

The PhotoMode

Issue 19





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Want to be featured?

Tag us or use #ThePhotoMode
on social media platforms!

If you enjoy this magazine and want
to check out our previous issues,
visit our website by going to:

<https://thephotomode.com/>

FEATURED ARTISTS



abstrak_louhena
Birgamerinalbu1
cariscaptures
cop_filip
El_K_ma2um0
ETW_RMX_VP
horace0816
JaySevenZero
JazzaMedia
kitten_theChips
lazaro45ive
marka_game
minozum
niinthgalaxy
Noobiablos
OsamaOmar73
SaraAtwoodGamin
seedyray
SindyJ_B
SyntheticOutlaw
Voldsby
vpathak092
vpspeedstar
YamaHachiRoku



evanescentpixel
fadeb1ack
fouilt
Fokalizer
gameography_
gamescape.vp
hippotography
howdyarthur
jaymclaughlin.vp
jshot21
jun.vp
justajalapeno
lizardthrope
masyafyan
mortikombat.vp
nokk.vp
p0nsy_gc
sevenlightyears
shinuishi
theforestisalive
tr1kster.vp
videogame.
fauxtography
virtualmiky
visualcam9
wolf2xstories



THE PHOTOMODE TEAM

OUR PAGE IS YOUR STAGE



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About The PhotoMode



Whether it's via Instagram, Twitter or this eMagazine, we dedicate our pages to you, the Virtual Photography community.

Our Goals

- **To support** the artistic minds and digital creators by giving a glimpse into the personalities behind the work, and helping people to connect with each other in different ways.
- **To help** push the art form in new directions that seek to give virtual photographers more opportunities to earn from their work.

Share Your Passion

If you like any of the featured screenshots seen within these pages, **click the artists' names** to go and explore more of their work.

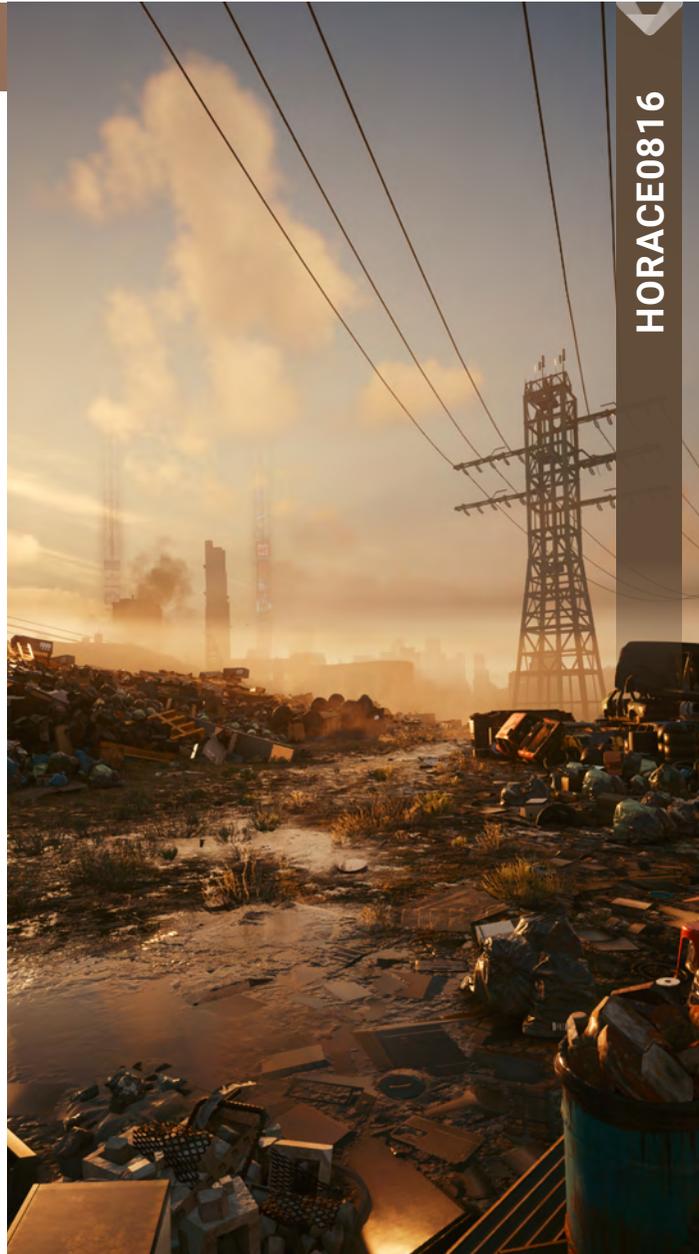
We encourage building a supportive community, something that starts with you and your pages. Try searching the following community tags daily as a way to create connections and support others.

#VirtualPhotography #ThePhotoMode #VGPUnite

SYNTHETICOUTLAW



"I love VP. it's so fun since there is no limits. It never gets old considering there is so many games that have so many different environments and atmosphere. It always stays new as you play and explore more of the game you are playing."

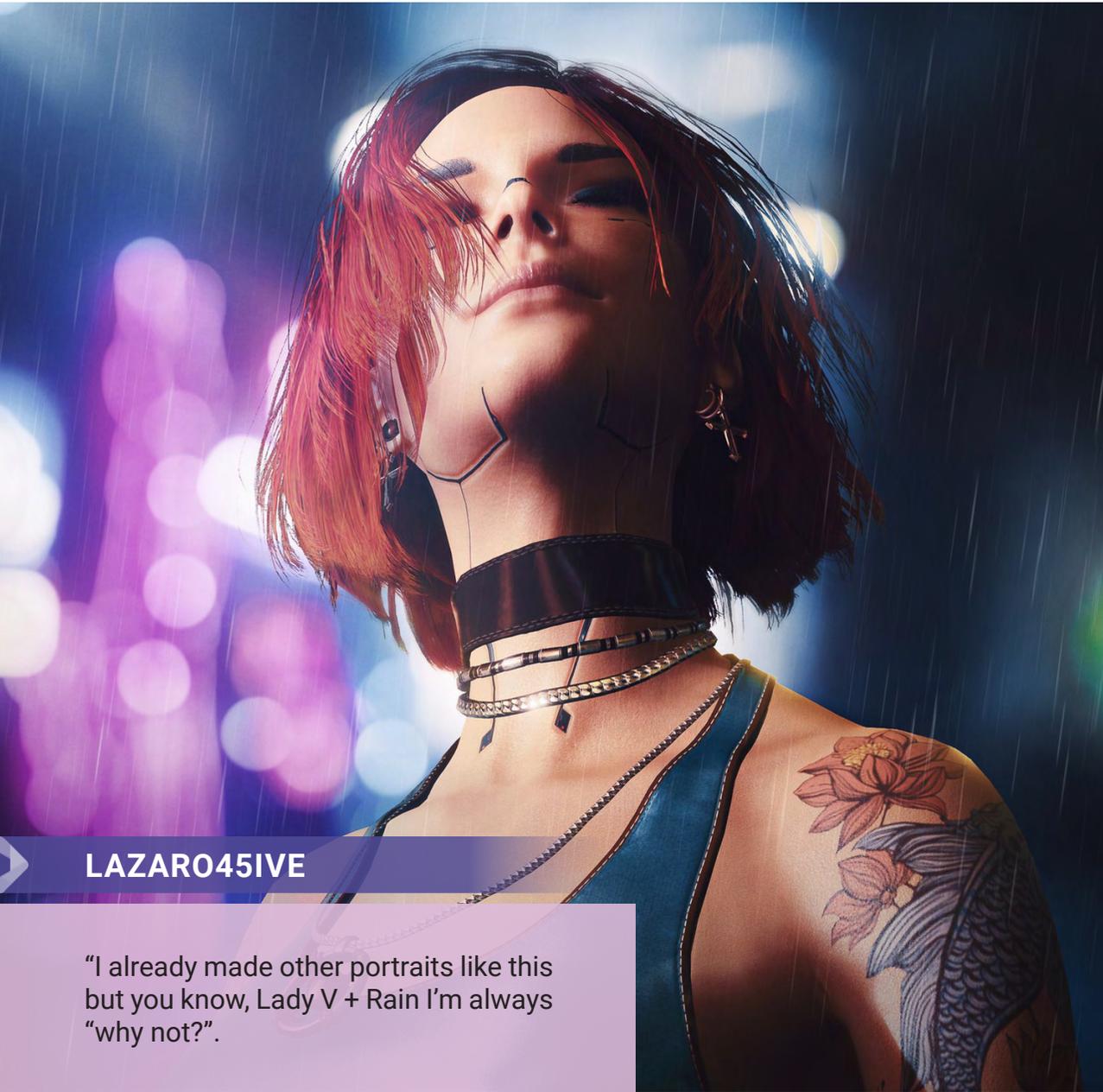


HORACE0816

"I was running about taking photos for my Bustling Streets of Saint Denis series when I happened upon this lovely little alley with an even lovelier view. And this lucky find turned into one of my favourites in the series."



COP_FILIP



▶ **LAZARO45IVE**

"I already made other portraits like this but you know, Lady V + Rain I'm always "why not?"



◀ **ABSTRAK_LOUHENA**



MINOZUM

"Let the rain fall on my enemies."

"I really love this game, i enjoy taking shots in this game, and in my opinion red dead is the best game for VP, you can notice the landscapes, the textures, the lighting, and a lot of details, this game is really awesome."



OSAMAOMAR73

YAMAHACHIROKU

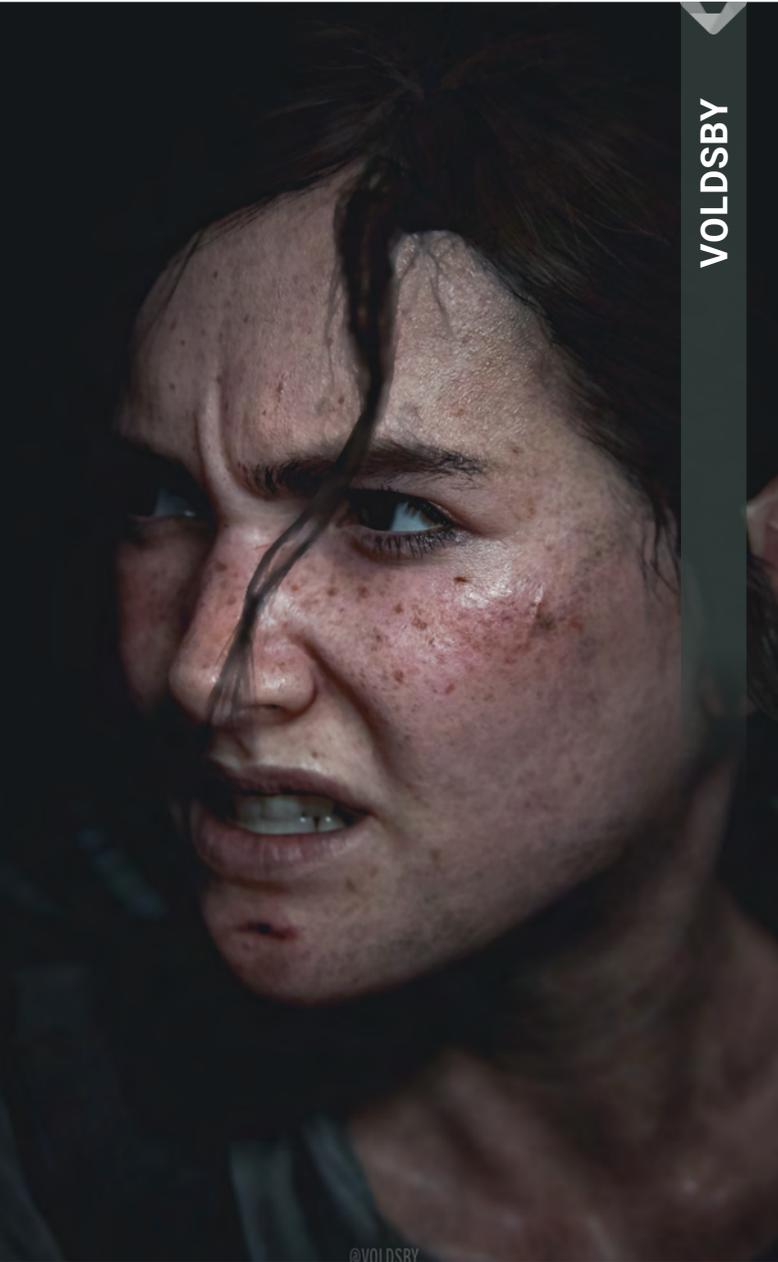


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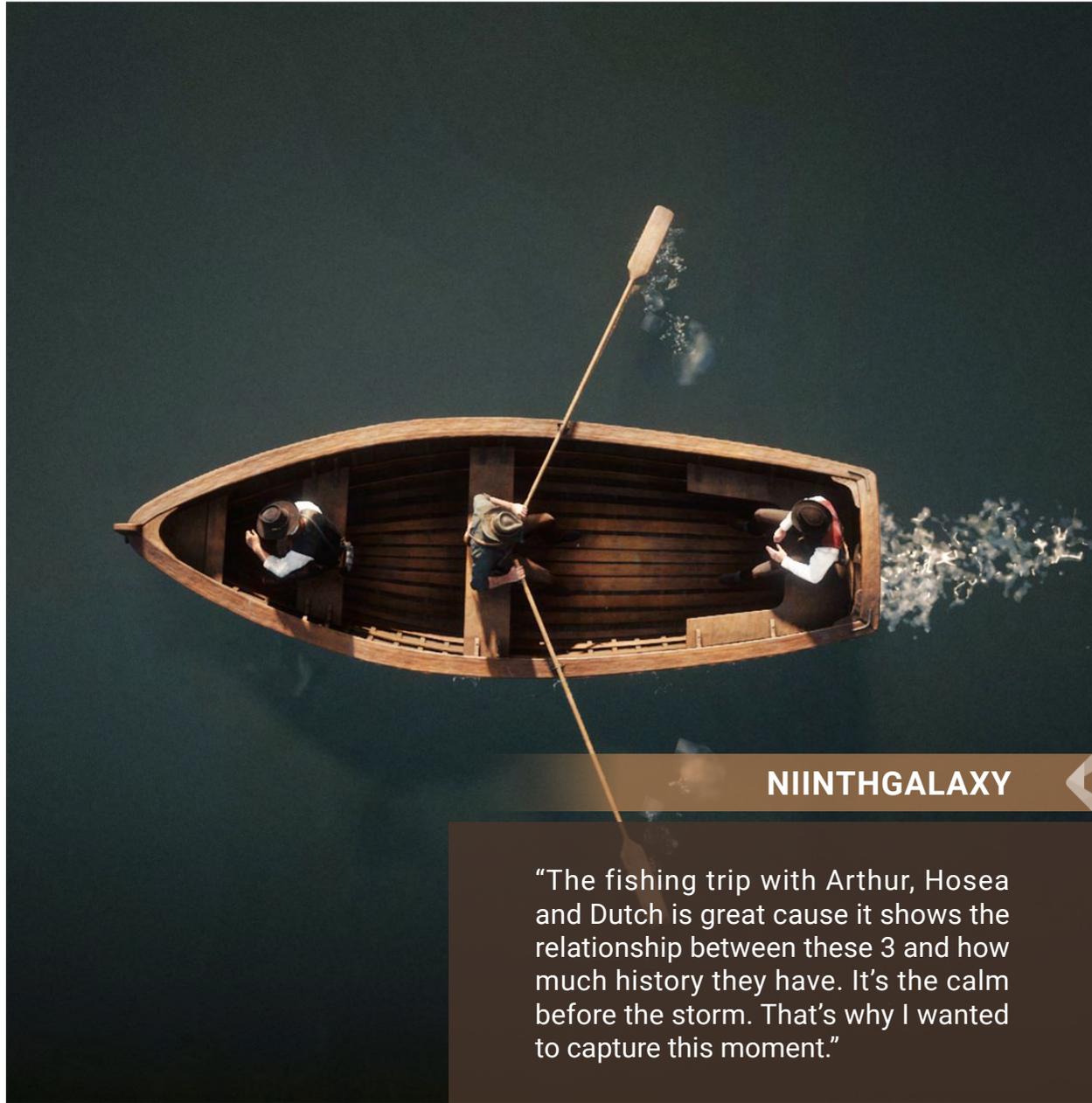
JAYSEVENZERO



"After a little trail and error I managed to find a dark background standing by a door next to a kiosk in Grand Central Station and made use of the adjustable spotlight options within this excellent photomode"



VOLDSBY



NIINTHGALAXY

"The fishing trip with Arthur, Hosea and Dutch is great cause it shows the relationship between these 3 and how much history they have. It's the calm before the storm. That's why I wanted to capture this moment."



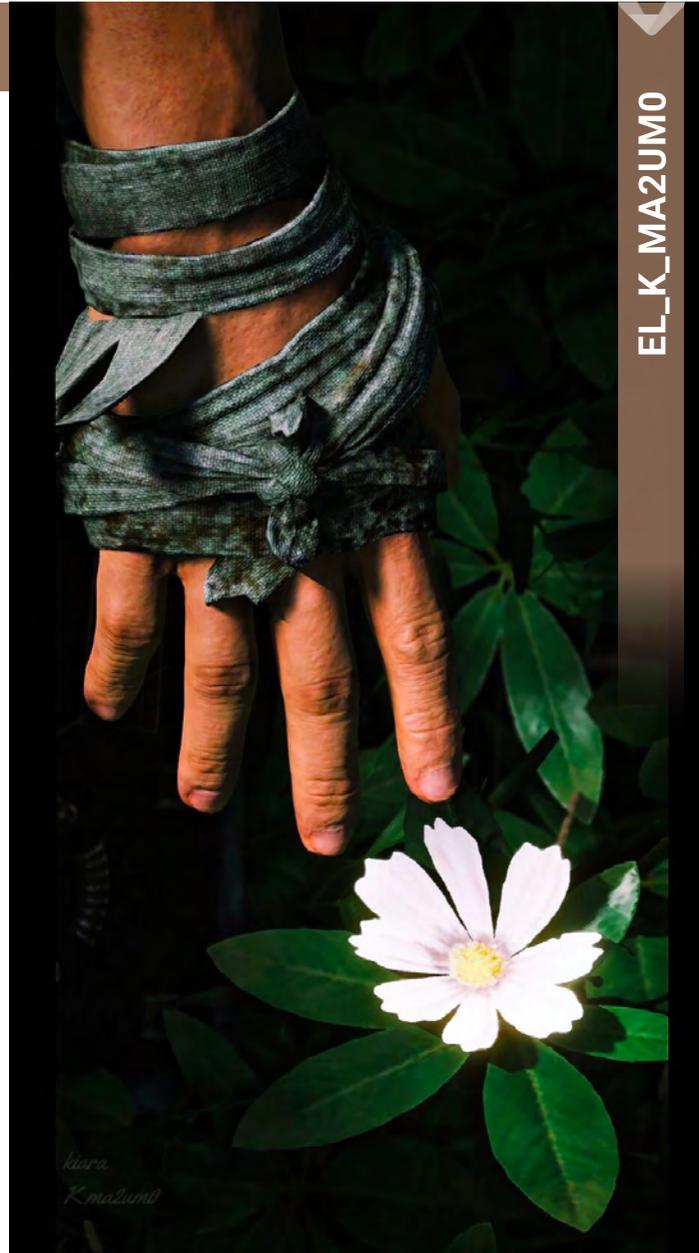
KITTEN_THECHIPS

"I love the little details that can be such a huge thing to be captured. The reflection of lighting in the water feels so real and that's exactly what I wanted to capture in this shot. Creating a warm and calm mood."

VPSPEEDSTAR



“Jackie made a huge impact in the game, and I wanted to capture his coolest moment. Started my VP journey in early 2021. I love the community because it allows me to express myself/feelings. Especially the people I interact with.”



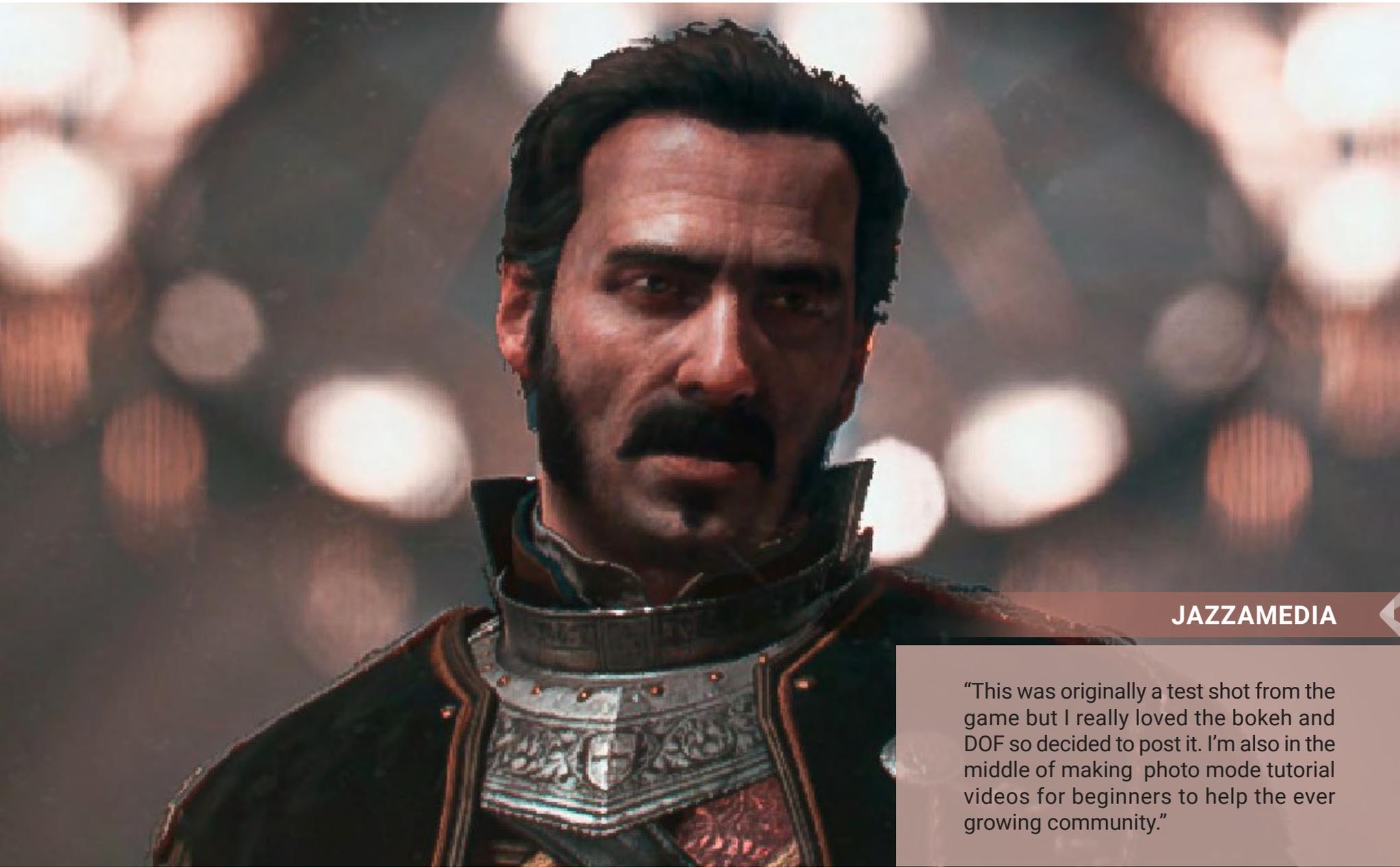
EL_K_MAZUMO

“If you wanna take good black and white shots, head down to Saint Denis. The architecture is great for casting shadows that can be used to frame a shot.”



SEEDYRAY



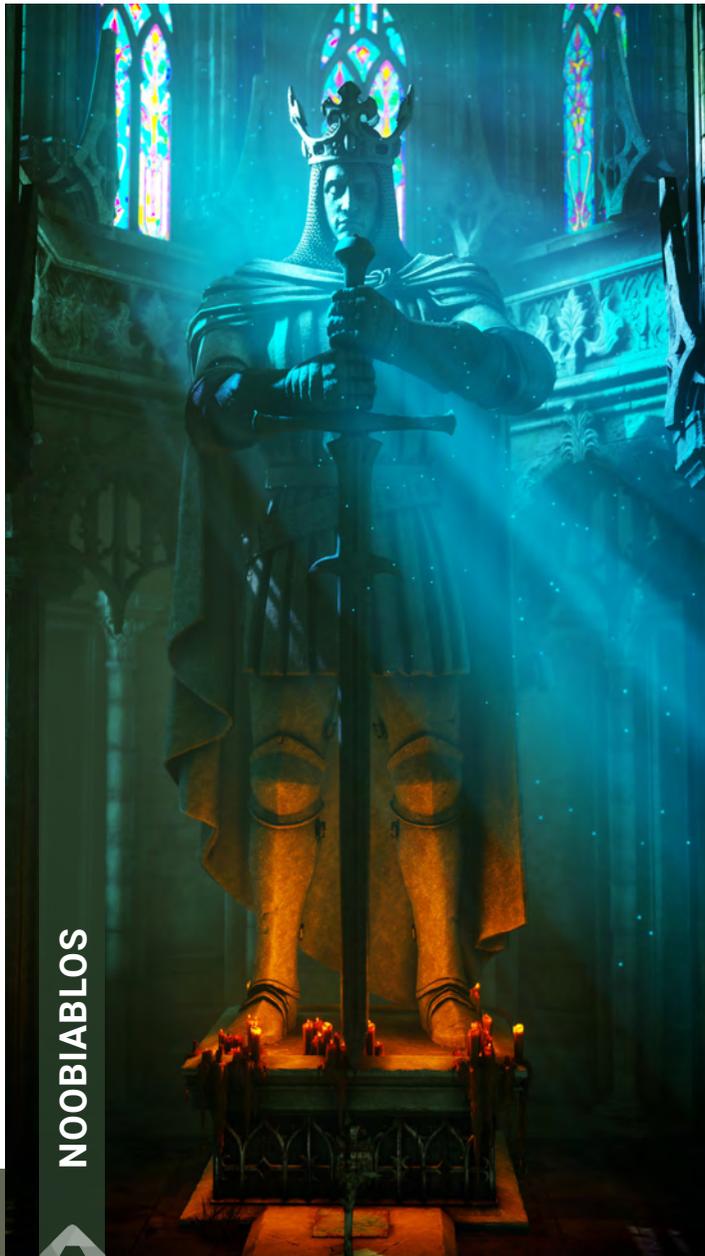
**JAZZAMEDIA**

“This was originally a test shot from the game but I really loved the bokeh and DOF so decided to post it. I’m also in the middle of making photo mode tutorial videos for beginners to help the ever growing community.”

“Virtual Photography allows me to show off my appreciation for the games I love with a community I’ve grown to admire fondly.”



CARISCAPTURES



NOOBIABLOS

VPATHAK092



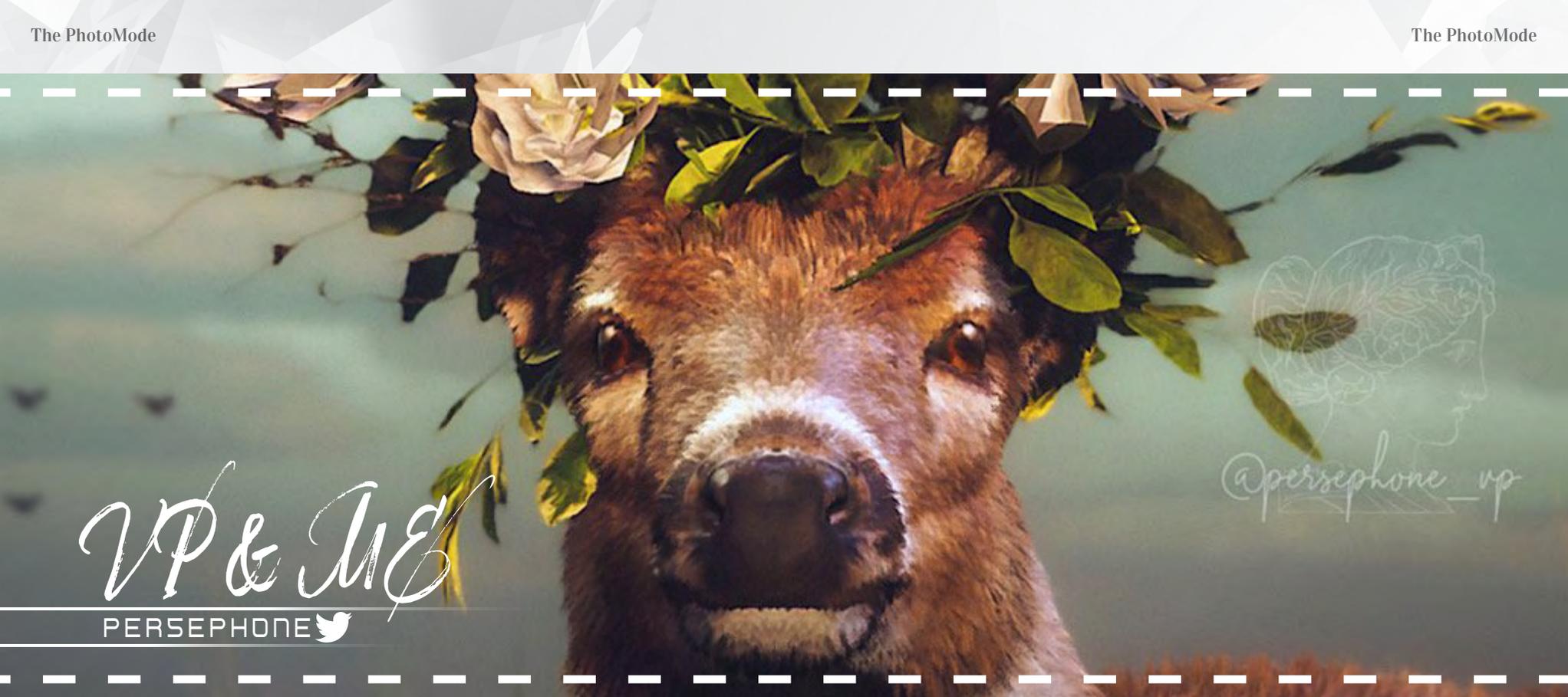
“I really like to mess around with the light sources in games, and Control’s amazing environment really makes it a great playground for photo mode users.”





SARAATWOODGAMIN

"I take a lot of inspiration from paintings & concept art. I like to wander around games looking for unexplored corners to capture. This was a little path with the sun peeking through the trees in just the right way."



VP & ME
PERSEPHONE 

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

I used to play Guild Wars 2 for a few years. When I realised that there is a community dedicated to sharing photos of your Guild Wars characters on Instagram, I decided to start my own page in 2016. This was the first time I presented my work to a wider audience, but it was actually Red Dead Redemption 2 with its beautifully crafted world and its integrated photo mode that motivated me to dive deeper into virtual photography.

What is it about portraiture that speaks to you over other types of photography?

Memorable characters are very often the reason why we love a specific video game.

I especially enjoy taking portraits where I go for eye contact with those characters, in order to create a feeling of interaction between the subject and the viewer. I think portraits have an extraordinary ability to tell us more than meets the eye about a person. Making a portrait allows me to convey specific personality traits and highlight moods of a character in a way that goes beyond the mere appearance of a character.

Who in the Virtual Photography community inspires you and why?

This is a difficult question, because there really are many outstanding artists in the virtual photography community whose works I find inspiring and they all deserve to be mentioned, but this would obviously go beyond the scope of this interview. If I had to mention only one single person, however, I'd like to give a shout-out to @jackdaw.vp.

Just like the texts in her Instagram posts, her virtual photography is pure poetry, creating unique and dreamy moods.



What initially drew you to virtual photography?

A few years before photo modes became a thing in video games I already started taking very simple screenshots in games, mainly from characters, just to keep some memories in the form of pictures.

Besides gaming, I've always loved to keep myself busy with creative activities every now and then, like drawing or photography, so I think in the end this also helped to drive the urge and interest to get more involved in virtual photography.



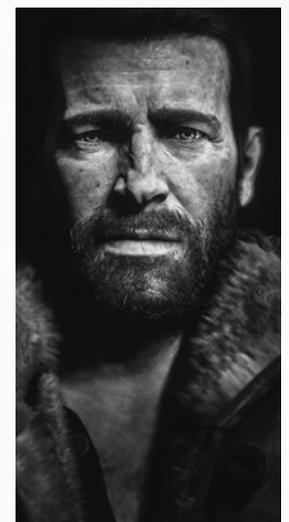
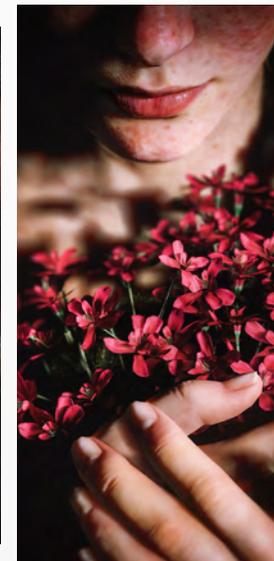
Which photo mode do you feel is the strongest in terms of accessibility and features?

I actually haven't played a lot of games with a proper photo mode yet, so I am not able to compare the accessibility and features of a wide range of photo modes, unfortunately. I'm not much of a console player, so I've surely missed out on some awesome photo modes from games exclusively for consoles. From those games I've played though, I'd say the photo mode in the latest Assassin's Creed games is the most accessible. When it comes to features, the photo mode in Cyberpunk 2077 would be my winner, because even though some of the camera settings are very limited, I really appreciate the possibility to change your character's pose and expression during photo mode in order to make excellent portraits.

You take some truly unique shots in Red Dead Redemption 2, what are the key elements to taking a great capture in this game?

This probably applies to every game: don't rush through the game, observe the environment and always pay attention to appropriate lighting. Like in real-life photography, light is one of the most important aspects and can have a huge impact on the outcome of your shot. In addition, having a clear focus and thinking about which message you want to convey with your photo will likely increase the quality of your captures.

When it comes to Red Dead Redemption 2, I'd say you definitely don't need mods to take great captures, but if you play on PC and want to take full advantage of the whole spectrum of possibilities, consider trying a trainer for the game, because it enables you to become even more creative (but be careful when using mods if you play online).





VP & ME
CYNTHIA 

What is your main drive for taking shots in games?

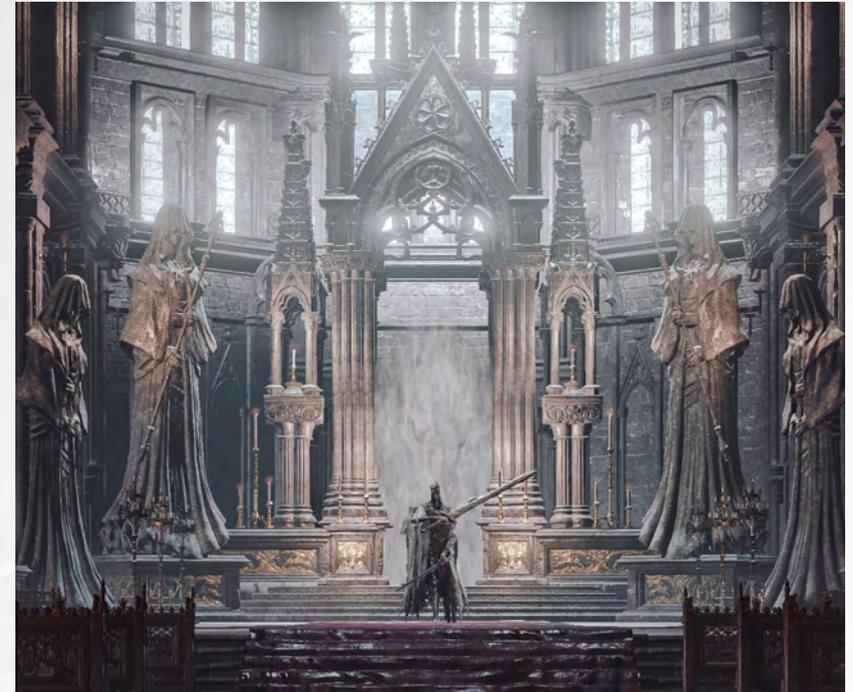
My main drive for taking shots in game is to share my love for a game. I look at Virtual Photography as a way to develop my creativity and skills and use them to show off a game the way I see it. I really enjoy being a part of the virtual photography community, so continuing to develop my skills and improve my virtual photography is something I work on daily.

Which upcoming games are you looking forward to playing/shooting?

I am extremely excited about playing Horizon Forbidden West, God of War Ragnarok, and Elden Ring. I'm sure I will take thousands of shots in these games. I'm so excited to see the photomodes in HFW and GoWR. I'm really hoping they both have phenomenal photo modes that have good tools for VPs to use. The photo mode in Horizon Zero Dawn was good for its time, and I have high expectations for it in Horizon Forbidden West. Elden Ring likely won't have a photo mode, but that doesn't stop me.

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

My advice for people starting out is to find Virtual Photography artists who inspire you. Look over their work and really try to identify what it is that attracts you. Is it the way they frame their shots, the way they use color, the subjects they shoot, or the mood? Identifying what draws you to certain types of images goes a long way to developing your own style. Also experiment all you want! Try to challenge yourself to create more than one shot from a single pause. Try different angles, color palettes, framing etc. This will help you learn to be more creative when you're working on a pause and trying to set up the perfect image.



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

The very first game that sparked my interest in virtual photography was Horizon Zero Dawn.

I discovered the wonderful world of virtual photography through a Facebook HZD group. I started noticing shots from virtual photographers such as @SuzuhaBlack, @_rudeboy808_, @SeekersSanctuary and some others. I saw how creative they were and decided that I wanted to be able to use my creativity and take images that go beyond basic screenshots. I started experimenting and posting my work and got a lot of positive feedback. That encouraged me to continue until I started to figure out my own style.



Who in the Virtual Photography community inspires you and why?

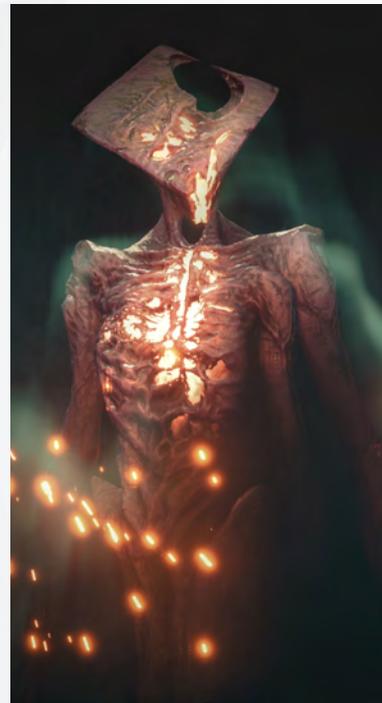
This is probably the most difficult question for me to answer because I find inspiration in so many people! It's difficult to narrow it down.

A few people who instantly come to mind are @evegamephoto for images that are beautifully polished and incredibly moody, @SuzuhaBlack for his eye for framing and using glitches to make gorgeous images, @UVioletra for her soft and beautiful florals, @MindJackedJimmy for his incredible portrait work, @Virtual_Tourism for his clean and often minimalist images, and so many others including @Spectral_Lens, @Yuric83, @DotPone, @Lizardthrope, @Chris25551, and @Philt43_Yewone.

Tell us about #AtroposThursdays and Housemarque's decision to eventually add a photo mode to Returnal

Well, #AtroposThursdays is the brainchild of my good friend @MindJackedJimmy. Both of us started playing Returnal once they added a photo mode and we were sharing our shots with each other. He suggested the idea and asked if I would like to partner with him and the rest is history. I'm really enjoying it!

We both realised that due to the type of game it is, we would probably have a smaller audience of virtual photographers, but that doesn't bother me. Housemarque's decision to add a photo mode is a wise move for them. Just by us sharing images from their game, there have been many more people interested in it. Capturing the bleak and beautiful world of Atropos is a lot of fun, and it's made better by a photo mode that is actually pretty good.



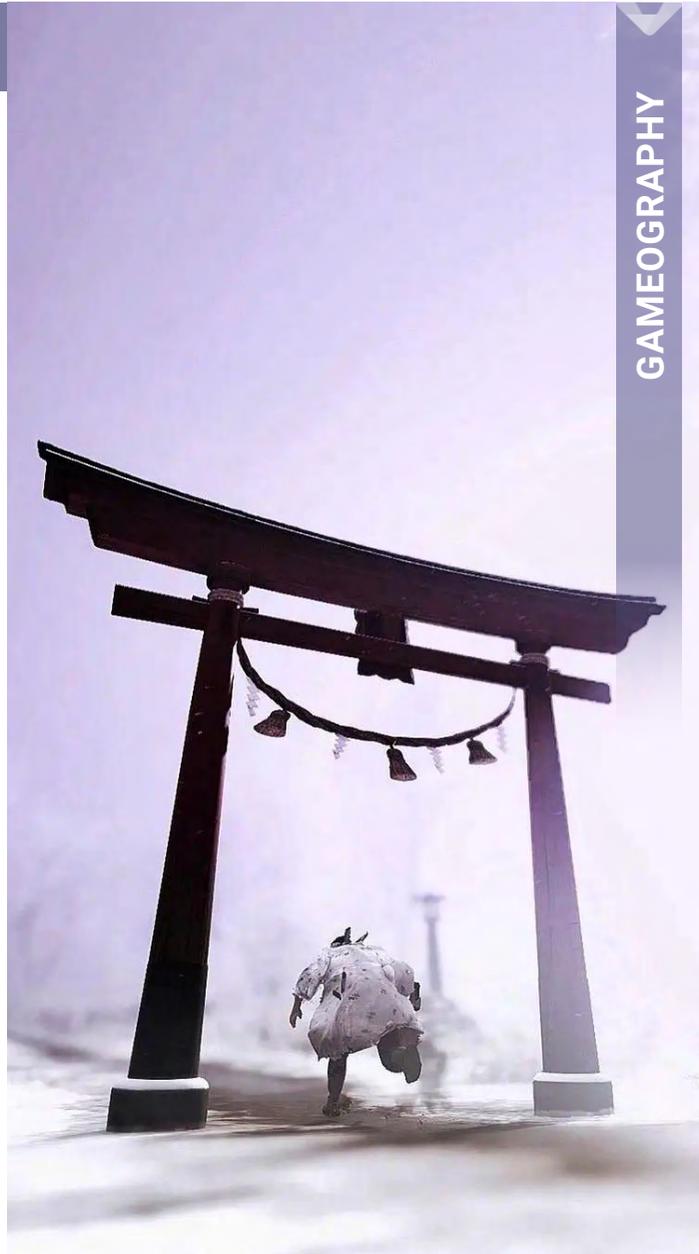
FADEB1ACK



"I've been doing VP for a little while... Gaming is my escape from reality and I enjoy taking photos too, so it's the best of both worlds for me.

Everything I post is unplanned. I just take a shot in the moment and see how it looks after some editing."

GAMEOGRAPHY

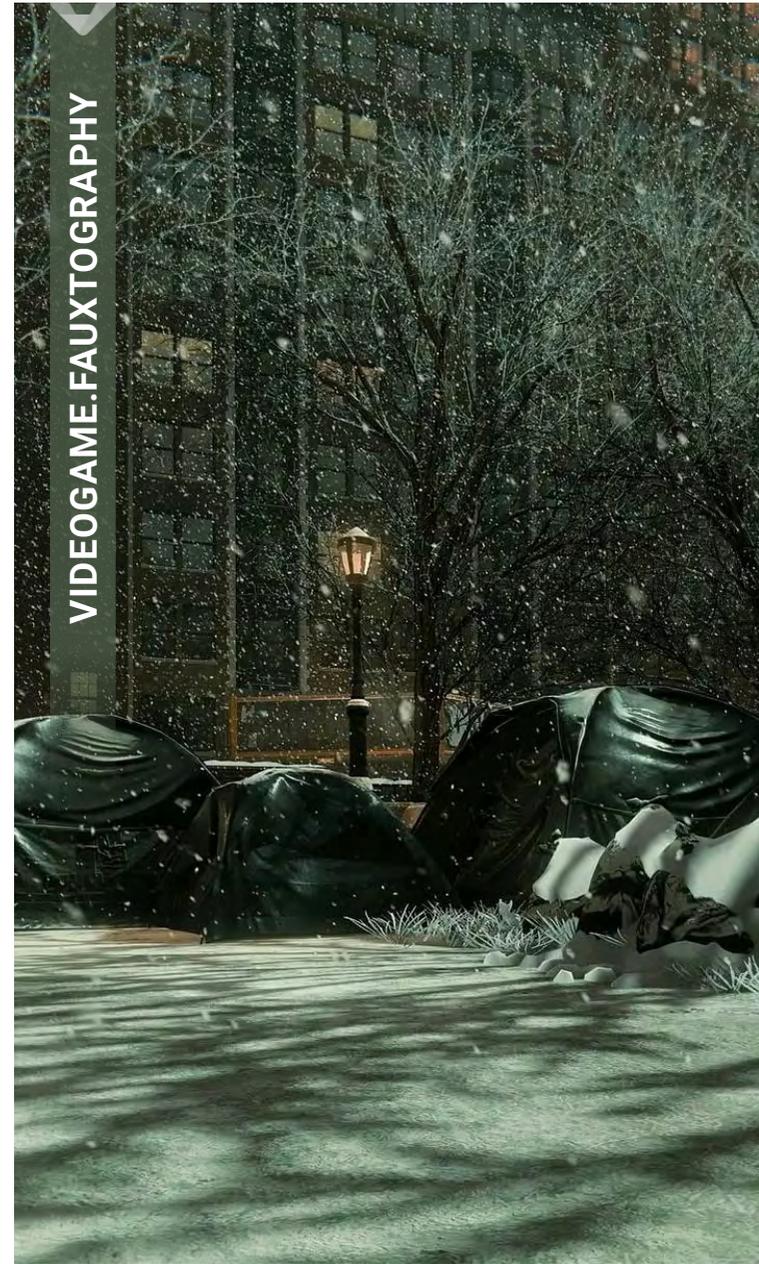
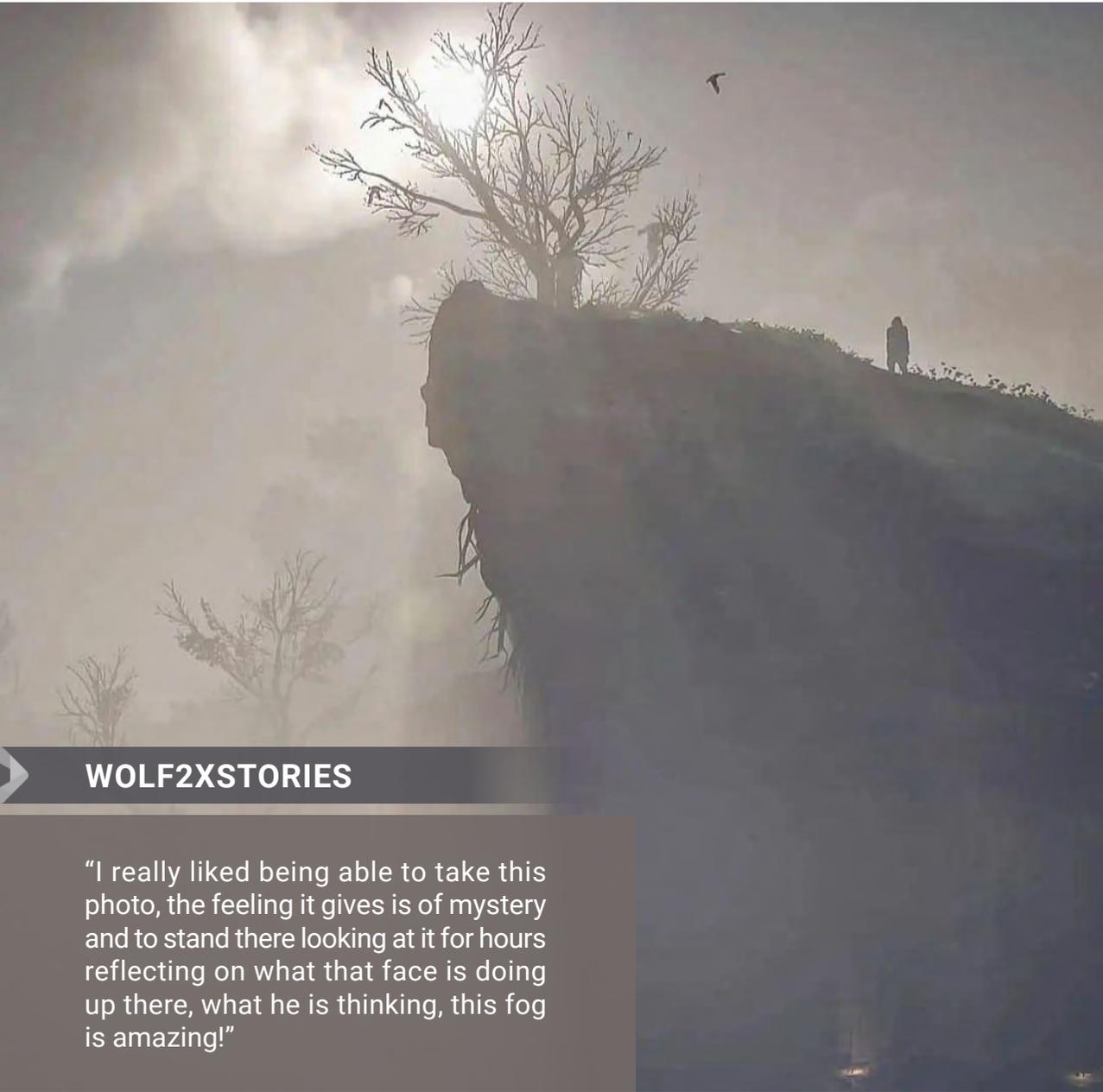


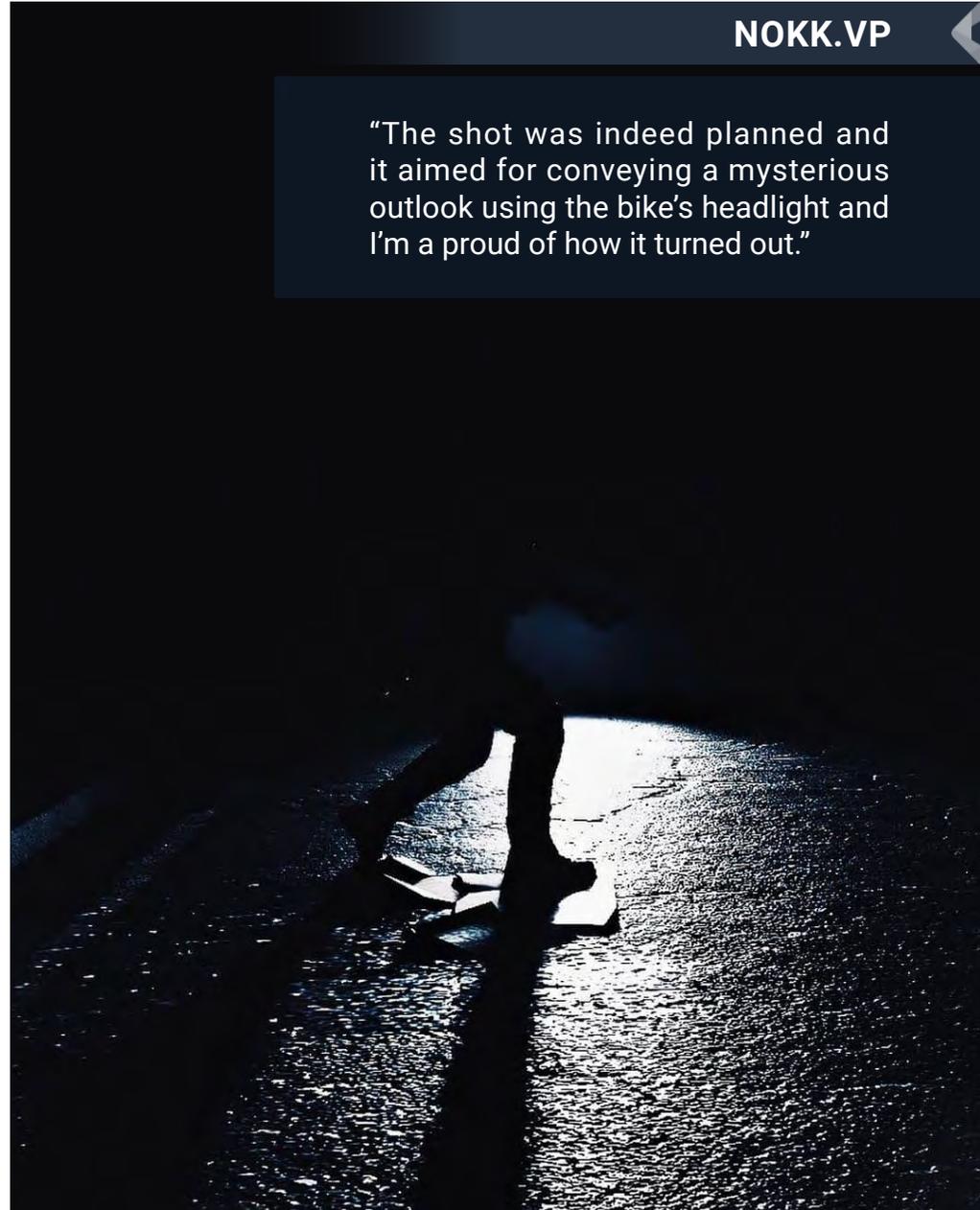
"This shot was part accident/part planned. After a long night, the sun began to rise and I noticed the dynamic nature of the sky. So I sat and watched it.

I'm fascinated by the concept of duality, so a beautiful sunrise juxtaposed with the pollution from the Munai-bailer (oil drillers) made for simple yet compelling imagery."



SEVENLIGHTYEARS



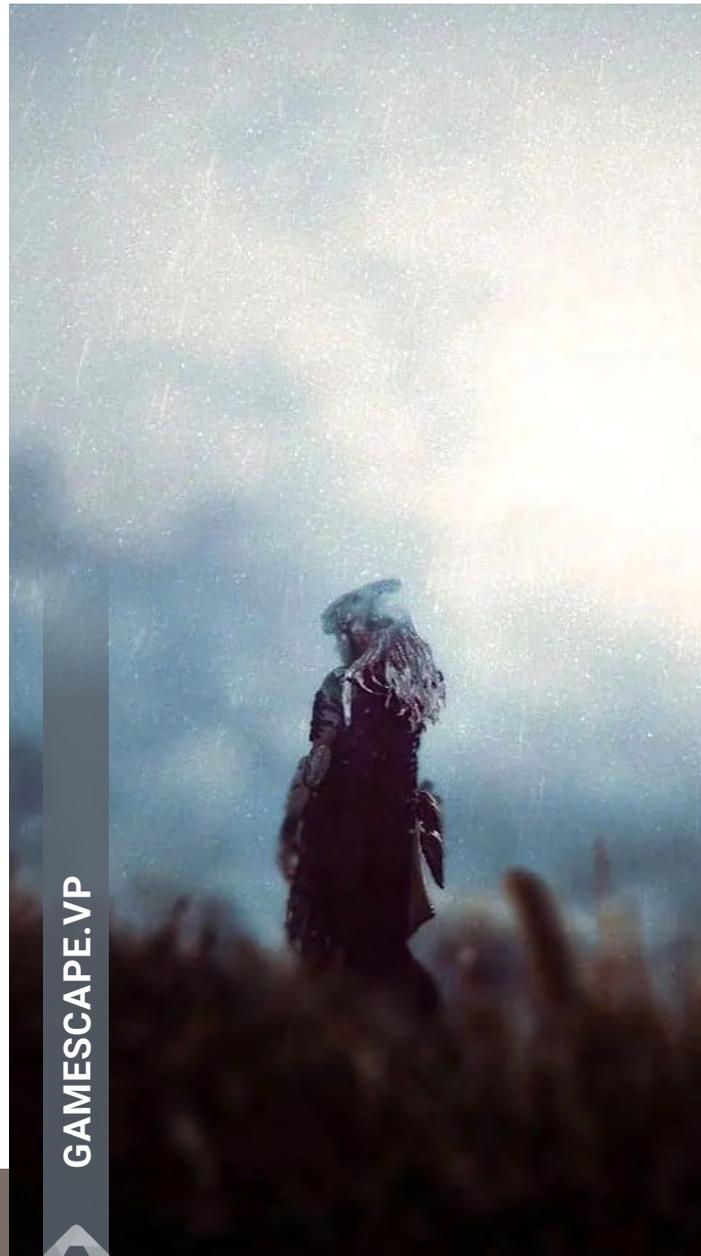


"I didn't plan the shot, just stumbled upon it."

I always try to show an emotion with my shots. I really like the VP community, I've met some great people and I found my fiancé from here."



HOWDYARTHUR



GAMESCAPE.VP

VISUALCAM9



"It's very nice to be in the world of virtual photography, because you can explore anywhere and at any time without limits."

When I saw this battlefield, I felt like capturing it because this place looks very dramatic and full of struggle.





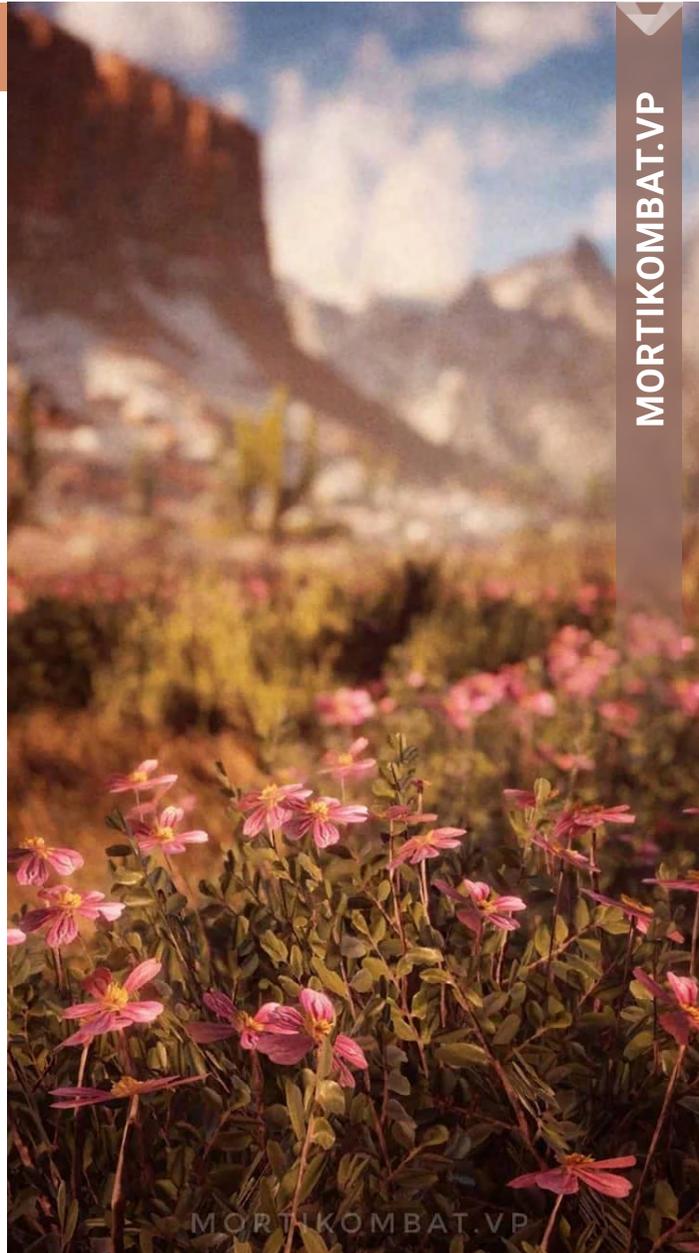
SHINUIISHI

“This particular picture was taken while I was going through some hard time, so I emerged myself in the game. View of those mountains left me with the feeling of peace, but also loneliness. Called it ‘breathe’ as a reminder.”

HIPPOTOGRAPHY



“Once I began to edit the shot, I was taken by vibrancy of the colors in the wash of the sky. It reminded me of how our memories of some things, like a kiss, can be strongly tethered to something specific like a color or taste”



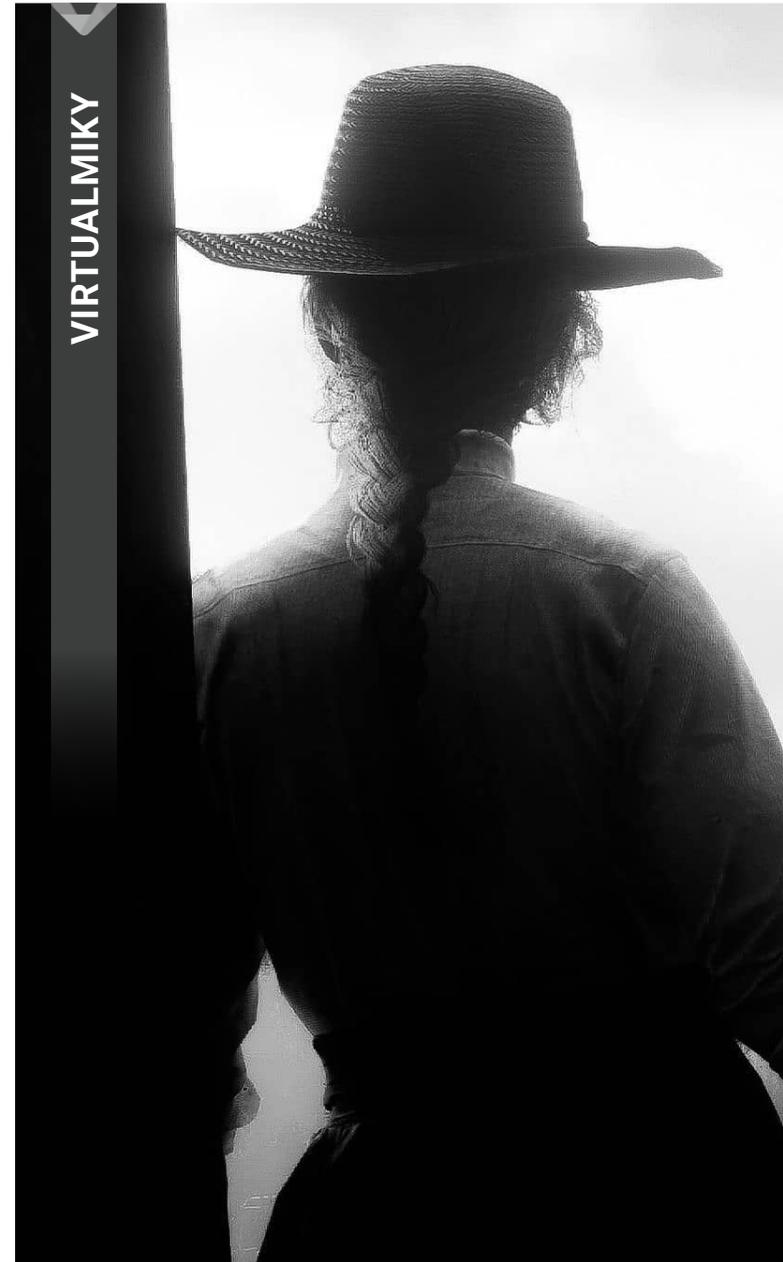
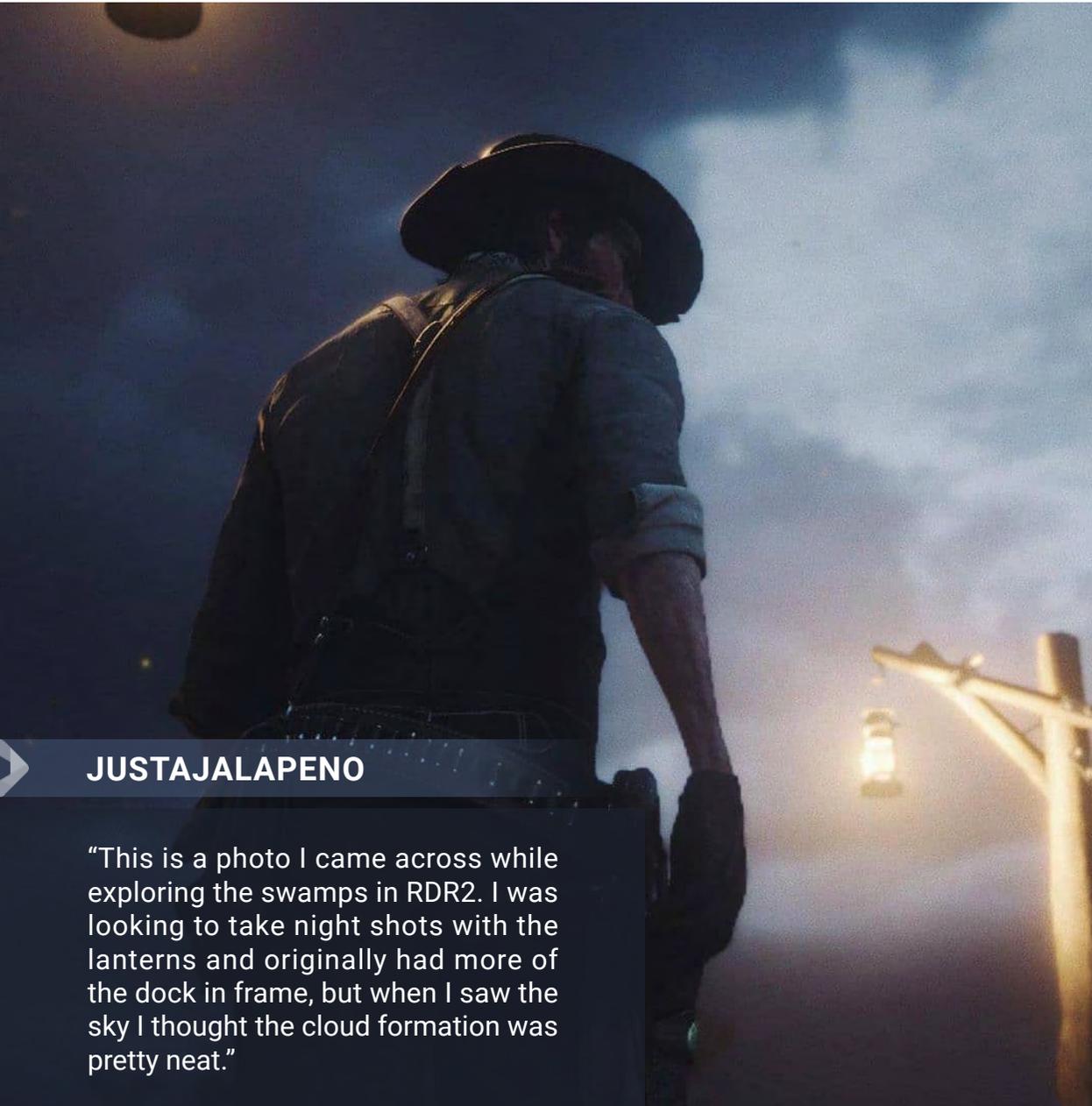
MORTIKOMBAT.VP

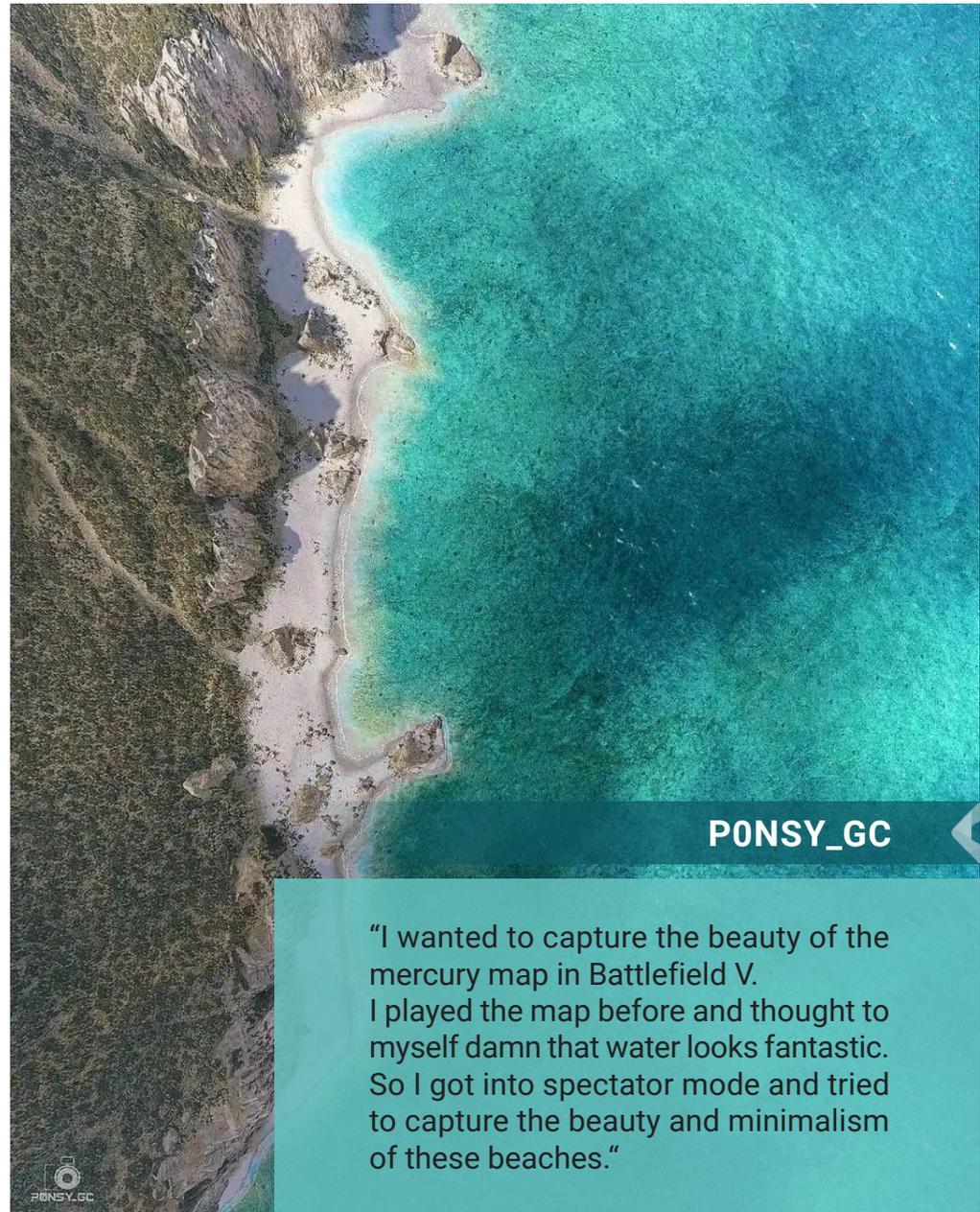
MORTIKOMBAT.VP

“I guess you could say I stumbled upon this shot, but I always keep my eyes on the horizon for a sunset because GTA is absolutely breathtaking if you find the time to create a peaceful experience for yourself, and yes even in online, where this shot was taken”



TR1KSTER.VP



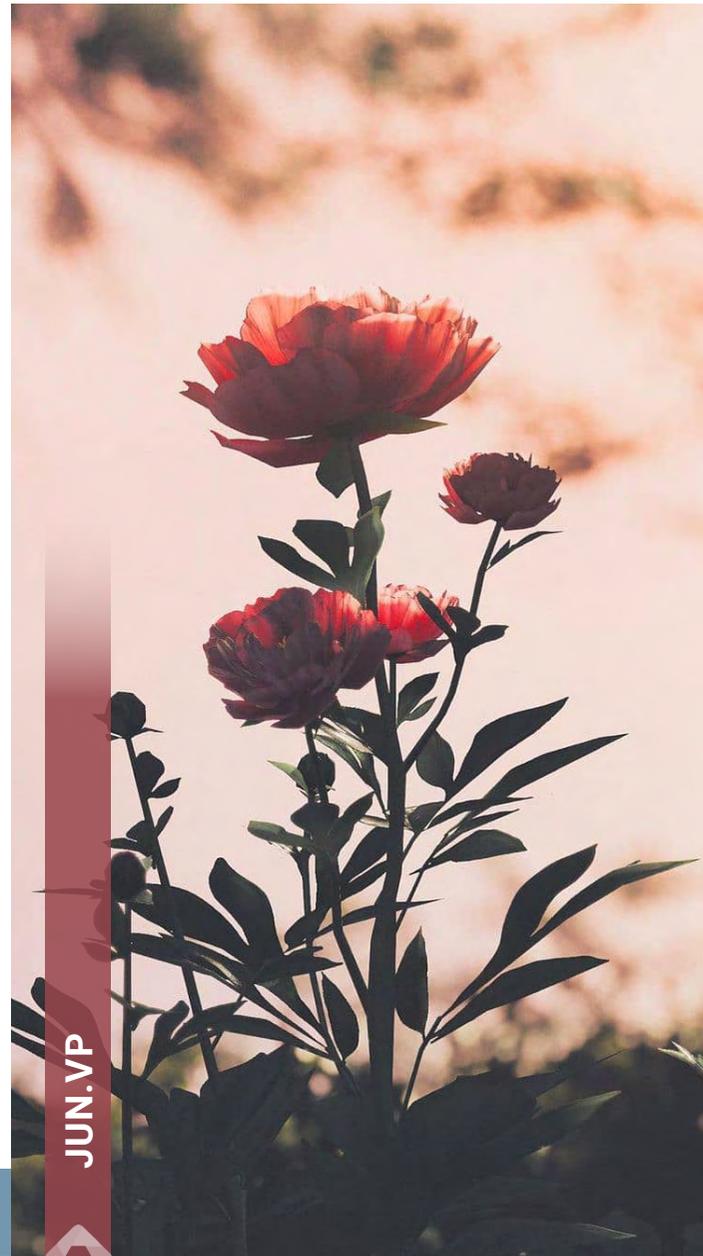


"I'm a massive western fan. From books to movies, it's no surprise that Red Dead Redemption 2 was a game made for me.

For this shot, I wanted to use the outline of the Heartlands hill as a ground for my subject. I was inspired by countless western medias but Mark Magiorri paintings were the biggest influence."



FOKALIZER



THEFORESTISALIVE

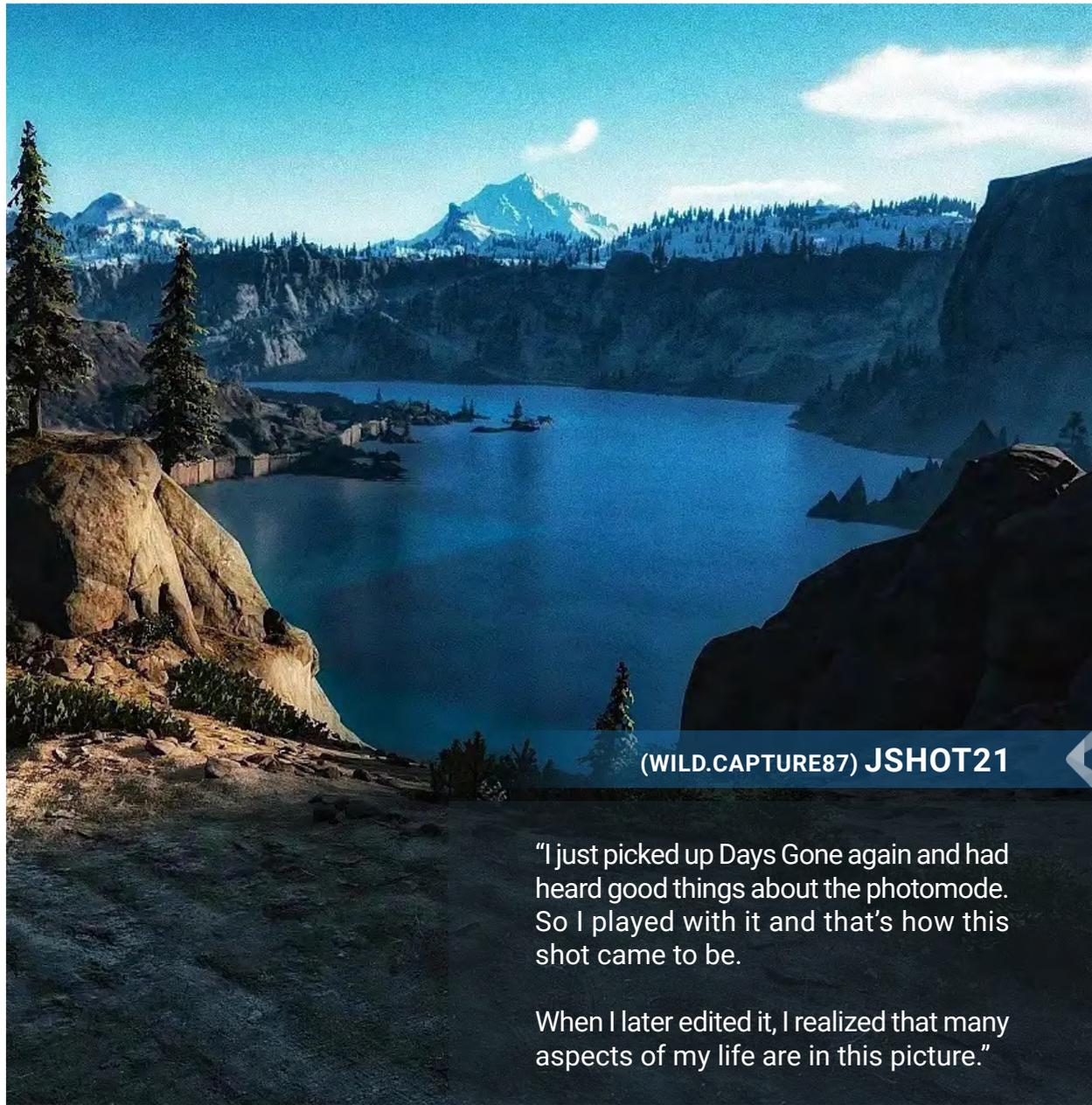


"I captured this photo after I accidentally stumbled across this area next to a forest in Far Cry 5. It had a very soft and comforting feeling around it which is why I like it so much and decided to post it.

All my captures are from me just playing the games and having fun, which I think is an essential part of virtual photography. If you don't have fun between and during taking pictures, you should not be doing it."



FOUILT



(WILD.CAPTURE87) JSHOT21

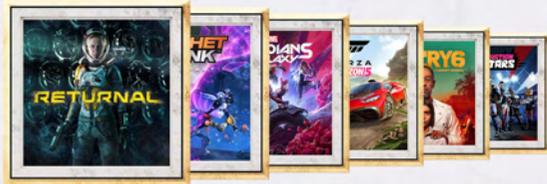
"I just picked up Days Gone again and had heard good things about the photomode. So I played with it and that's how this shot came to be.

When I later edited it, I realized that many aspects of my life are in this picture."

THE VIRTUAL PHOTOGRAPHY AWARDS



The 2nd annual Virtual Photography Awards brought together players, photographers and studio creatives to celebrate the last 12 months in photo mode with both game industry & public entry categories...



GAME INDUSTRY PHOTO MODE AWARDS:

Recognising the best photo mode contributions from development studios & their games in 2021.

VIRTUAL PHOTOGRAPH OF THE YEAR:

Celebrating the outstanding individual images captured by virtual photographers around the world.



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THE AWARD:

Each category winner will receive an exciting prize bundle courtesy of this year's supporting partners:

- Personalised Virtual Award Trophy
- Choice from 4 PlayStation Studio titles from the last year
- Topaz Labs Image Quality AI bundle
- 12 months Photomode.io Premium Subscription
- Feature Gallery at 2022 London Games Festival



JUDGING PANEL:

 GAMERGRAM KEVIN McALLISTER	 LEONARDO SANG	 CHANTÉ GOODMAN	 PETE ROWBOTTOM	
 DINAH BAKEER	 MIR SHOAB	 AARON ESPINOZA		

THE STATS SO FAR:

- 1.1M** Direct Twitter Impressions
- 7.3K** Web Page Views
- 4.8K** Votes Cast
- 1.7K** Entries Received

Nominee voting and photography entries are now closed, but stay tuned for the announcement of all winners in early-mid January at...

[THEFOURTHFOCUS.COM/THEVPAWARDS](https://thefourthfocus.com/thevpaawards)

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THE PHOTOMODE



COVER BY
HOWIE_LUP

