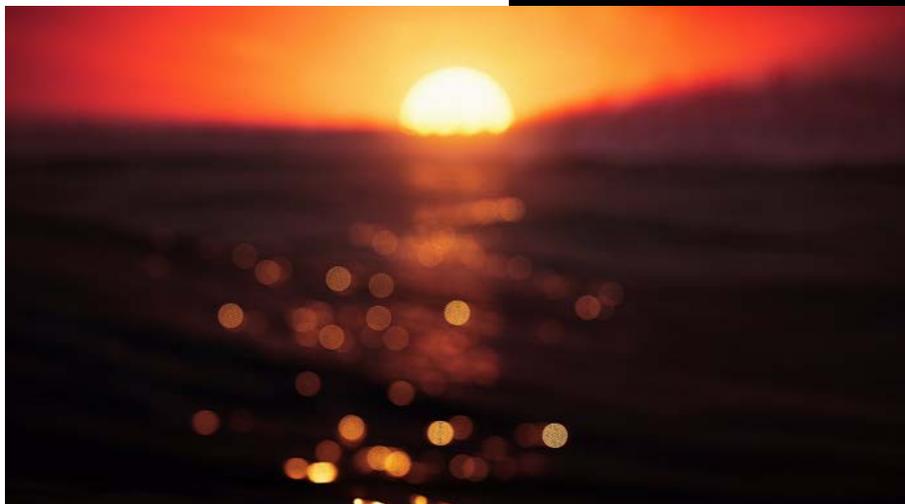
"Brokenvegetable and his unedited photos! I never get tired to tell him how much I love his work, and it doesn't matter the game he is playing.

BROKENVEGETABLE

- FORZA HORIZON 4



- robi4tv



"DarkLinkN7 regularly posts incredible shots, but I did really love this one!

DARKLINKN7

- AC VALHALLA



- CallMeDestry

SINDYJ_B

- RED DEAD REDEMPTION 2



"Always impressive."

- AliensImages





"This one!"

- arall_tm

SAVIOUR76

- BATTLEFIELD V



"Those shots really shocked me today. Love them."

- takeda_iori

BENCROFTGAMING

- THE LAST OF US PART II



KESSELRUNNER

- GOD OF WAR



"He captured the trees perfectly!!
Nice job."

- SnapperGame





"I mean, just look at how epic this shot is..."

ROLANDOBERHEIM

- NO MANS SKY



- Arisen_Gaming



"These incredible Ghost of Tsushima shots!"

POSTS_GHOST

- GHOST OF TSUSHIMA



- IVWBK

JADEDVADER

- THE LAST OF US



"This... This piece deserves even more love than it received!"

- pixl_frames





"Loved the composition and theme of darkness in this set."



- PoachiiN

LONE_WOLF_VP

- A PLAGUE TALE



"Loved this set."



- soulsurrender

EVEYGAMEPHOTO

- RED DEAD REDEMPTION 2

STARFALL_VP

- INFAMOUS SECOND SON



"I loved these pics from @starfallphoenix. Made me want to put that game in my PS4 & jump through some vents! Always enjoy this VP's work.

- xo_Sweet_Pea



SPIGGY_SMALLS

- CYBERPUNK 2077



"How's nobody talking about this set? I'm honestly shocked."



- Gingerbread_94

CALLMEDESTRY

- GHOST OF TSUSHIMA



"These by @CallMeDestry
sooo in love with them!"

- I_gurly



BEARDED GIBBON

- RED DEAD REDEMPTION 2



"This account really excels at taking wildlife photos."



- MysteriousMrE4

CAPTURESKH

- GHOST OF TSUSHIMA



"Absolutely blown away by the creativity!
Please, go check out CapturesKh
work, it is STUNNING!!

- FarAwayArtist



MOYEVKA

- CYBERPUNK 2077



"You know the feeling when you can hear the image? That's what this shot does. Very well done."



- Gingerbread_94

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GHOST OF TSUSHIMA
DIRECTOR'S CUT

REVIEW



The Fourth Focus



Title: Ghost of Tsushima Director's Cut

Developer: Sucker Punch

Publisher: Sony Interactive Entertainment

Initial Release: 20th August 2021

Last year's launch of Ghost of Tsushima was met with a great reception and Jin's battle against both the Mongol invasion and his own Samurai traditions resonated with press, players and virtual photographers alike. That didn't mean job done though, and Sucker Punch have added to the game's feeling of grandeur with various updates that include New Game+, improvements to the award winning photo mode, and the outstanding Legends multiplayer component, but attention now shifts to a new story with the title's first premium add-on, Ghost of Tsushima Director's Cut.



Available as a standalone release or via an upgrade for existing owners on PS4, and enhanced with 4K resolution at 60 fps on PS5, this new edition includes everything that makes up the essence of Ghost of Tsushima and expands on it with a deeply personal chapter in Jin's tale on the brand new island of Iki.

A step between the reality of the main story & the myths of the Legends Storyteller, Iki brings fresh new locations, more animals to pet, hidden secrets of the past to uncover, and ominous new enemies to take on. All of which present interesting new photo mode opportunities...



Key Photo Mode Features:

- Time of day & weather control
- Animated environments with particle effects
- Programmable camera tracking shots

Controls & Implementation:

Always at hand with a single press on the D-pad, the photo mode just as well integrated into the game as summoning your horse or restoring health, and with camera controls unchanged from the original version it presents no difficulty in composing any type of shot with freedom and precision. This is technically an orbit mode but one that operates around a freely movable centre axis. As a result, camera movement effectively offers lateral truck & dolly with 360° horizontal pan, 180° vertical tilt & a $\pm 180^\circ$ roll for compositional freedom. A larger bounding sphere would be nice though



An artistic & modern UI uses a vertical list of tools with visual depictions of each function help to create appeal and speed up navigation, while also serving as useful reminders of the effect for less experienced or casual virtual photographers. It is worth noting too, that every setting can also be adjusted while the UI is hidden for a clear view that focuses on the resulting image; a feature that should simply be standard in every photo mode by now.

In terms of the camera optics, a versatile range of 12 – 300 mm lenses easily cover wide vistas & narrow crops with ease, while actual f/stop values render an authentic depth of field with elegant defocus of both the foreground and background. With precise focus control also offered through both a basic auto-focus & manual adjustment settings, it becomes easy to apply that real photography look.



As always though, a good camera is of little use without light and, along with a capable Exposure Bias that can over or underexpose most scenes, Ghost of Tsushima has a couple of tricks up its sleeve to help illuminate a shot.

Taking a natural approach that is admittedly in-keeping with the game's content, it is Tsushima's environment that most greatly influences the available light as the 24hr time of day control & 8 different weather types provide distinct styles of illumination that can drastically change the look of an image. With or without cloud coverage, the sun can be moved across the sky to cast directional light and shadows before setting on the horizon to give way to a highly realistic, but unfortunately static, full moon.

Perhaps some of the most notable omissions are any form of vignette or imperfections such as chromatic aberration and film grain – something that would be perfect for giving shots a more historic look to suit the game's theme – although a certain amount of post-processing customisation is on offer.



The reasonably interesting assortment of colour grading filters create different moods, a basic Contrast slider brightens whites and deepens blacks for added drama, and the story-relevant Hallucination mode brings a distinct purple colour and optical distortion to the frame. We also see an expanded collection of artistic overlay stamps, with several stylised character outlines joining the especially beautiful Kanji scripts that came with the Legends update, and a dedicated Sword Glint option is perhaps a standout feature that stirs up inspiration from Chanbara cinema.



It is not all good news though as, despite superb levels of detail and growing list of ways to finesse the look, it can be tricky to make Jin appear fully engaged with the scene when out of the action. Given that he stares straight through the 14 available facial expressions, and that his idle gaze does not follow the in-game camera for manipulation portrait shots can easily be left feeling somewhat insincere.

Photographic Opportunity:

Whether animated or not, Tsushima provides one of the most photogenic settings in gaming, thanks to its arrestingly beautiful landscapes draped across undulating terrain, and more of the same probably doesn't seem like a bad idea. The Director's Cut doubles down on that with a whole new island and, although it is true that Iki is not transformative and remains recognisably part of the same game as it should do, there is more here than just a reskin.



The fields of vibrant wildflowers and distinctive purple forests of Iki deliver wow moments all of their own, and the wider selection of engaging animals take the cuteness up a level, and local inhabitants hold up to the expected high quality standards. Of course the same goes for the hostiles too, and it is still never long before another wandering patrol presents the chance to draw your blade and enjoy some cinematic combat. Whether head-to-head duals or outnumbered battles, the opportunities to capture the elegance of a katana or the shock of Mongolian alchemy are plentiful.

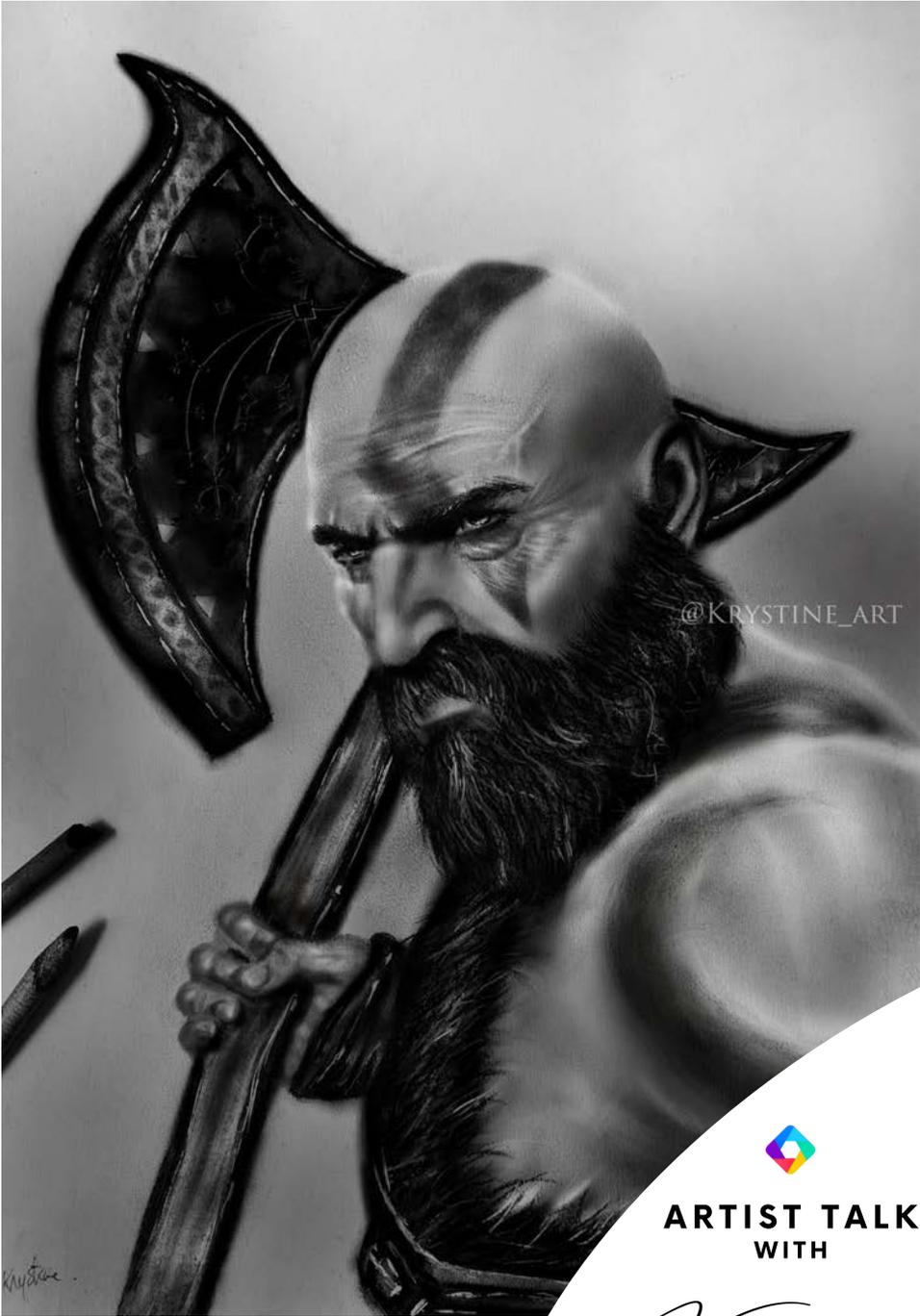
Let's not forget also, that the non-reality embracing Legends multiplayer mode is equipped with the same camera tools when playing solo missions or with like-minded partners. The 4 distinct character classes here bring new looks to combat, and the supernatural folklore completely changes the mood and context of the game in a way that makes it a whole other well of inspiration.

**This excerpt was provided by TheFourthFocus.com
To read in full and see the final verdict visit the
[Ghost Of Tsushima Photo Mode Review](#).**

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THEFOURTHFOCUS
VERDICT





@KRYSTINE_ART



**ARTIST TALK
WITH**

Krystine_art



Ryan / Poachiin
TPM Editor



Krystine_art
Traditional Artist



Krystine has done incredible work with all her art, especially her Days Gone portraits. She continues to impress us with each one she shares, and we love to see it come across our feeds. Thank you Krystine for always creating, never stop.

- Bend Studio

When did you start drawing and when did it become apparent that this was something you were good at?

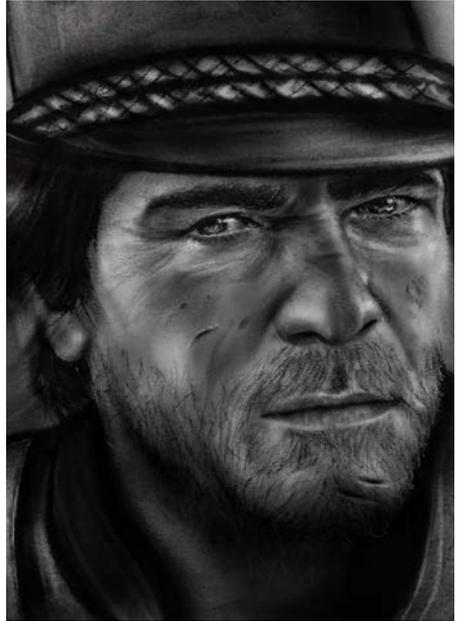
For as long as I can remember, I have always drawn. I have always heard this remark from my family: "she was born with a pencil in her hand". I have never been to a drawing school, I have never learned to draw. Drawing was obvious to me since it is a passion that has never wavered.

You seem to like drawing moments between characters that convey deep emotion, (Deacon with Sarah, Amicia with Hugo), why do you feel this is a strength of yours?

Drawing characters conveys emotion. The pencil brings them to life. It's not just a face on a piece of paper, I like to think that when someone looks at my sketches, they can read the feelings and emotions.

Who is your favourite character to draw and why?

From all the drawings I have published, Deacon St John from Days Gone is the character I've drawn the most. I find him beautiful, warm and charismatic. I also like Arthur Morgan from Red Dead Redemption II a lot, his features are intense, wrinkles and creases tell the story of a hard life.



What does a virtual photographer have to show in a shot for you to want it as a reference?

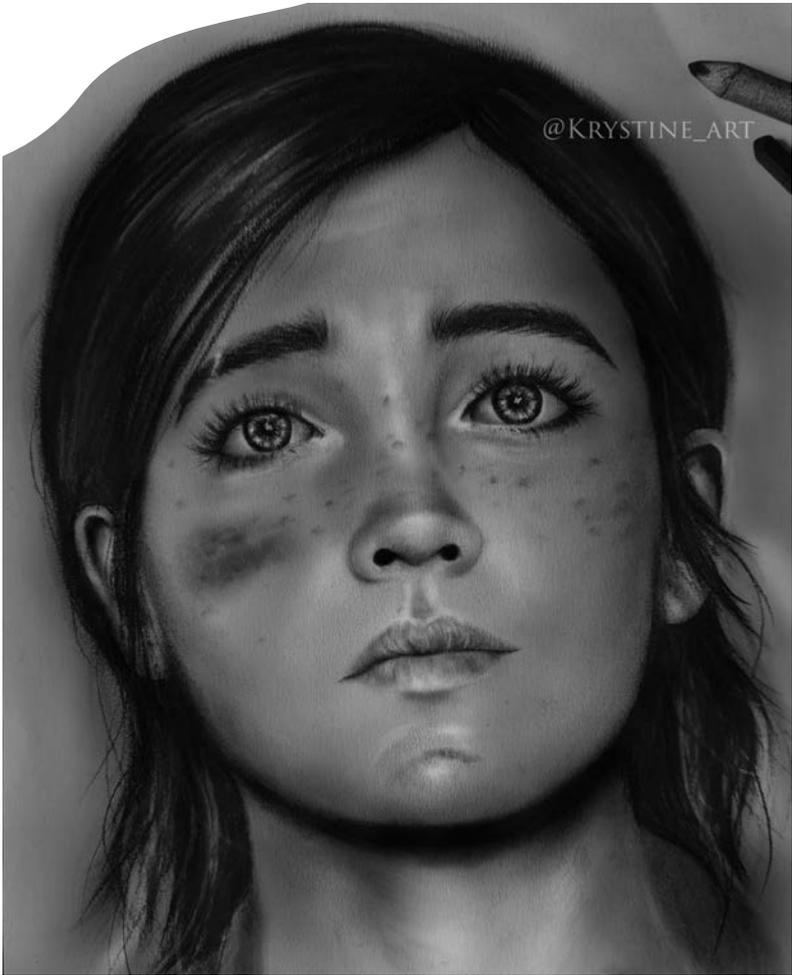
What motivates my choice, without only talking about the beauty of the photo or the character, is the warmth, the emotion and the life that emanates from it.

Weirdest request you've had?

Weird? I don't know... but funny and unexpected! A man wanted me to draw him instead of the character of Rose in Titanic (the famous scene where she is lying on the sofa).

Who is your favourite artist/concept artist and why?

Without hesitation, the famous black and white portraits from the Harcourt studio. It inspired me a lot for my monochrome.



When you look at your own work after some time has passed, do your reflections on it ever change?

Oh yes! When I see for example the works that I exhibited several years ago, I am happy to have continued and especially to improve. Because it must be said that charcoal and Indian ink are complex materials to use, you cannot go wrong then erase Indian ink. The finger should be sure.

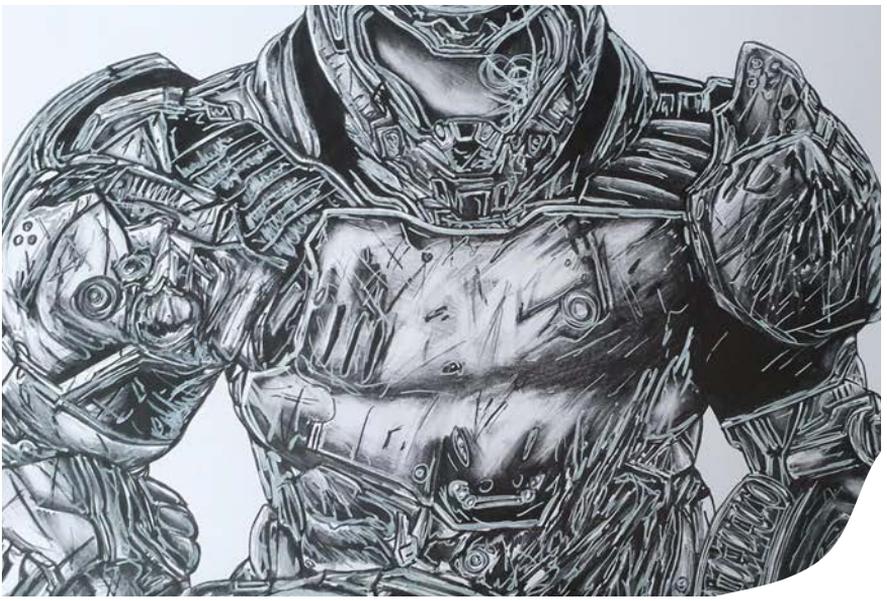
What advice would you give to someone at the start of their journey through art?

If this person feels the passion for drawing, like writing, photography or sculpture, I will simply tell them to let their instinct and heart speak. It's a big part of success.



ARTIST TALK
WITH

C. Molden Fine Art



Ryan / Poachiin
TPM Editor



CMoldenFineArt
Traditional Artist



When did you start drawing and when did it become apparent that this was something you were good at?

I first started drawing properly when I was about nine years old. I was playing Final Fantasy X for the first time and I had the guide for it. I remember falling in love with characters and their designs. I would draw them by looking at their pictures in the guide. By the time I was about fourteen, I started getting into alternative/emo music. I had posters on my bedroom walls of band members and I'd draw them too. I never stopped after that and here we are! I never really thought about how 'good' I was for a long time- I just knew that drawing made me happy. I'd say I realised it was something I was good at a few years ago. I'd started to garner my online following and people wanted to buy my portraits!

What is it about the aesthetics of Final Fantasy characters that compels you to draw them?

You'll probably notice it from my work but I'm very detail-orientated. So I love the details and realism captured in Final Fantasy character designs. I also love how their designs are inspired by different existing cultures and also made to fit the setting of the FF game itself (eg-FFXII is more medieval where FFXV was more modern)



Who is your favourite character to draw and why?

This is like asking me to choose a favorite Final Fantasy character which is impossible! Haha. I quite enjoy drawing the non-human characters, such as Kimahri, Fran and some of the summons from the various FF games. Across other games, such as Mass Effect I particularly enjoy the aliens such as Garrus, Grunt, Liara etc. Any character with unique details on their design I enjoy bringing them to life on paper!

Weirdest request you've ever had:

I get requested to draw myself a lot, like a self portrait. It's not a super weird request but it feels weird for me to be asked if that makes sense!

Who is your favourite artist/concept artist and why?

For obvious reasons my favourites are Yoshitaka Amano (Final Fantasy) and Tetsuya Nomura (Final Fantasy, Kingdom Hearts).

I love the colour and flow in Amano's work. It's a beautiful demonstration of traditional Japanese ink work, but his work is still so unique I'd know it anywhere! With Nomura, I love the thick lines in his work. They're iconic characters and he really demonstrates that in his designs, especially with remakes/remasters and redesigning characters from older games (like with Dissidia's character roster for example).



Do your own reflections on your work change as time passes?

Definitely. I can look at my older works and see where I've grown or developed new techniques for drawing features like hair, clothing or something. Over recent years I've tried to branch out into other mediums too (most recently copic markers) so it's cool to look over them all and see their similarities and differences.

When trying to replicate a video game character, you still have room to input yourself into the drawing. Can you think of an example in which you've expressed something of yourself through a character?

I think I always demonstrate my attention to details in life quite literally into my work. I'm also quite an emotive person, so it's very important to me to capture a character's emotion within their portrait and make them look lifelike. I also had a request once to draw Aerith in a punk-ish style. That was really fun to reflect on my own fashion choices and implement them into that piece!

What advice would you give to someone at the start of their journey through art?

First thing would be to enjoy yourself. Draw what YOU love, with whatever medium feels right for you. Over the years different people have tried to dictate what I draw and if I've felt unhappy doing it I've said no. Also, selling your work isn't the be all and end all. It's not easy to get into and garnering a following takes years for many artists. It's also not just about being 'good' at art. You need interpersonal skills and some business sense when working on art for other people. Don't feel disheartened if your work doesn't 'blow up' right away. Just focus on improving for yourself and your time will come!

MINDJACKEDJIMMY

- THE LAST OF US PART II



"Well Jimmy already knows how much I love this shot. Lev is a character who deserves all the love and attention and MindJackedJimmy gave him just that. Beautifully captured and yes Jimmy... I will keep saying how much I love this. You can't stop me.

- Emilli96





"This shot by Edvintage1
really stuck out. Choice find and nice shot."



- sodadevotee

EDVINTAGE1

- NO MANS SKY



"Thought this was full of wonder!"



- jamboshow

MJRVEX

- NO MANS SKY

NIGHTOWLVP

- CYBERPUNK 2077



"How i supposed to pick one?"

- Marikamew





"I love these shots. Perfect atmosphere and that second shot is amazing."



- Chris25551

CHRISINSESSION

- THE LAST OF US PART II



"This set by @Halkyris
It's so beautiful."



- NovA1990

HALKYRIS

- HORIZON ZERO DAWN

THUNDER_VP

- SHADOW OF WAR



"His captures are really dynamic and fun to look at. Has a good eye for photography. Please view his other captures as well, good stuff."

- MysteriousMrE4





" This man is a suuuper skilled VPer."



- KeenEyeVP

RED_HORNET_101

- GRAN TURISMO



"Wonderful landscape captures."



- MysteriousMrE4

JACK1_HAMMER

- BATTLEFIELD V

HYKIRLEY

- DAYS GONE



"Absolutely loved this simple yet stunning shots."

- CodytheDino1



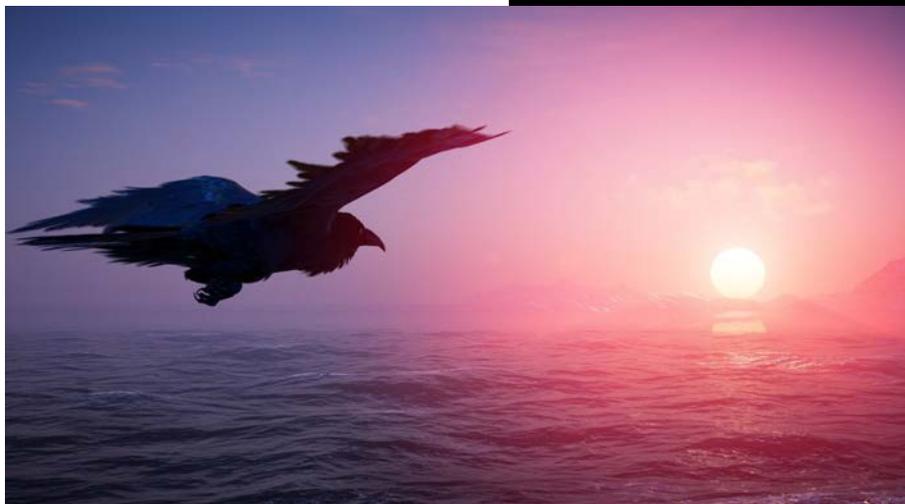


"This work from djoker
is a little piece of art."



- DexM_ds

DJOKERVGP
- GHOST OF TSUSHIMA



"just look at those colors."



- Galateur

G_ASSASSIN90
- AC VALHALLA

POKE_NEKO2077

- CYBERPUNK 2077



"One of the best cyberware captures
I've seen! Check it out."

- nyspeedstar





"I think, this set is something else. Such absolutely gorgeous and emotional B&W work."

- Rosapexa

CRUMBSLUFFIN

- CYBERPUNK 2077



"The neon Cyberpunk style in this shots makes me mad."

- Caliber10001

NATTYDREAD011

- CYBERPUNK 2077

MYSTERIOUSMRE4

- MASS EFFECT LEGENDARY EDITION



"I am in awe at this shot. It is one of the most beautiful things I have seen."

- Sparbuck47





"PatmanVP darker side is sooo good."



- ForSpokenWest

PATMANGAMES

- DAYS GONE



"He always deliver Awesome Stuff."



- Aquelyras

SBARTGAME

- THE LAST OF US PART II

MANVITH_KRISHNA

- AVENGERS ENDGAME



"It's definitely gonna be from Manvith_Krishna, and it's this one that got my eyes surprised."

- TheRealxKILL3Rx



VRTULPERCEPTION

- DOOM ETERNAL



"Here's one that's not from this week, but still deserves a mention! This is my best friend.

But, damn is he talented!! Just look at the depth of these shots! Separating the colour to make doom guy pop from the background! And the lighting is real ray traced light. Hella great!!"



- pixl_frames

TDOG_VP

- UNCHARTED 4



"I really like this shot!!"

- CrisVphoto





Here at TPM we are firm believers in the future of NFTs and their potential to engage with and reward communities.

We also believe for someone to learn more about something they need to use it,

So we are giving away
3 GALACTIC SECRET AGENCY NFTs. ←



Owning one of these NFTs gives you access to a unique online community and the rewards they have to offer for being a part of it.

SCIFI THEME

Twitter and insta
2nd - 10th
Use #TPMGSA



We have 3 GSA to giveaway,
1st 2nd & 3rd place based on the GSA rarity score.

Entries will be scifi themed shots taken in Video games using the photomodes built in them.

Winners announced on the 12th.

