ThePhotoMode

40 Pages Packed Full Of Community
Virtual Photography

• •

19 Pages of Ghost Of Tsushima

• •

The Fourth Focus Ghost Of Tsushima
PhotoMode Review Pages 18 & 19

△ THE
FOUR
THFO
CUS☐

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.

Remember to click the VPs name next to the image (underlined) to be taken direct to their Twitter posts or profiles and drop some support.

Artists Featured Inside

Arekkz	catsandbolts	IiliYul	cordox1
JeanLucSeipke	kasimarieDC	Berduu	Leromir
sethmacy	gamingbyframe	catchmegamin	Sim_nell
GameOverGreggy	visualcam9	OneFortniteShot	BadGamerElite
tamoorh	BLaevatein_Al	Hedronik	Galadeur
lucaseduardrz	fokalizer	Brokenvegetable	Eve_Auditore
FirescorpioG	TheFourthFocus	ItsYFP	st0rm.vp
CallMeSNAKE	Virtual_Parkour	VirtualHeda	mary_wick
OCK	adamthomas2005	AltRealityVP	virtual.knoxx
Lochlan_Miller	juriphlosion	Chris2551	ruidog.vp
Philt43_Yewone	adambomb2mk	malignantvp	sithya_photos
shinobi602	MisthosLiving	svid_vp	baddestfemale
SindyJ_B	MinNay_99	ahmedzafar99	xenolith3d
EliteGamingP	shotsoulgamer	JimdiGriz1	hazelgreen_vp

ThePhotoMode Issue 1
(click to view)

Ghost Of Tsushima was released 17th July 2020, 23 hours in and we still can't get over the pure beauty that this game thrusts the player into.

Set in feudal Japan during the mongol invasion in the year 1274 you take control of one of the last samurai on the island of Tsushima Jin Sakai, unleashing his skilled fury upon the invaders of his homeland, the sword fighting animations and final blows lend a real samurai movie feel the likes of Zatoichi, Sanjuro & Samurai Assassin to name a few.

Removing the mini map and incorporating the use of summoning the winds as a tool to direct you through the world instead of some neon line hovering above the ground like a sore thumb is just one of the small details Suckerpunch have added that really does help pull you into the immersion of the world you're in.
Everything from close ups and stunning details of the character models to the vast pulchritudinous draw distances of the landscapes we witnessed are mind blowing and are a wonder to photograph.

The PhotoMode really is somehting else, it not only spoils the VP for choice with the available settings, but also allows particle animations to keep moving while The PhotoMode is active, making for the chance to capture stunning still shots as well as some really great GIFs / videos.
With 10 lush filters, DOF, wind direction, weather controls. time of day and controlling Jin's emotions and the vast amount of colour options for his gear will allow each VP to get a real unique capture from any scene.

We want to personally thank Suckerpunch Productions for not only creating the finest phtomode out but for raising the bar so high we feel they've single handedly changed the course of the art form.
Other developers should be looking at this titles VP kit in awe and either copy or build on it.

We give The PhotoMode in Ghost Of Tsushima a score of **5 out of 5**

We only rate The PhotoMode here at TPM. The journey is down to you.

BUY NOW

https://store.playstation.com
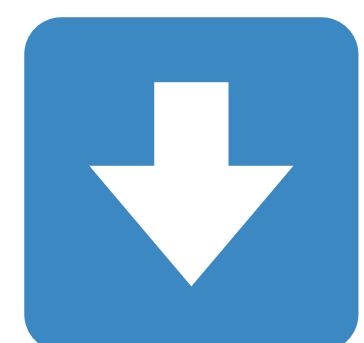
CALLMESNAKE_

Ghost Of Tsushima Community Shots

click vp names for links

By_JeanLucSeipke

By_sethmacy

SP
SUCKER PUNCH

TPM Twitter (click)

Ghost Of Tsushima Community Shots

click vp names for links

By tamoorh

By lucaseduardrz

By FinchStrife

By OCK

TPM Twitter (click)

Ghost Of Tsushima Community Shots

click vp names for links

By Arekkz

By GameOverGreggy

SUCKER PUNCH

TPM Twitter (click)

AKIRA
KUROSAWA

TOSHIRO
MIFUNE

TAKAO
SAITO

キラーサムライ

ファイアースコーピオー

ゴースト・オブ・ツシマ

FIRESCORPIOG

lochlan miller

SHINOBI 602

Ghost Of Tsushima Community Shots

click vp names for links

By kasimarieDC

By BLaevatein_Al

By adamthomas2005

By juriphlosion

TPM Twitter (click)

CATSANDBOLTS

SP
SUCKER PUNCH

Ghost Of Tsushima Community Shots

click vp names for links

By fokalizer

By TheFourthFocus

By Virtual_Parkour

TPM Twitter (click)

Ghost Of Tsushima Community Shots

click vp names for links

By gamingbyframe

By Philt43_Yewone

TPM Twitter (click)

仁之道

GHOST OF TSUSHIMA

△ THE
FOUR
THFO
CUS □

Sucker Punch's first new franchise in more than 10 years brings an authentic depiction of 13th century Feudal Japan with an art direction that conveys genuine love and respect for the setting, as well as the other arts which reflect it.

This Samurai themed open-world action adventure game may have been created with one foot firmly in the historical past, but also has one very much in the future thanks to an innovative approach to modern photo mode capture art that goes some way to advancing the medium.

Key Photo Mode Features:
. Beautiful, clean UI with visual functionality indicators
. Programmable camera tracking shots
. Animated environments with weather and particle effects
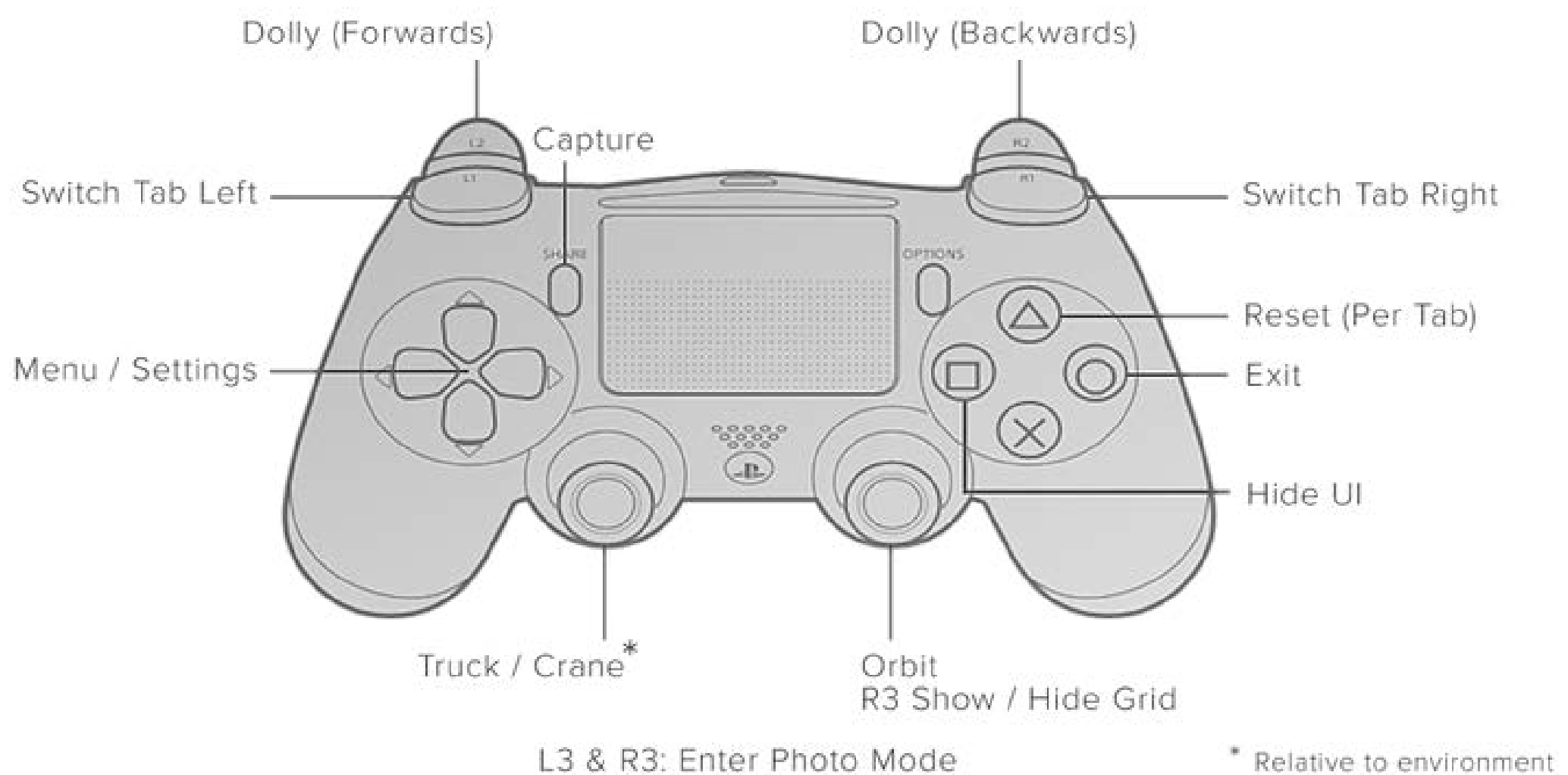
Controls and Implementation:
Easily entered via the D-pad, Ghost of Tsushima's photo mode is highly accessible with a clean UI, visual depictions of each function that speed up navigation, and refreshingly intuitive camera controls. Though technically an orbit camera, in this implementation, it cleverly orbits its own movable location to make it easy to compose shots with freedom and precision.

Optical behaviour is pleasingly authentic too as broad Field of View and manual focus adjustments work well with a Depth of Field effect that renders an elegant foreground and background defocus for that real photography look. Not content with static images though, Sucker Punch have created a photo mode that comes to life with continued animation of the environment. Everything from foliage and clothing to fire and smoke move with real-time rendered animation according to your chosen prevailing weather conditions in a way that can transform an otherwise static scene into something much more dynamic.

Photographic Opportunities:

It may not appeal to everyone, but this strong emphasis on movement undoubtedly opens up convenient new capture art avenues. It is not quite full-on machinima, given that character animations remain frozen, but the moving environment and automated camera panning shots should inspire some fascinating cinematic productions as people get to grips with the possibilities.

Whether animated or otherwise, Ghost of Tsushima is something of a dream for virtual photographers with a presentation that is pure artistry and can hardly fail to inspire. With fantasy-like visuals and some particularly interesting photo mode features, you may well find that your Samurai protagonist's inner conflict, between honouring his code and saving his home, is reflected in your own struggle between actually playing the game and stopping to photograph it.

Click through to read the full in-depth review and see the final verdict on Ghost of Tsushima's photo mode…
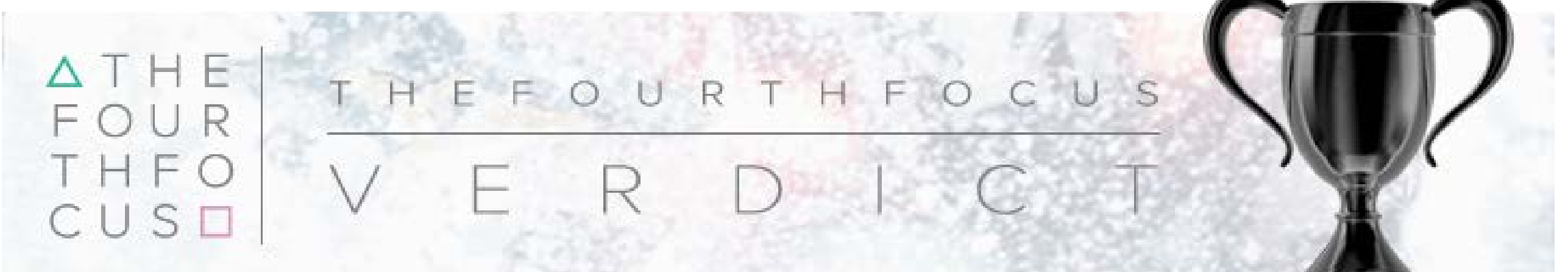
This review excerpt was provided by TheFourthFocus.com

VIRTUALHEDA

Let's start right at the beginning, can you remember the first game you ever played?
I think mine was... Commander Keen on Win95. My dad had this extra drive on E:\ command, I recall. He's the one who introduced me to video games.

Can you remember the first time you saw screenshots of games, where did you see them and what went through your mind?
Hum... screenshots as virtual photography, I think it was Horizon Zero Dawn. I hadn't beaten the game at that time and was also playing Shadow of the Tomb Raider. I believe it was around the same time. Tomb Raider hosted a photo contest with weekly themes. I remember, browsing through a Horizon gallery (Guerrilla's, I guess) being like: "Whaaaaaaaaaaaaaaaaaaaaaaaaaaaaaat? We can do that?!"
I hadn't noticed the Photo Mode before. Suddenly, my life leveled up, lol.

What was the 1st game you attempted taking a screenshot from?
Funcom's The Secret World around 2012 or so. I loved playing with shadows on the walls or sun rays on your character's face. Although, I searched for it to show you, and it's not that good. This and World of Warcraft. Odd but true. It has a selfie camera with some filters and characters do faces, like my Tauren druid. I loved taking shots of him with or without the camera. My first photo mode shots were in Horizon Zero Dawn. I was riding my Strider (my favorite mount) past a mesa, and the sun was there, the light blinded my eyes. I must have spent like an hour on it. I have not stopped capturing games since then.

How did you feel about your 1st shot with that photomode?
Woah oh ouaahh » Again, like a lot of people lol.

Would you say you have a specific style in your VP?

It seems I like shooting characters from behind or close-ups portraits, half-faced. I love the black and white as much as I love colorful shots. I don't think I have a specific style. I just try to bring the best from my subject and create some kind of story out of it. Strangely enough, in real photography, I'm not into portraits at all and prefer environments... Although it's been a while I haven't touched a real camera.

What do you prefer to take shots with, built in photomodes on console or photomode mods on PC and why?

Dedicated photomodes are more natural and comfortable. But tools like hacked cameras by Frans Bouma or ReShade offer you way more possibilities. Without these tools I wouldn't have been able to shoot Rise of the Tomb Raider. Not my favorite game but when I saw there was a tool that allowed me to capture it, I totally went for it, big time. It was such a great opportunity, capturing something that wasn't seen much in the Virtual Photography sphere. I wish my days had more hours to dig it even more and more. I prefer Ansel to Reshade but I think it's just me being lazy... Reshade is so complete and complex; you can do anything. I tried it on the Dark Pictures' Man of Medan with a hacked camera, it took me hours just for one shot. I can't wait to replay HZD to shoot it in 4k on PC like I did for Shadow and Rise of the Tomb Raider. I love how photo modes offer a lot more durability to games. You may have finished it and yet there's so much more. For some, it even gives a new breath of life, like a resurrection stone. In the end, it depends on the game. HZD has such an amazing incorporated photomode while Control is so minimalistic. Being the kind of person who loves the hard way style, I can take the challenge of a very limited photomode to show how far you can go with it. Although, I leave that to the pros. I wish one day I be able to capture 4k Detroit: Become Human...

Who's VP work in the community do you feel inspires you the most?

It's a solid list. And you're on it. If I had to pick only ONE, it would be DarkLinkN7 who I look up to since I created my VP account. As a part time graphic designer and a born ready Photoshop gal, it was love at first sight. But hush... i always enjoy being challenged on my own field. Like this "competition" between Shinobi and I back when he finally put his hands on Shadow of the Tomb Raider. I couldn't let him be better than me.

What are your thoughts about the virtual photography community in general?

So far, it is the best community I've ever been involved with. I love how everybody is tolerant and open-minded and willing to share positivity all around. As a perpetual optimist, I really enjoy the good vibes everyone is sending. All those challenges help on many levels. How to think, how to improve and the fact that a lot of real life photographers are involved, it gives the motivation to do greater and be better. Nonetheless, it's a big community and as all communities, it's flawed. But at the end of the day, it's all about the VPs and how you can support each other, impress and inspire, challenge and defy. I just wish people would focus less on numbers, trends, show off and tags, and more on improving artistic skills and helping others leave their comfort zone. I wish everybody would work as one.

We know you do a lot of work in the background for different communities, would you like to tell people a little more about that?

Whatever stage I was in my life, I always seek out how to help others and how to reveal them to the world. When I started gathering challenges every week, it was only on my personal account. I got good feedback at that time and it felt great! So, as I just came into this place, I asked for advice from some people, including The Captured Collective and The Fourth Focus. They were keen on the idea, so... I went for it. I didn't only do shared challenges, I started my own. VP Challenges' goal at first was just to put all games upfront, every week. Then, I would ask a specific person, a fan of the said weekly game, to choose 4 shots from 4 different VPs. I wanted to feature less known people who deserve more attention. So, I didn't ask only one people, I asked last week chosen to choose the next 4 best shots and VPs, whether they played/loved the new game of the week or not. Now, I'm trying to involve a well known VP as the main chooser like Game on Focus and RudeBoy for the God of War week, or Peter Reilly for the Spider-Man week etc... So far, everybody liked being part of it! But I guess it wasn't enough. I wanted more, I wanted to do more. I shyly offered my help to The Captured Collective. By then, Phomode.com was growing, slowly, but still growing. I so wanted to support this initiative I offered my help to them too. Well... They both finally said yes, so I am now a community watcher for both of them. And because I was still hungry for more, I asked to take over The Featured Collective because what I like the most about the VP Challenges, is that final day when we get to share the best shots and show them to the world. I think this is important. Not to hide in our own zone but exploring others'. Feed on others' greatness and wonderful ideas and visions... I want to share amazing things to amaze other people.

I'm not a big fan of liking or retweeting, I value comments more than anything, I value communication above everything. But to me, help and support others by doing all this, as Peter Reilly, The Photo Mode and Cari's Captures are already doing it every Friday, it's just how the world should go round. It feels natural. I love working for TCC a lot. We make a great team. But now, my days are sooooooo short! I need more hours to do everything. Yet, I asked Matt "Ok, now, how should we do more and go further?" We came up with a bunch of ideas but we need time to bring them to the community. So... Stay tuned!

LASTLY IS THERE ANY ADVICE YOU WOULD LIKE TO GIVE TO PEOPLE WHO ARE JUST STARTING OFF IN THEIR VP JOURNEY?

"Come what may, stay true to yourself. Always. And don't let people influence you in a way you wouldn't want to"

BROKENVEGETABLE

Shots From The Community

click vp names for links

By malignantvp
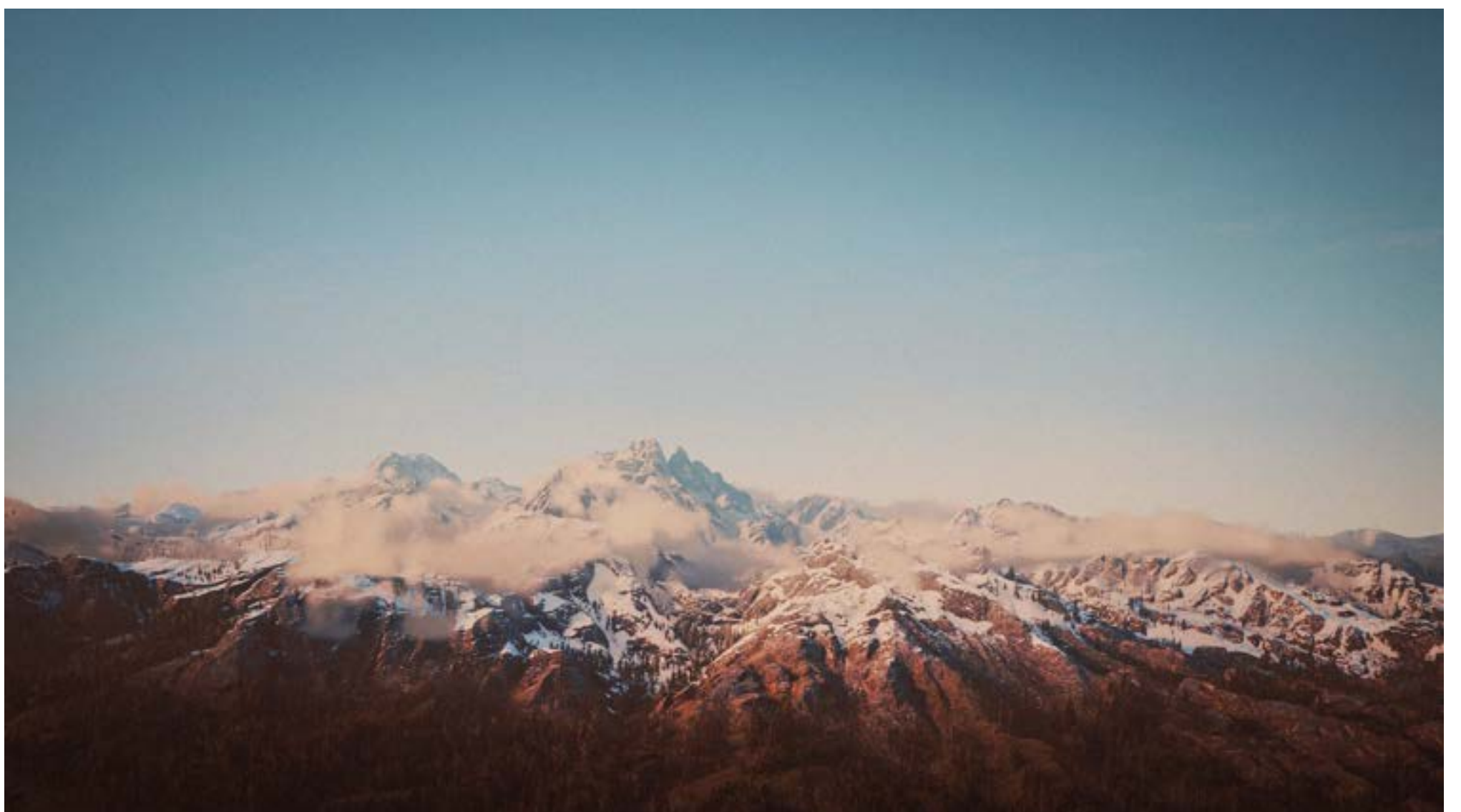

By Chris2551

TPM Twitter (click)

Shots From The Community

click vp names for links

By ItsYFP

By OneFortniteShot

By catchmegamin

TPM Twitter (click)

Shots From The Community

click vp names for links

By svid_vp

By IiliYul

TPM Twitter (click)

By adambomb2mk

By MisthosLiving

TPM Twitter (click)
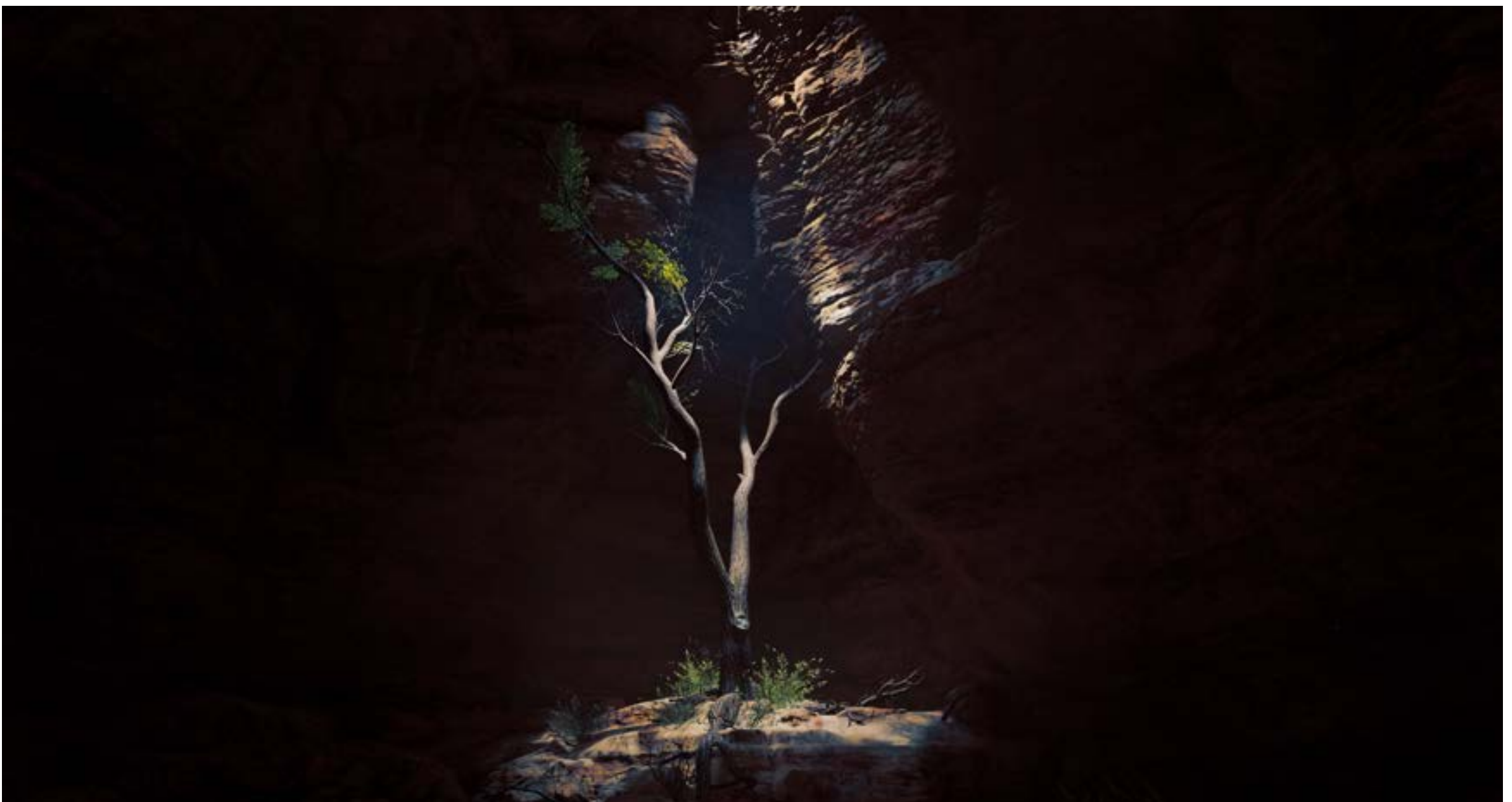
Hedronik

VIRTUAL PHOTOGRAPHY COMMUNITIES JOINING TOGETHER FOR

#VPDIVERSITY

We were honoured to of been asked to join the other VP communities throughout the month of July and promote diversity we see in the games we play today.

Below are a few of our favourite images from the event.

July 6th
- July 31st

The Captured Collective - GamerGram - The Photo Mode - Artist of Society - Virtual Photography Gamers - The Fourth Focus - The Gametographers - SocietyOf VirtualPhotographers - VGPNetwork

ahmedaafar99

jimdigri2i

leromir

cordoxi

sim_nell

shotsoulgamer

badgamerelite

galadeur
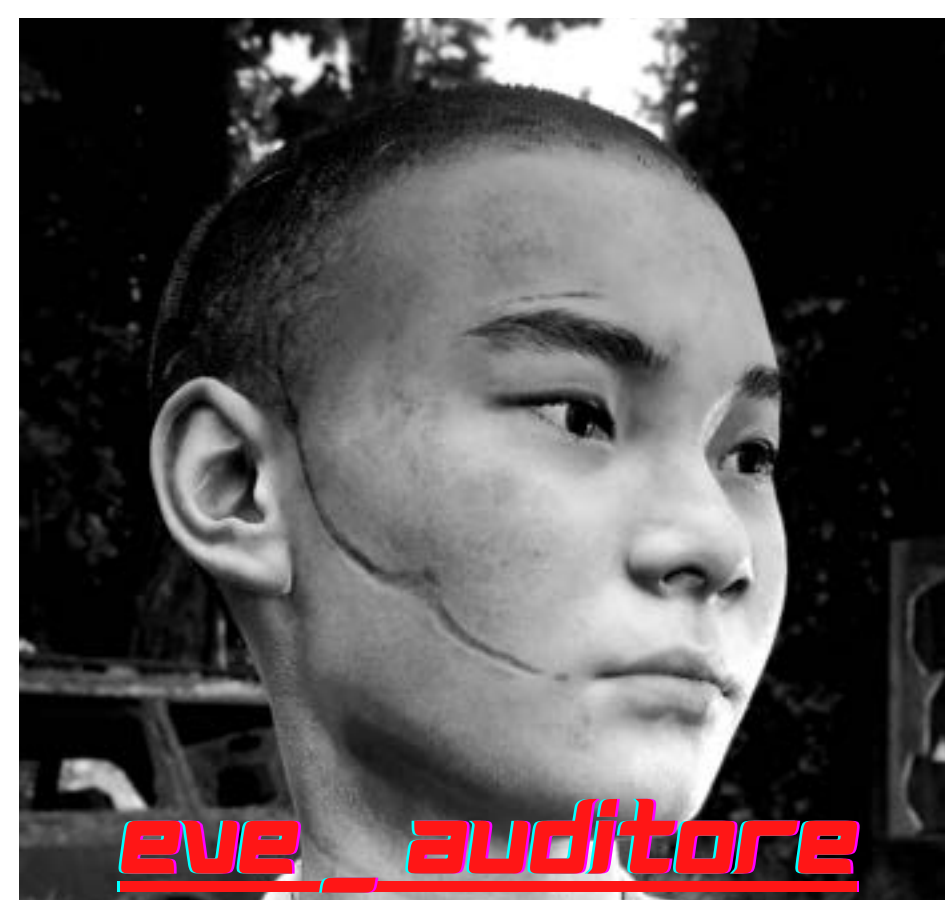
eve_auditore

BERDUU

Let's start with a simple portrait. This particular room/spot has a nice, soft, bloomy light. Finding good lights & shadows make about 95% of your shot. This thread can hopefully help you with the remaining 5%.

I usually use high DoF values for face close-ups and lower values the further I move away from the subject. For landscape shots I usually don't do DoF in this game, but rather try to get everything as sharp as possible.
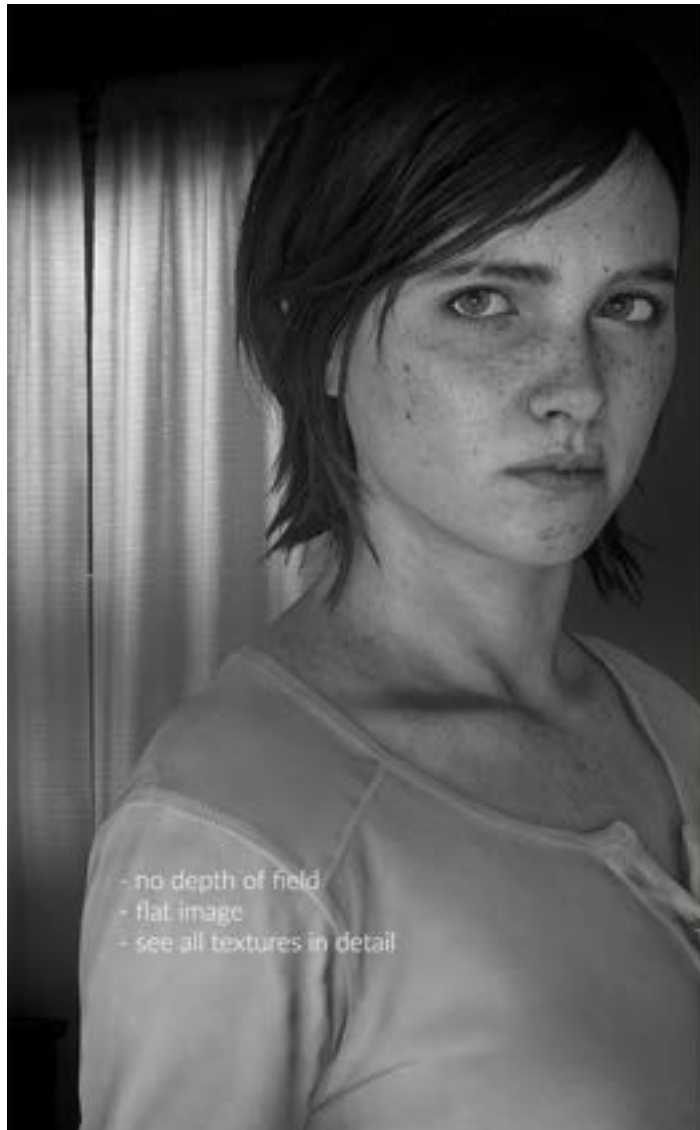

- no depth of field
- flat image
- see all textures in detail

- depth of field value at 80-90
- very narrow, only one eye in focus
- draws attention to her
- obscures unwanted things
- be careful when adjusting, you want to lock in to the eyes, but don't want the nose to be too blurry.

I take multiple shots at slightly different brightness and vignette values just in case, because I don't trust my TV.

I tend to go for the eye contact for portraits. To me it makes the shot less gamey, you're no longer observing, you are interacting with your subject. You have a camera and they're aware of it.

No eye contact in the middle shot, she's looking just *slightly* off-camera
Shots on the sides are looking at the camera.
I have now explained what eye contact means.

The Motion Blur slider blurs... the motion. It can add a nice touch to shots involving action and movement. You need a bit of luck with it, sometimes in high action scenes it'll just blur everything.

You can set a toggle for slow-motion in the Combat Accessibility Options. This is handy for action shots, pausing for a certain expression, or just practising for becoming the next SunhiLegend.

@NattyDread011

PureRef for easy overview and organising of different versions.

Do multiple takes. You will not run out of film. I've taken about 1500 shots in TLOU2. Published maybe 40 shots. 10 of them are good. I use PureRef to check out different versions and then pick the best one.
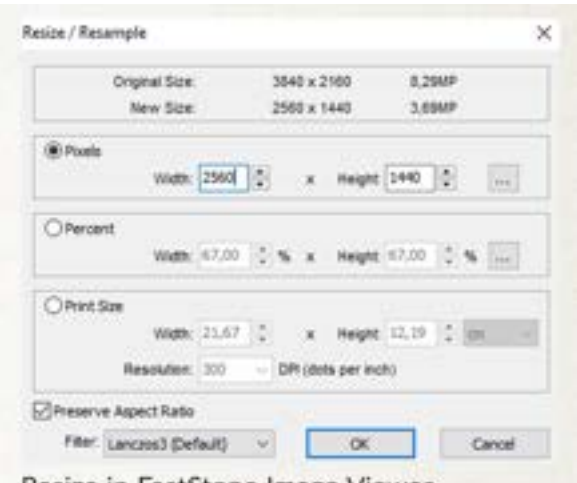
Tech stuff: set file format to PNG from your PS4 settings. By default it's JPG. I transfer the shots to my PC via USB stick. I resize all 4K shots to 1080 or 1440 pixels in height using Lanczos 3, Lanczos 2 (sharper) or Bicubic Sharper (sharpest).

PlayStation 4 settings

Copy to USB Stick

Resize in FastStone Image Viewer

Resize in Photoshop

Abby's idle animations include some nice stretches and neck rubs.

This shot was taken in the aquarium. I wiggled her a bit to make the ponytail face the camera. (It has great physics!) I found a nice light, and waited under it for the idle animation to trigger.

Settings:
FOV 0
No DoF
Noir filter 50%
Brightness adjustments

Composition tip: If your view of the world is too narrow, Abby's muscles might not fit into it. There is no photo mode filter to fix it, you just need to update yourself to the latest version of humans.

Idle animations. These are animations your character does over time when you don't control her. This game has tons of good ones. Observe your allies as well!

Noir filter at 100% is almost a cheat code for decent shots. I mostly use it at 40-60% for a more desaturated look. I sometimes use other filters, but very rarely.

Blorange

Inferno

Noir

I always make sure my shots are clear enough to read in thumbnail form. With large TV's thumbnail-proofing is hard, so it's good to check your PS4 capture folder before "letting go" and unpausing your shot.

The Last of Us™ Part II

All
Screenshots
Video Clips

⊗ Enter　◉ Back　OPTIONS Options Menu　SHARE (Press and Hold) Upload Screenshot　Petri Levalahti

Stood in the rain for a while, went inside, found a dark corner, wiggled in front of my companion's flashlight, crafted arrows and a more detailed melee weapon. Then tried to pause it at the exact right moment so the light hits the arrows, face and wet parts nicely... while getting some eye contact and emotion out of Ellie.

For the dark background that I often use you need a dark/dim space, one dominant light source, Noir filter at 50% and some brightness / vignette adjustments.

I'm doing the "turn left while holding a shotgun" animation after finally finding a good lighting spot. Also had to run to the water source constantly to keep her looking wet. Also turned on her chest flashlight to provide a rimlight for her face and weapon. Had to add some grain in post (I'm sorry) because of the slight banding caused by my reckless use of the photomode brightness slider.

This shot was taken in the aquarium. Noir filter at 50% with some brightness / vignette adjustments.

Get your characters wet for some juicy highlights. If there's no rain, jump into lakes, puddles, rivers. If there's no constant source of water, she will get dry in about a minute. Then you need to re-dip her into water.
Holy shit screenshotting is weird.

If you make Ellie run for a while, she'll get some sweat on her face. These highlights can be a nice addition to portrait shots.

Flashlight is your best friend. Moonlight is good. Sun is often just too harsh. Random lights found in the game can work well, if approached from a right angle.
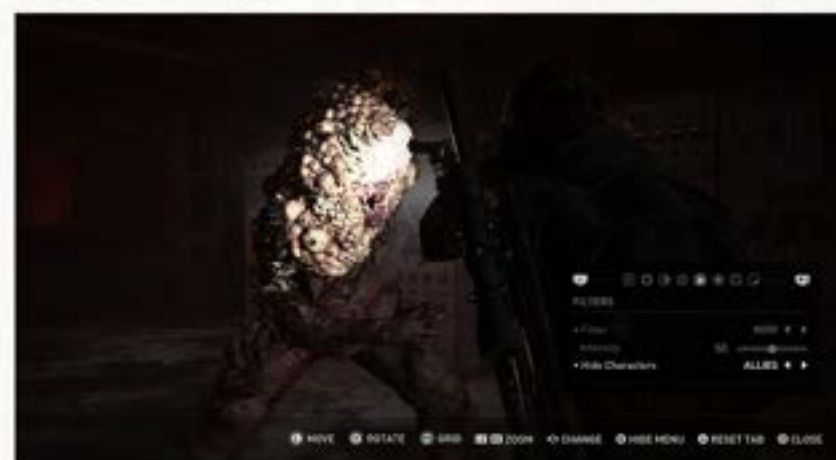

In front of Jessie's flashlight

Harassing Joel for 30 minutes to get the right light and a good expression

"You're weird, Ellie"

Basic shadow play with my flashlight.

Sometimes you have two flashlights in your scene (you + ally). You can "toggle" their flashlight off from the scene by hiding their character. Sometimes I hide myself and use the light from my ally.

Between a lantern and my flashlight

I do portraits mostly in 3:4, sometimes in 4:5 or 9:16.

I do all my portraits lying sideways on my couch. Then rotate & crop to 2160x2880 (3:4). I sometimes use the scientific method of placing empty toilet paper rolls to help with live 3:4 composition. You can get empty toilet paper rolls by using full toilet paper rolls.

Recapping some previous learnings: react to good light, find interesting animations/movement.

Use your inventory to add something to your scene. Molotovs for fire, smoke bombs for smoke. You can use smokes for some basic background layering.

Wiggle and move your characters around to give them some life. There's plenty of wonderful animations to explore in this game.

For this shot I was just spinning around in one spot like an idiot for 5 minutes. In the end I got a frame with some nice hair flow and even a blink.

Simple movements like just looking up can give you something interesting to work with.

Thoughts Behind The Shot
click vp names for links

By: ruidog.vp
The division 2

"My name is Guido. I"m 26 from Argentina. I'm a programmer and Student of English. Virtual photography for me is a new point of view of games and photography. I really love how a scene can change my perspective by a photo, the community of vp's is helpful and amazing, the people is super nice. The idea of this photo came after my country is in total quarantine while I was playing The Division. That's why I called it "The future we don't want, for everybody to stay in home"

By: sithya_photos
Shadow Of The Tomb Raider

"3 years ago I started to take shots in Mass Effect Andromeda but I really discovered my hobby for the virtual photography with Assassin's Creed Origins. Since 2019, I share my shots with the community on Instagram Im always impress by other talented virtual photographers here. Thank to this community I met friends all around the world. For this shot, I just discovered a great place with a stunning lighting. I wanted to take a shot with the wind in her hair. I'm really happy how this photo came out, Lara looks so peaceful and serene"

By: virtual.knox
forzahorizon4

"Hey my name is Oliver Queen and I'm from Canada . I've always been interested in photography and cars, thanks to quarantine I've been able to learn even more about cars and photography therefore turning into a fun hobby. Virtual photography means escaping reality to me. In a world where we're consistently reminded by people not to take big risks, virtual photography and the community teaches you different. Anything you're afraid to do in real life you can experiment with virtual photography and games in general and the community here is so positive that it will support you along the way. I've always love this Lamborghini but that why I wanted to make it more unique then just another Lamborghini picture...
I used adobe lightroom and photoshop to help me achieve this great shot.Which allowed me to take this shot to the next level"

By: baddestfemale
Assassin's Creed Odyssey

 "I'm a Frenchy gamer girl who loves video games, playing since age 8 with my father. I started Virtual Photography not even 1 year ago. For me Virtual Photography gives me the opportunity to express every kind of existing feelings inside and behind every single shot (taken by me actually), and also gives me the opportunity to share my work, my love and give emotions to everyone who's practicing VP principally (but not only). This shot was taken in one shot, it's hard to explain but every shot taken are taken with my emotions. I mean I'm trying to live with that shot, I'm working with feelings, I need to feel what I'm taking"

Thoughts Behind The Shot

By: mary__wick
Red Dead Redemption 2

"I'm from Portugal, I started taking screenshots in RDR2 which is my favorite game .And after some time I really liked the way the photomode was introduced.
I like to share my shots and have the feedback, and watch the different perspectives of other players.
It wasn't a planned shot, it was in Ambarino, a big fog came up and I got inspired and took the shot.

Thank you for the support"

By: st0rm.vp
Far Cry New Dawn

 "I started my page about 9 months ago with no idea on how things worked on Instagram or even what to post. I just had some screenshots & thought I'd share it.I posted some more since I didn't want to ruin the flow. But
as time passed I came across the Virtual Photography hashtag which lead
 me to different communities with people sharing similar interests.
One thing lead to another & I made some really affable friends over here towards whom I'm always grateful.This shot was actually random.
I heard a plane flying so I took the shot at just the right timing.
For editing it, as I mentioned in the original post, I was inspired by another awesome VP, pariashirdel whom I had just met. I was fascinated by her aesthetic shots displayed with minimalism & I decided to incorporate the same"

By: xenolith3d
Batman Arkham Knight

"My name is Sebastian and I'm 20 years old. I live in Sweden and started making screenshots around 3 years ago.
It has ever since been a true passion of mine. VP and its community are amazing. The greatest part about it is all the people I've met over these years. It's like a big awesome family. The idea of the shot came to my mind the first time I visited the location. I immediately knew how I wanted the shot to look like. The base photo mode is quite limited but thanks to Frans Bouma's camera tool on PC it was possible for me to make a vertical shot.I think the hardest part about making it was to line everything up and try to get Batman in the center of the screenshot.

By: hazelgreen_vp
Uncharted 4

"Like most of the time this shot wasn't planned, but there was something about this statue that immediately caught my attention.
I edited the background to complete black so the statue would really be the main focus in the picture, showing beauty and elegance.
Virtual Photography turned into a hobby which gives me the chance to express my creativity and feelings.

I see an own personal meaning in most of my pictures, which I try to express"

TPM Instagram (click)

The Virtual Photography Community

The PhotoMode

We are an all inclusive VP community with members from all over the world.
We dedicate our time to supporting the community with our daily retweets **#ThePhotoMode** and monthly magazine release. We also hold our weekly **#TPMfridays** which is designed to help VP's who are new to the community or with a low like count on their posts.
We held the **#VRVPgallery** comp where we tokenised and featured 10 VP's work in the virtual reality blockchain based world **Somnium Space.**

GamerGram GG

"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**

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)

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**

VPinspire

We shares weekly themes that anyone can take part in, at the end of the theme we encourage everyone to share what inspired them the most from fellow virtual photographers. We believe supporting and inspiring eachother brings the community together.

phomodecom

"Developed and designed by two close friends, **https://phomode.com/** 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."

# The Virtual Photography Community

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

Gametographers
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**#Gametography** for support.
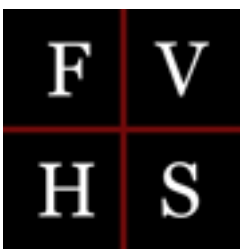
FridayVHS
Our goal is to share the horrible beauty that lives, in all its forms, in the virtual worlds of video games. An exhibition takes place every Friday. To participate, please use **#FridayVHS** . A Moment will then be created to share your work with the community.

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.
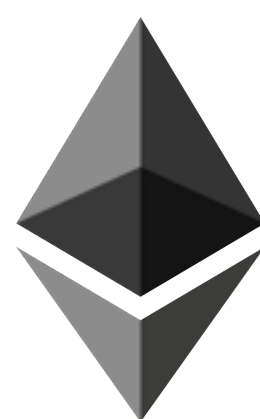
Snap_vp
I try to choose weekly themes under **#SnapSaturday** to inspire all VP's to get creative. Each theme covers a wide range of games and photomodes. It is great to see them all come in together on one day. It is aimed at everybody to have fun and join in for the day.

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

We accept ETH & BTC donations