

# THE PHOTOMODE

E-MAGAZINE



FORMS OF  
NATURE

VP&ME WITH  
@HULDERA1  
VP&ME WITH  
@BRONOUN\_

H.V.P

## OUR PAGE IS YOUR STAGE

THIS IS OUR MOTTO HERE AT TPM, WE DEDICATE OUR PAGES TO YOU THE VIRTUAL PHOTOGRAPHY COMMUNITY.

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.

IF YOU LIKE ONE OF THE FEATURED ARTISTS WITHIN THE MAG SIMPLY CLICK THE FEATURED IMAGE AND IT WILL TAKE YOU DIRECTLY TO THEIR TWITTER PROFILE SO YOU CAN SHOW THEM SOME SUPPORT.

## OUR GOALS

TO SUPPORT 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 CONNECT THE COMMUNITY WITH DEVELOPERS OF THEIR FAVOURITE GAMES WITH EXCLUSIVE INTERVIEWS AND CONTENT.

## MEET THE TEAM



JACK/VIRTUAL TOURISM -  
COMMUNITY MANAGER



RYAN/POACHIIN -  
CONTRIBUTING AUTHOR



MIK/THEFOURTHFOCUS -  
CONTRIBUTING AUTHOR

## WE ENCOURAGE

BUILDING REAL COMMUNITY  
SUPPORT AROUND YOUR PAGE  
AND THAT STARTS WITH YOU.  
SEARCH DIFFERENT COMMUNITY  
# ONCE A DAY.

## WE RECOMMEND ...

#VIRTUALPHOTOGRAHY  
#THEPHOTOMODE  
#VGPUNITE  
#GAMERGRAM  
#THECAPTUREDCOLLECTIVE

DROP SOME LOVE, UPLIFTING  
COMMENTS AND FOLLOW  
PEOPLE YOU CONNECT WITH.

WANT TO BE FEATURED?

TAG US OR USE  
#THEPHOTOMODE

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SPIRIT OF THE NORTH  
ENHANCED EDITION  
**REVIEW**

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TITLE: SPIRIT OF THE NORTH | DEVELOPER: INFUSE STUDIO | PUBLISHER:  
MERGE GAMES | INITIAL RELEASE: 26TH NOVEMBER 2020

WHILE NEW CONSOLE LAUNCHES ARE OFTEN ABOUT A HANDFUL OF HIGHLY ANTICIPATED AAA TITLES FROM HUGE DEVELOPMENT STUDIOS, THEY ALSO WELCOME SOME LITTLE GEMS FROM SMALLER INDEPENDENT TEAMS, AND MAKING IT'S WAY TO PS5 THIS WEEK IS THE ENHANCED EDITION OF INFUSE STUDIO'S DEBUT TITLE, SPIRIT OF THE NORTH. CREATED BY A CORE TEAM OF JUST 2 PEOPLE, THE GAME IS A BEAUTIFUL ADVENTURE AND THIS LATEST VERSION SEES THE 2019 ORIGINAL FROM PS4 AND NINTENDO SWITCH BROUGHT RIGHT UP TO DATE WITH REMASTERED TEXTURES, IMPROVED WATER, ENHANCED LIGHTING, AND FULL 4K RESOLUTION RENDERED AT 60 FPS. A TITLE LIKE THIS IS SIMPLY NOT ABOUT TECHNICAL SPECIFICATIONS THOUGH, AND SHOULD BE ENJOYED AS THE ARTISTIC EXPRESSION THAT IT IS INTENDED TO BE.



COMPARABLE TO SOMETHING YOU MAY HAVE COME TO EXPECT FROM THATGAMECOMPANY, SPIRIT OF THE NORTH: ENHANCED EDITION IS A GORGEOUS AND RELAXING GAME OF EXPLORATION THAT SEES YOU PLAY AS A RATHER CUTE FOX AS HE ROAMS ACROSS A SERIES OF ICELANDIC LANDSCAPES. DELIBERATELY FREE FROM ANY DIALOGUE OR WRITTEN NARRATIVE, THE NORDIC FOLKLORE STORY IS TOLD PURELY THROUGH DISCOVERY AND IS SET TO TRANQUIL PIANO MUSIC THAT EVOKES A FEELING OF THE 1982 ANIMATED CLASSIC, THE SNOWMAN, WITH HINTS OF GARY JULES' COVER OF MAD WORLD. AT TIMES, IT FEELS GREAT JUST TO SIT AND LISTEN...

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GAME PLAY MOSTLY REVOLVES AROUND SOLVING ENVIRONMENTAL PUZZLES THAT GRADUALLY GROW IN COMPLEXITY AS YOUR MORTAL FOX MAKES A CONNECTION TO THE SPIRIT WORLD AND UNCOVERS THE MYSTERY OF A LOST CIVILISATION. THERE MAY NOT BE QUITE ENOUGH DEPTH TO KEEP PLAYERS THINKING FOR TOO LONG, BUT THE SOLUTIONS ARE REWARDING ENOUGH TO ADD A SENSE OF SATISFACTION AS YOU CLEAR EACH AREA. THE GAME IS NOT WITHOUT ITS FLAWS THOUGH, MOSTLY CONCERNING THE OCCASIONALLY SKITTISH CONTROLS THAT CAN MAKE THINGS SUCH AS CORRECTLY JUMPING TO A PLATFORM QUITE UNPREDICTABLE AT TIMES, BUT THIS IS A TITLE WITH AN ABUNDANCE OF CHARM AND ONE THAT MAKES THE INCLUSION OF A PHOTO MODE ALL THE MORE WELCOME.



READ ON TO FIND OUT IF THE TOOLS ARE PERFECT TO CAPTURE THE ARTISTIC STYLE OF THIS SPIRITUAL JOURNEY, OR IF THEY GET LOST IN THE ETHER...

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## CONTROLS & IMPLEMENTATION:

THE PHOTO MODE IS NEVER FAR AWAY IN SPIRIT OF THE NORTH WITH A QUICK PRESS OF DOWN ON THE D-PAD JUMPING STRAIGHT INTO IT AT ANY TIME OUTSIDE OF A CINEMATIC CUT SCENE. IN KEEPING WITH THE GAME'S NARRATIVE-FREE DESIGN, THE PHOTO MODE IS PRESENTED WITH A PLEASING UI THAT RELIES ON GRAPHICAL REPRESENTATIONS OF EACH FEATURE AND NON-NUMERICAL SLIDERS FOR EACH SETTING WHILE ALSO INCLUDING A HELPFUL THIRDS GRID, ALBEIT ONE THAT IS EVER-SO-SLIGHTLY OFF-CENTRE. THE EXCEPTION TO THE GRAPHICAL DESIGN IS PERHAPS THE HEAVY-HANDED CONTROL LEGENDS THAT COME COMPLETE WITH DARKENING VIGNETTE ACROSS THE TOP AND BOTTOM OF THE SCREEN; IT WOULD BE NICE TO SEE THESE FADE AWAY AFTER A FEW MOMENTS FOR A CLEANER VIEW OF THE UNDERLYING IMAGE. OF COURSE, THE WHOLE PHOTO MODE UI CAN BE HIDDEN BY PRESSING  $\triangle$  TO TAKE THE FINAL SHOT, BUT IT IS UNFORTUNATELY NOT POSSIBLE TO ADJUST ANY OF THE SETTINGS IN THIS UNOBSTRUCTED VIEW.



A BIG QUESTION FOR ANY PHOTO MODE IS ALWAYS "HOW DOES THE CAMERA HANDLE?", AND ON PAPER AT LEAST, THE CAMERA CONTROLS HERE ARE QUITE SENSIBLE WITH LATERAL TRUCK & DOLLY ON THE LS, PAN & TILT ON THE RS, VERTICAL CRANE VIA L1 / R1 AND LENS ZOOM ON THE L2 / R2 TRIGGERS. THERE IS AN ISSUE THOUGH. THE CAMERA PAN, I.E. THE SIDE-TO-SIDE "LOOK" DIRECTION, OPERATES WITH AN INVERTED X-AXIS MEANING THAT THE LEFT / RIGHT INPUTS ON THE STICK ARE REVERSED ON-SCREEN. WHILE THIS MAY BE MANAGEABLE IN A THIRD-PERSON GAME CAMERA VIEW, IT MAKES LITTLE TO NO SENSE AT ALL IN THE FIRST-PERSON VIEW OF THE PHOTO MODE CAMERA, TO THE EXTENT THAT I DO WONDER WHETHER THIS IS AN UNINTENTIONAL BUG, ESPECIALLY GIVEN THAT THE STATE OF INVERSION DOES NOT CHANGE WITH THE GAME'S X-AXIS OPTIONS.

THIS IS NOT TO SAY THAT IT LIMITS FUNCTIONALITY AS SUCH, IT SIMPLY ADDS FRUSTRATION TO THE COMPOSITION OF EACH SHOT AND IS SOMETHING THAT I, AND I SUSPECT MANY OTHERS, CANNOT REALLY GET USED TO AND PROBABLY SHOULDN'T HAVE TO.

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OVERCOME THAT NIGGLE THOUGH, AND THE 180° CENTRE-AXIS ROLL FOUND IN THE UI, AND THE GENEROUS CAMERA BOUNDING SPHERE ALONG WITH IT'S AMUSING "TOO FAR!" WARNING TRIANGLE, MEAN THAT ACHIEVING A VARIETY OF COMPOSITIONS IS NO PROBLEM. AN APERTURE ADJUSTMENT SETTING ALSO APPLIES A DEPTH OF FIELD EFFECT THAT ACTUALLY RENDERS A SATISFYING DEFOCUS AS WELL AS AN ELEGANT BOKEH ON SPECULAR LIGHT SOURCES. IT IS HOWEVER, LET DOWN IN SPECTACULAR FASHION BY A COMPLETE LACK OF FOCUS ADJUSTMENT.

DEPTH OF FIELD AND FOCUS DISTANCE ARE SO INTRINSICALLY LINKED THAT HAVING ONE WITHOUT THE OTHER SIGNIFICANTLY LIMITS ITS USE. IN THIS CASE, THE POINT OF FOCUS IS ESSENTIALLY LOCKED AT A SET DISTANCE FROM THE CAMERA, MEANING THAT AT ANY GIVEN ZOOM LENGTH, YOU MUST ALWAYS MAINTAIN THE SAME DISTANCE BETWEEN THE CAMERA AND SUBJECT FOR THEM TO BE IN FOCUS WHEN A SHALLOW DEPTH OF FIELD IS APPLIED. THIS NOT ONLY NULLIFIES THE USE OF DEPTH OF FIELD BUT ALSO NATURALLY RESTRICTS THE RANGE OF COMPOSITION TOO.



THE PROBLEM CAN BE OVERCOME TO SOME EXTENT BY MOVING THE APERTURE SLIDER TO THE LEFT TO INCREASE THE FIELD DEPTH, BUT THIS OBVIOUSLY COMES AT THE COST OF NO LONGER ISOLATING FOREGROUND SUBJECTS FROM THE BACKGROUND. SACRIFICING DEPTH OF FIELD FOR THE SAKE OF COMPOSITION AND FOCUS IS A HUGE DISADVANTAGE, BUT THAT LACK OF FOCAL ADJUSTMENT STILL HAS ONE EXTRA STING IN ITS TAIL. MOVE THE CAMERA TOO CLOSE TO A SUBJECT, SUCH AS THE EVER-ALLURING FOX, AND IT WILL BE BEYOND THE RANGE OF ACCEPTABLE FOCUS, EVEN AT THE LOWEST DEPTH OF FIELD SETTING. SUCH A SHAME THEN, THAT THE ONLY REAL WAY TO GET A CLOSE SHOT OF THAT ALMOST HAND-PAINTED FUR IS WITH A POST-CAPTURE CROP.

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THE REST OF THE UI OPTIONS ARE THANKFULLY MORE VERSATILE AND INCLUDE THE ABILITY TO SWAP BETWEEN ANY UNLOCKED FOX SKINS WITHOUT LEAVING THE PHOTO MODE, PLUS A SMALL SELECTION OF OPTICAL EFFECTS WHICH CAN BE COMBINED EFFECTIVELY TO TAKE ADVANTAGE OF THE AVAILABLE LIGHT SOURCES.

ASIDE FROM A GLITCH IN THE SLIDER THAT SEES A DEAD-ZONE OCCUR WITH EACH DIRECTIONAL CHANGE AND LIMITS MID-RANGE PRECISION, SOMETHING AKIN TO MECHANICAL BACKLASH IN ENGINEERING TERMS, THE BRIGHTNESS SETTING CAN EASILY ACHIEVE AN OVER OR UNDER EXPOSED IMAGE IN MOST SCENES. AN APPLIED VIGNETTE IS SIMILARLY EFFECTIVE, RANGING FROM NONE AT ALL TO A STRONG DARKENING OVER MOST OF THE IMAGE WITH ONE SIMPLE ADJUSTMENT BAR, WHILE THE FINAL OPTION ENABLES YOU TO GREATLY ENHANCE THE GAME'S GLOWING HIGHLIGHTS.



IT'S HARD TO KNOW EXACTLY WHAT TO CALL THE FEATURE SEEING AS THERE ARE NO GIVEN NAMES, BUT I WOULD SAY THAT IT IS A COMBINATION OF BLOOM AND LENS FLARE. BLOOM ADDING A DIFFUSE GLOW THAT ALSO SOFTENS THE IMAGE IN A RECREATION OF THE WAY THAT PARTICULARLY BRIGHT LIGHT SOURCES BLEED INTO NEIGHBOURING PIXELS ON A DIGITAL CAMERA SENSOR; AND LENS FLARE SIMULATING LIGHT SCATTERING ARTEFACTS CAUSED BY REFLECTIONS WITHIN THE LENS.

EXPERIMENTING WITH THESE OPTIONS CAN RESULT IN SIGNIFICANT VARIATION IN THE RESULTING IMAGE, ALTHOUGH IT IS UNFORTUNATE THAT THERE ARE NO OTHER COLOUR FILTERS OR TONING OPTIONS TO TAKE THE CREATIVE SCOPE FURTHER. THE PHOTO MODE-LITE APPROACH ACTUALLY WORKS FOR SPIRIT OF THE NORTH THOUGH, BUT IT WOULD UNDOUBTEDLY BENEFIT FROM A LITTLE MORE ATTENTION TO IRON OUT THE FEW ISSUES AND INCLUDE THE ESSENTIALS NEEDED TO TAKE ADVANTAGE OF WHAT IS ALREADY THERE.

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## PHOTOGRAPHIC OPPORTUNITY:

SPIRIT OF THE NORTH: ENHANCED EDITION IS ALL ABOUT THE ART STYLE WHEN IT COMES TO GENERATING THE INSPIRATION TO CAPTURE THAT NEXT PHOTO MODE SHOT. YOUR FURRY FOX COMPANION HAS CERTAINLY BEEN LOVINGLY CRAFTED, AND IT ACTUALLY MAKES A NICE CHANGE TO HAVE A CREATURE LIKE THIS AS THE STARRING ROLE RATHER THAN JUST A LOWER QUALITY WORLD INHABITANT. THAT DENSE RED COAT BEGS TO BE TOUCHED, THE TAIL WAGS ON DEMAND, AND SOME ENDEARING ANIMATIONS SUCH AS A DRYING SHAKE AFTER A SWIM, OR CURLING UP TO GO TO SLEEP WHEN LEFT IDLE WILL ALL ADD A SENSE OF CHARACTER TO THE SUBJECT.



SHOULD THE CLASSIC COLOUR NOT BE QUITE WHAT YOU ARE LOOKING FOR THEN THE 9 UNLOCKABLE SKINS, INCLUDING THE ENHANCED EDITION EXCLUSIVE BLACK MARBLE AND CHAMPAGNE COLOURS, WILL HELP TO ADD SOME VARIATION TO YOUR STAR SUBJECT. WITH NO OTHER MEANINGFUL CAST OF CHARACTERS THOUGH, THERE ARE ONLY SO MANY SHOTS TO BE TAKEN OF A SINGLE FOX AND THE NEXT OBVIOUS SUBJECT WILL LIKELY BE THE ENVIRONMENTS. RIGHTLY SO, AS THE NORDIC LANDSCAPES ARE INVITINGLY BEAUTIFUL AND INCLUDE SNOWY MOUNTAINS, UNDERGROUND CAVERNS AND INTERESTING ROCK FORMATIONS, ALL WITH A VERY APPARENT INFLUENCE FROM ICELANDIC TERRAIN MEANING THAT BLACK SAND, GEOTHERMAL VENTS AND BLUE LAGOON-STYLE POOLS ARE OFTEN AT HAND TO MAKE UP A WORLD THAT IS RICH IN DETAIL.

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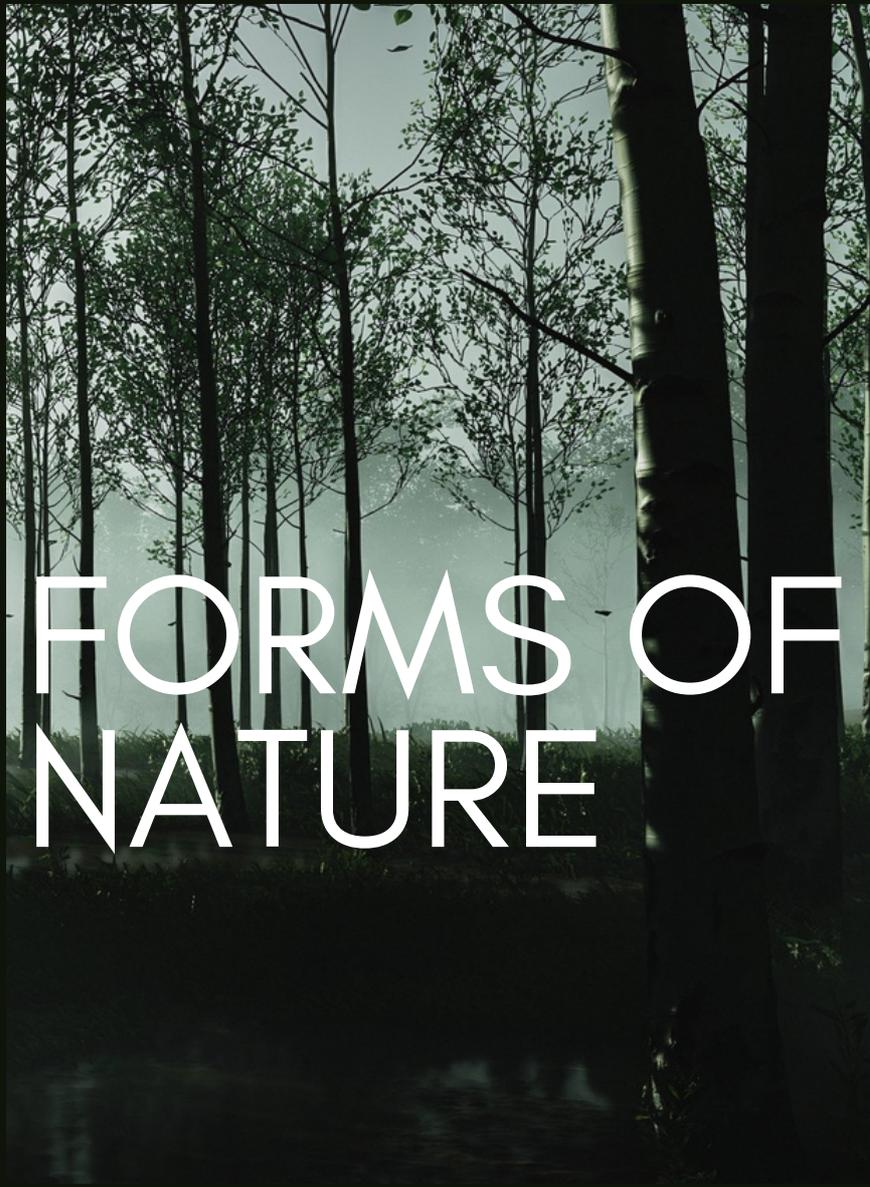
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BY THE VERY NATURE OF THE GAME THOUGH, THERE CAN BE A FEELING OF ISOLATION AS YOU CONTINUE A SOLITARY JOURNEY THROUGH FORGOTTEN LANDS. ALTHOUGH THIS CAN BE A POTENTIAL SOURCE OF ARTISTIC EXPRESSION IN ITSELF, IT IS SOMETHING THAT MAY BE UNINSPIRING FOR SOME PEOPLE DURING THE GAME'S SLOW EARLY PACE. PUSH ON INTO THE STORY THOUGH, AND YOU WILL BE REWARDED WITH MORE MYSTERIOUS LOCATIONS, ANCIENT STRUCTURES BEING OVERRUN BY A MALEVOLENT FORCE, AND THE VIVID LUMINESCENCE OF THE FOLKLORE SPIRITS THAT ARE LINKED TO THE NORTHERN LIGHTS. INDEED, THE LIGHTS IN THIS GAME CAN BE EXCELLENT AT TIMES, AND THE WORLD WILL THROW UP SOME PLEASINGLY INTRICATE DETAILS SUCH AS ELABORATE SNOWFLAKES THAT WILL DO JUST ENOUGH TO INVITE EXPERIMENTATION WITH THE ADMITTEDLY LIMITED PHOTO MODE TOOLS..

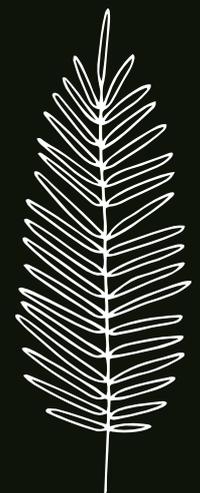
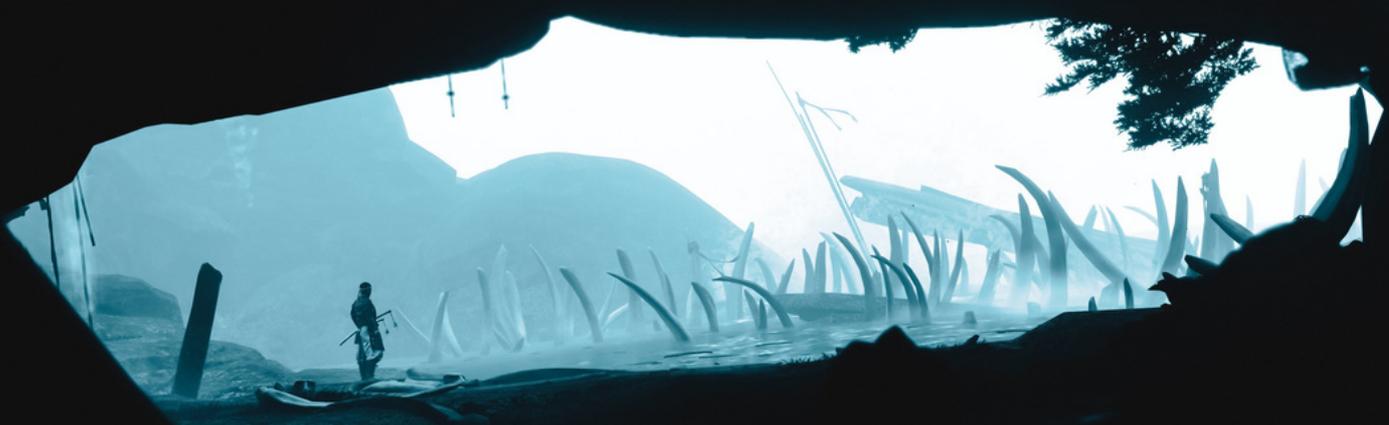


#### VERDICT:

SPIRIT OF THE NORTH IS A BEAUTIFUL EXPERIENCE THAT IS A CREDIT TO THE TINY TEAM BEHIND IT. THE LIMITATIONS DO SHOW THROUGH, BUT NOT ENOUGH TO SPOIL THE 8 - 10 HOUR STORY. THE MINIMALISTIC IMPLEMENTATION OF THE PHOTO MODE IS ACTUALLY BEFITTING OF THE STYLE AND DIRECTION OF THE GAME ITSELF, ALMOST MAKING IT A PERFECT PLACE FOR CASUAL PHOTOGRAPHERS TO GET SOME FEEL-GOOD SHOTS, OR FOR A NEW VIRTUAL PHOTOGRAPHER TO LEARN SOME TECHNIQUES. UNORTHODOX CONTROLS AND THE ODD MISSING ESSENTIAL MAKE THAT HARDER THAN IT SHOULD BE, BUT WITH A LITTLE BIT MORE WORK (PRIMARILY ON ADDING FOCUS ADJUSTMENT), THIS COULD BE A PHOTO MODE THAT IS JUST AS CHARMING AS ITS SUBJECT.



# FORMS OF NATURE





@KIRA\_ZITA - THE LAST OF US 2





@SOLEMIST - GHOST OF TSUSHIMA



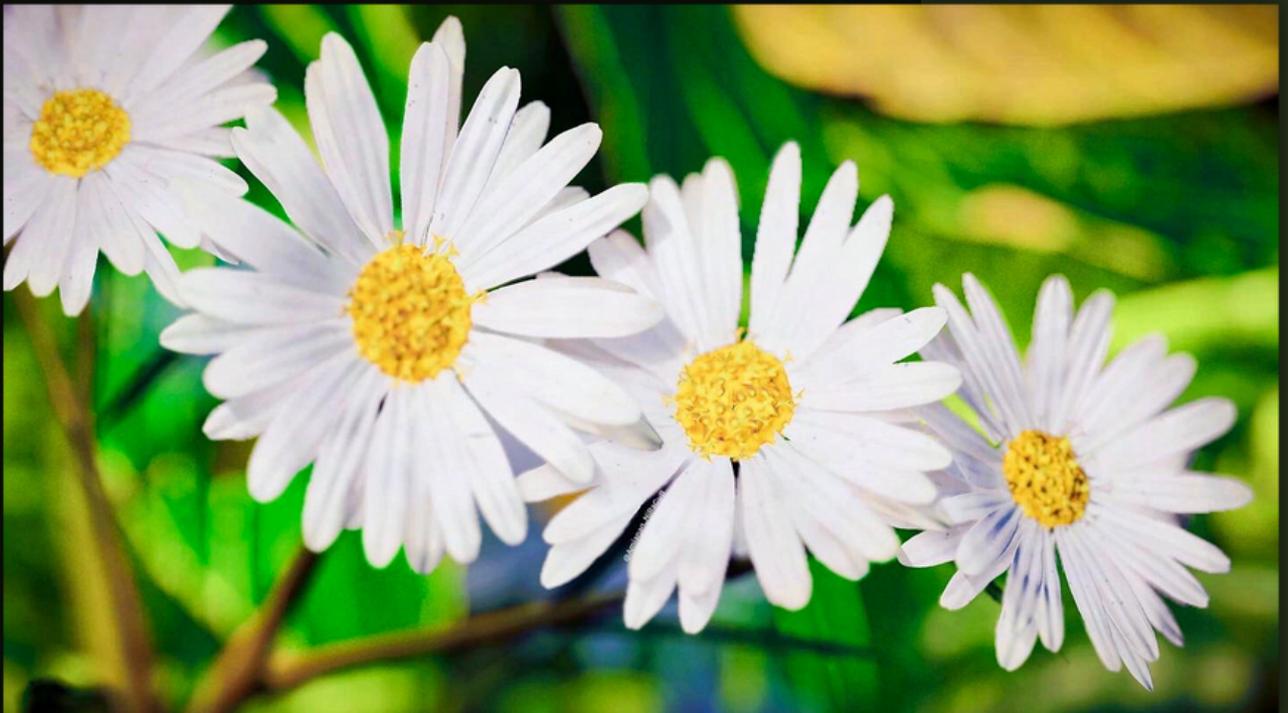


@9B75 -HORIZON FORBIDDEN WEST





@TANFOI -UNCHARTED 4



@AMIANAN\_NIRAGUB -HORIZON FORBIDDEN WEST

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@UVIOLETRA -GHOST OF TSUSHIMA





@BANANATOMPS5 - GUARDIANS OF THE GALAXY



@BARRYP AUST - HORIZON ZERO DAWN





@HOWIEVP - GHOST OF TSUSHIMA

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@COMPUT\_ART - ART OF RALLY



@DEXM\_DS - HORIZON FORBIDDEN WEST



@ANN\_DON\_ - ASSASSINS CREED VALHALLA

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@EVEYGAMEPHOTO - THE LAST OF US 2

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@JULES\_VP\_ - GHOST OF TSUSHIMA



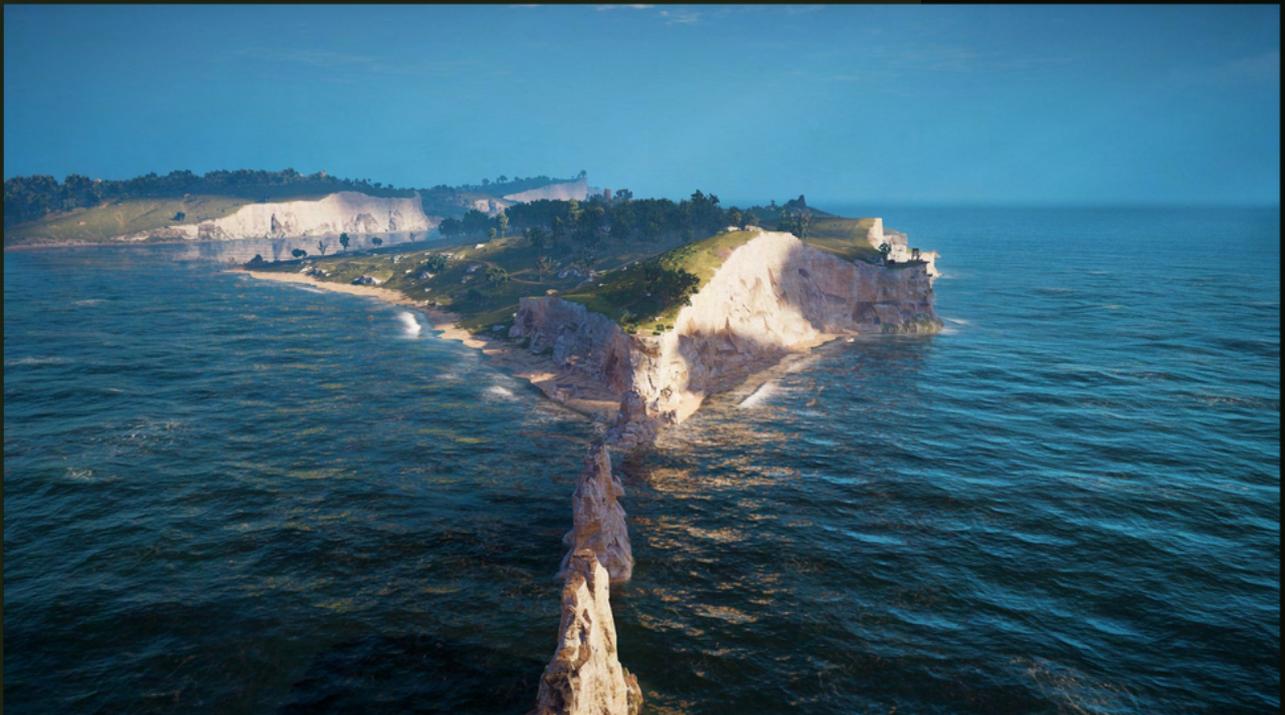
@GAMINPIXELS - HORIZON FORBIDDEN WEST

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@TYPICALCHEAP - ASSASSINS CREED VALHALLA



@YUXI\_NOIR - ASSASSINS CREED VALHALLA

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@MYSTIX3DX - GTAV, ASSASSINS CREED ORIGINS, RED DEAD REDEMPTION 2





@NOVA1990 - FALLOUT 4





@AYGHAN - ASSASSINS CREED ORIGINS



@ROBBYROSE69 - ASSASSINS CREED VALHALLA

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@MORPH\_\_1 - HORIZON FORBIDDEN WEST

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@GAMES\_CAPTURED - RED DEAD REDEMPTION 2

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VP & ME WITH  
@BRONOUN



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## WHAT WAS THE FIRST GAME THAT SPARKED AN INTEREST IN VIRTUAL PHOTOGRAPHY AND WHY?

HANDS DOWN UNCHARTED 4. I WAS COMPLETELY BLOWN AWAY WITH HOW REALISTIC THE CHARACTER MODELS AND ENVIRONMENTS LOOKED. IT WAS ALSO MY FIRST EXPERIENCE ON THE PS4 AND IT MADE ME INCREDIBLY EXCITED FOR THE NEXT GENERATION OF GAMING.



HOWEVER, WHEN I PLAYED IT INITIALLY AT LAUNCH I WASN'T AWARE OF THE CONCEPT OF VIRTUAL PHOTOGRAPHY AND I NEVER REALLY UTILISED THE PHOTO MODE. IT WASN'T UNTIL YEARS LATER WHEN I DECIDED TO REPLAY THE UNCHARTED SERIES DURING QUARANTINE THAT I MADE USE OF IT. IT STARTED OUT WITH ME JUST TAKING SCREENSHOTS TO USE AS MY BACKGROUND ON THE PS4. THEN OVER TIME IT STARTED TO BECOME AN UNINTENDED PASSION OF MINE, WITH REAL LIFE SCENIC PHOTOGRAPHY BEING THE MAIN INSPIRATION BEHIND MY SHOTS. I LOVE SHOWING HOW BEAUTIFUL MODERN DAY GRAPHICS HAVE BECOME WHILE ALSO BRINGING ATTENTION TO A LOT OF THE DETAILS IN GAMES THAT THE AVERAGE GAMER WOULD MISS OR TAKE FOR GRANTED.



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## WHO IN THE VIRTUAL PHOTOGRAPHY COMMUNITY INSPIRES YOU AND WHY?

IFZD (@[ILIASFEIZIDIS](#)) WAS MY EARLIEST INSPIRATION WHEN IT CAME TO VP, AND STILL CONTINUES TO BE. HIS CAPTURES FEEL LIKE YOU'RE EXPERIENCING A LET'S PLAY BUT THROUGH PHOTOGRAPHY. YOU CAN FEEL THE LOVE AND PASSION HE PUTS BEHIND EACH AND EVERY ONE OF HIS SHOTS, WHICH I'M SURE IS ONE OF THE MANY REASONS HE IS NOW AN OFFICIAL GAME CAPTURE ARTIST FOR FUNCOM.

EVEY (@[EVEYGAMEPHOTO](#)). IT'S HARD TO PUT INTO WORDS HOW MUCH HER WORK HAS INSPIRED ME. I REMEMBER DISCOVERING HER PAGE AND BEING COMPLETELY BLOWN AWAY. SHE HAS SUCH A UNIQUE STYLE AND EYE THAT CAN'T BE EMULATED. IT'S WHAT INSPIRED ME TO START EXPERIMENTING WITH MY OWN SHOTS. SHE'S ALSO BECOME A REALLY GOOD FRIEND OF MINE AND HER CONTINUOUS SUPPORT HAS BEEN ONE OF THE MAIN REASONS WHY I NEVER HESITATE OR SECOND GUESS MYSELF ANYMORE WHEN IT COMES TO SHARING MY WORK, FOR THAT I'M BEYOND GRATEFUL.



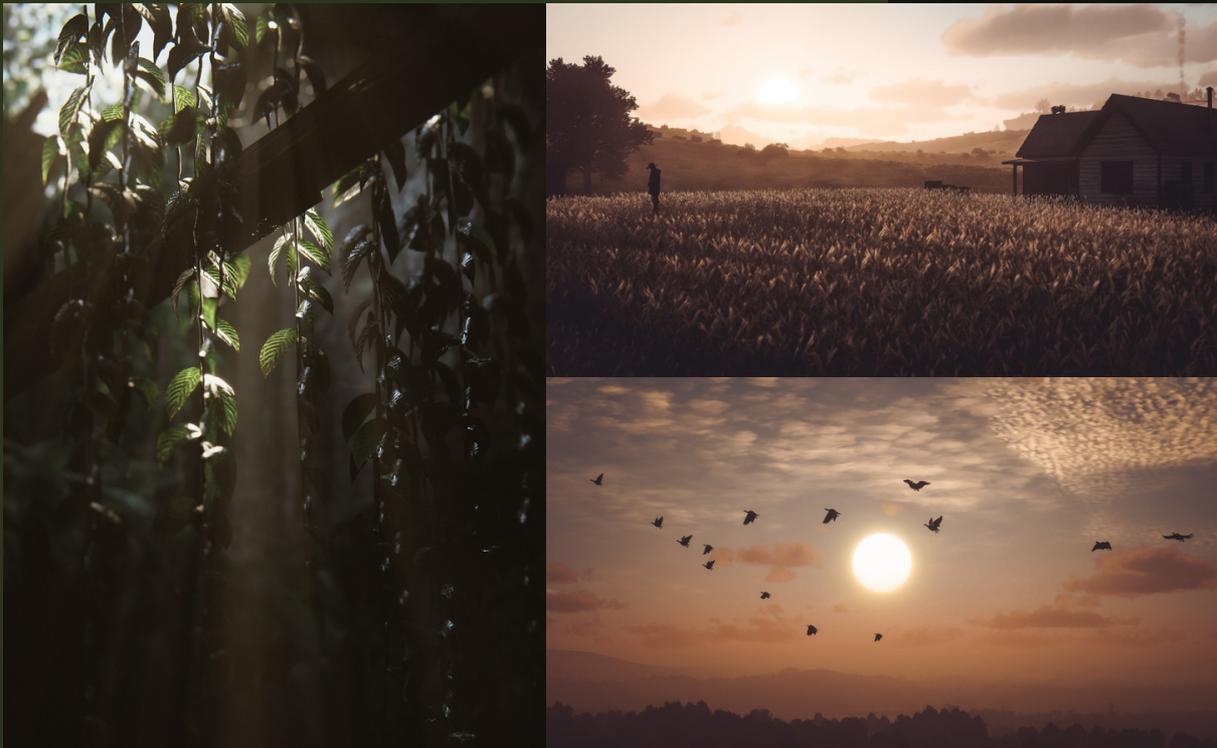
I COULD HONESTLY NAME SO MANY MORE.. STEFFI (@[STEFANIEMCMAKEN](#)), CAMILA (@[CAMISGUL](#)), IGOR (@[IVWBK](#)), IVAN (@[NEOVANDALIZAM](#)), DEX (@[DEXM\\_DS](#)), BECCI (@[I3ECCI](#)), TYLER (@[CHOSEVOID](#)), LUKE (@[LUKEKASINGER](#)), JULIE (@[JULES\\_VP\\_](#)), BIANCA (@[UVIOLETRA](#)) JUST TO NAME A FEW. THE POSITIVITY AND SUPPORT THAT THE VP COMMUNITY HAS SHOWN ME HAS CONTINUED TO INSPIRE ME MORE THAN I'LL EVER NEED!



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DO YOU HAVE ANY ADVICE FOR PEOPLE WHO MIGHT BE CONSIDERING TAKING SHOTS FOR THE FIRST TIME?

DON'T OVERTHINK IT, JUST TAKE IT. I'VE SEEN A LOT OF PEOPLE GET WRAPPED UP IN NUMBERS AND FOLLOWERS AND EVENTUALLY BASE THEIR SHOTS AROUND IT. EVERYONE HAS THEIR OWN UNIQUE STYLE AND YOU'LL NEVER FIND OUT WHAT YOURS IS IF YOU ALLOW YOUR ART TO BE INFLUENCED BY OTHERS. REMEMBER, TASTE IS SUBJECTIVE.



WHICH PHOTO MODE DO YOU FEEL IS THE STRONGEST IN TERMS OF ACCESSIBILITY AND FEATURES?

INSOMNIAC'S PHOTO MODE FOR SPIDER-MAN REMASTERED AND MILES MORALES. IT HAS A FEATURE CALLED LIGHT MODE WHICH IS A PERSONAL FAVOURITE OF MINE. BEING ABLE TO ADJUST THE LIGHTING IS A HUGE WIN FOR ME. IT HAS ANOTHER COOL FEATURE AS WELL CALLED "HIDE WEATHER". I'M SURE EVERY VIRTUAL PHOTOGRAPHER HAS BEEN IN A SITUATION WHERE YOU HAVE A REALLY NICE SHOT ALIGNED UP, BUT IT'S EITHER RAINING OR SNOWING AND IT KIND OF TAKES AWAY FROM THE VIBE OF YOUR SHOT. THIS FEATURE FIXES THAT. GHOST OF TSUSHIMA IS ANOTHER INCREDIBLE PHOTO MODE. BOTH OF THEM ALLOW FOR SUCH CREATIVITY WHEN IT COMES TO PUTTING YOUR OWN PERSONAL TASTE INTO A SHOT.



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## WHAT MAKES AN EXCELLENT SHOT IN YOUR OPINION?

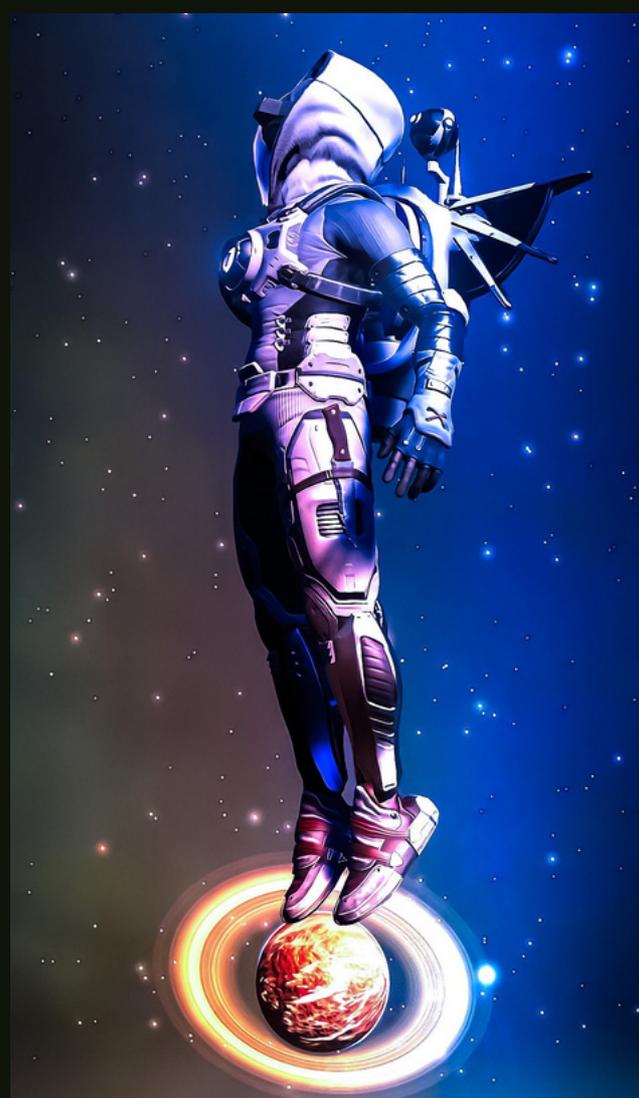
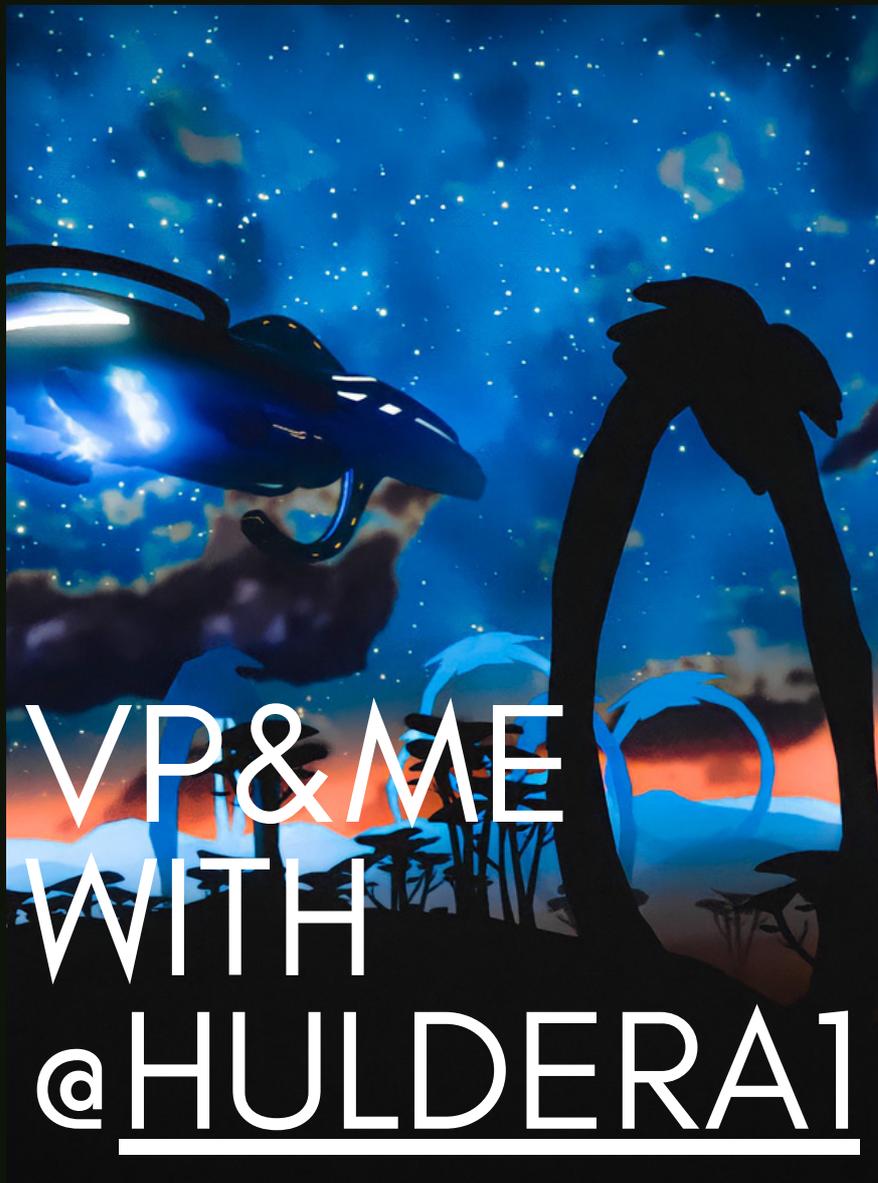
FOR ME IT'S ALL ABOUT GOOD LIGHTING AND A CLEAR FOCUS POINT. I LIKE WHEN THERE IS SOMETHING IN AN IMAGE THAT JUST DRAWS YOU INTO IT. OFTENTIMES IF I TAKE AN ENVIRONMENTAL SHOT THAT ISN'T A GENERAL LANDSCAPE SHOT I NORMALLY USE DOF TO FOCUS ON WHAT I WANT PEOPLE TO LOOK AT FIRST WHILE ALSO EXPERIMENTING WITH DIFFERENT ANGLES TO TRY AND GET THE BEST POSSIBLE LIGHT.



## YOU GENERATE ATMOSPHERE AND FEELING IN YOUR TLOU2 SHOTS, WHAT ELEMENTS OF THE GAME SPEAK TO YOU AND DRAW YOU IN TO SHOOT?

FIRST OF ALL, THANKS SO MUCH! WHAT I LOVE ABOUT THE WORLD OF TLOU IS THE AMOUNT OF DESOLATION THE ENVIRONMENTS HAVE. YOU CAN NOT ONLY SEE THEM BUT FEEL THEM. THOSE ARE MY FAVOURITE SHOTS TO TAKE, THEY'RE WHAT I CALL "IMPERFECT ENVIRONMENTS". ENVIRONMENTS AND NATURE THAT HAS BEEN LEFT TO ITSELF WITHOUT THE INFLUENCE OF HUMANS. FOR EXAMPLE OLD BUILDINGS AND CARS THAT HAVE BEEN ABANDONED AND LEFT FOR MOTHER NATURE TO CONSUME, WINDOWS WITH OVERFLOWING VEGETATION, ETC. COMBINE THAT WITH GOOD LIGHT/SHADOW AND YOU CAN CAPTURE WHAT I CONSIDER A BEAUTIFUL MOODY SHOT!





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## WHAT WAS THE FIRST GAME THAT SPARKED AN INTEREST IN VIRTUAL PHOTOGRAPHY AND WHY?

IT WAS SEA OF THIEVES IN 2019, WHEN I GOT MY FIRST XBOX. I GOT SOME FRIENDS AND STARTED TO TAKE CREW PICTURES, BUT THIS THEN PROMPTED ME TO TAKE PICTURES OF THE ENVIRONMENT TOO. ONE OF THE CREW MEMBERS DID A LOT OF EDITING, WHICH THEN SPARKED MY OWN INTEREST IN EDITING SCREENSHOTS. I EVEN GOT 3 FRAMED SCREENSHOTS BY RARE/SEA OF THIEVES!



## WHO IN THE VIRTUAL PHOTOGRAPHY COMMUNITY INSPIRES YOU AND WHY?

THIS IS A HARD ONE, BUT I DEFINITELY HAVE MANY PEOPLE I LOOK UP TO. @JCKBRWN FOR HIS AMAZING NMS LOOP PICTURES, IT'S SO IMPRESSIVE. I KNOW IT'S SUPER HARD TO DO IT THE WAY HE DOES. I HAVE TRIED SO MANY TIMES, AND EVEN ONE TIME MY XBOX SHUT DOWN! @JULES\_VP\_ AND @CHRIS25551 FOR THEIR BEAUTIFUL ENVIRONMENT SCREENSHOTS, WHICH ARE EYE CATCHING AND AMAZING. I LOVE HOW THEY ARE MAKING IT LOOK SO REAL, AS WELL AS THE FOG AND COLOUR-GRADING - ABSOLUTELY MAGICAL!

@SPECTRAL\_LENS FOR HIS AMAZING PHOTOSHOP EDITING, I ABSOLUTELY LOVE HIS STYLE! @MINDJACKEDJIMMY FOR HIS PORTRAITS, ALWAYS SO BEAUTIFUL. I COULD ACTUALLY KEEP GOING ON WITH THIS FOREVER, BECAUSE THERE ARE SO MANY PEOPLE I LOOK UP TO, AND SO MANY AMAZING SHOTS IN THIS COMMUNITY. I LOVE TO GO ON TWITTER AND JUST SEE THE FEED AND PEOPLE'S FANTASTIC SHOTS EVERY DAY.



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DO YOU HAVE ANY ADVICE FOR PEOPLE WHO MIGHT BE CONSIDERING TAKING SHOTS FOR THE FIRST TIME?

NEVER COMPARE YOURSELF WITH ANYONE. IT CAN END WITH BAD CONFIDENCE AND INSECURITY. I HAVE BEEN THERE MYSELF, WHERE I HAVE FELT I'VE NOT BEEN GOOD ENOUGH AT TIMES. JUST RELAX, TAKE PICTURES OF THINGS THAT ARE BEAUTIFUL FOR YOU, THINGS YOU LIKE! AND BE OPEN MINDED AND LET YOUR IMAGINATION LOOSE, NOTHING HAS TO BE PERFECT.

INSPIRATION IS A BIG KEY IN THIS HOBBY, BEING INSPIRED BY OTHER PEOPLE'S WORK AND BEING AN INSPIRATION TO OTHERS. MAINTAINING A POSITIVE ATTITUDE IS IMPORTANT.



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WHICH PHOTO MODE DO YOU FEEL IS THE STRONGEST IN TERMS OF ACCESSIBILITY AND FEATURES?

NO MAN'S SKY. IT'S SUPER EASY, WITHOUT THOUSANDS OF DIFFERENT OPTIONS. I THINK MORE COMPLICATED PHOTO MODES LIKE RDRD2 CAN GET MESSY, WITH TOO MANY OPTIONS TO GET LOST IN. I LIKE IT WHEN THINGS ARE LESS COMPLICATED.



WHAT MAKES AN EXCELLENT SHOT IN YOUR OPINION?

I WANT MY SHOTS TO BE CLEAN, I LOVE TO SEE THE DETAILS AND PHOTOREALISM. THAT IS SO FANTASTIC TO LOOK AT. I DON'T LIKE BLURRY SHOTS. EVEN IF IT HAPPENS SOMETIMES, BUT TO BE HONEST, MY OPINION IS THAT EVERY SHOT IS EXCELLENT AND UNIQUE IN ITS OWN WAY, BECAUSE WE ARE ALL SO DIFFERENT AND LOVE DIFFERENT STYLES.

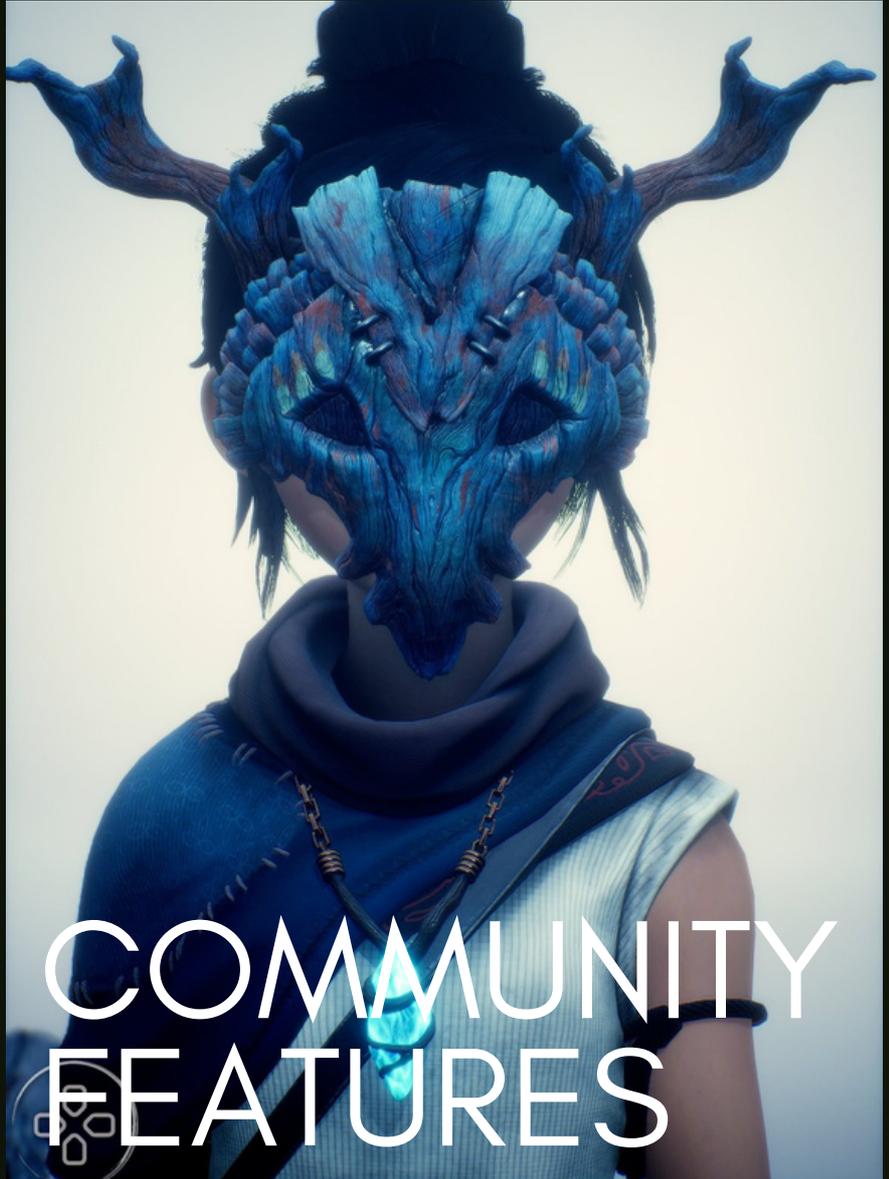


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YOUR NO MAN'S SKY SHOTS ARE ALWAYS VIBRANT, REFRESHING AND INVENTIVE, WHAT IS IT ABOUT SHOOTING IN THIS GAME THAT ALLOWS YOUR CREATIVITY TO THRIVE?

THANK YOU SO MUCH! I HAVE ADHD AND I THINK THAT IS ONE OF THE MAIN REASONS FOR MY SCREENSHOTS CREATION, BECAUSE MY MIND IS LIKE A MAGICAL BOX WITH FAIRYTALES THAT NEVER ENDS. I'VE ALWAYS HAD A BIG PASSION FOR SPACE, AND FROM THE FIRST TIME I SAW SPACE/SCI-FI ART, I WAS THINKING ONE DAY I'M GONNA DO THIS TOO. SOMETIMES I GET AN IDEA AND SOMETIMES I JUST EDIT AND GO WITH THE FLOW AND SEE WHAT I END UP WITH. IT'S SO AMAZING JUST TO SET YOUR IMAGINATION, AND CREATIVITY LOOSE. AND THE SPACESCAPES AND PROCEDURAL ENVIRONMENTS ARE SO BEAUTIFUL AND FULL OF COLOURS THAT THEY KEEP ME COMING BACK FOR MORE!



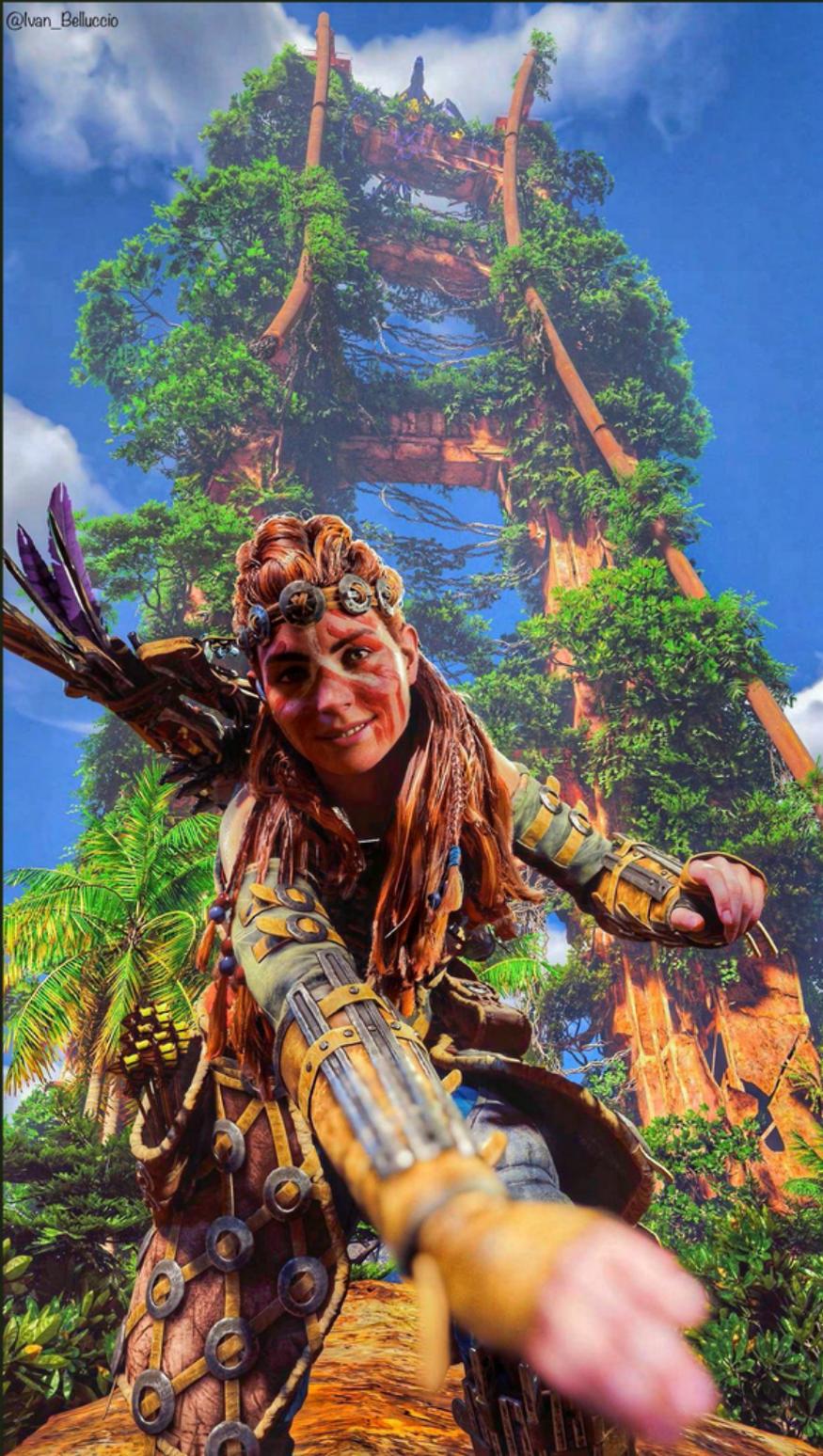




"TO ME, VP IS AN ONGOING PROCESS: EVOLVE, LEARN, EVERY DAY... I ONLY USE IN-GAME FEATURES, AND PHONE FOR EDITING, BUT EVEN SO, THERE ARE SO MANY POSSIBILITIES AND IT'S SO REWARDING TO SEE ON SCREEN WHAT YOU ENVISIONED IN YOUR MIND!"  
@FLYINGFEATHER\_G



@Ivan\_Belluccio



"HI. MY NAME IS IVAN, 45 YEARS OLD FROM ITALY. I'VE ALWAYS HAD A PASSION FOR VP BUT I'M NOT GOOD AT REAL PHOTOGRAPHY. I LOVE LOOKING FOR THE PERFECT SHOT, INCLUDING POSES, ANGLES AND FILTERS. SOMETIMES IT TAKES ME 5 MIN FOR A SINGLE SHOT."  
@IVAN\_BELLUCCIO





"THE CITYSCAPE OF GHOSTWIRE:TOKYO WAS TOKYO ITSELF. NEON LIGHTS, SIGNS, AND SIGNALS. I WAS ESPECIALLY ATTRACTED TO THE DETAILS OF THE GROUND AND PUDDLES."  
@MONTBLAN7





"THE WORLD OF VIRTUAL PHOTOGRAPHY IS A PLACE WHERE I CAN ABSTRACT MYSELF FROM EVERYTHING THAT SURROUNDS ME. I STARTED OUT OF CURIOSITY AND QUICKLY BECAME AN ADDICTION."  
@CCOCAS2

""I USED TO TAKE SCREENSHOTS FROM CUTSCENES TO CAPTURE SPECIAL MEMORIES FROM GAMES. THERE ARE MANY AMAZING VIRTUAL PHOTOGRAPHERS ALL OVER THE WORLD,I ALWAYS TAKE INSPIRATION FROM THEIR CAPTURES,THEIR COMPOSITION HELPED ME A LOT IN VIRTUAL PHOTOGRAPHY."  
@S3CTION





""VP SAVED ME FROM A VERY DEPRESSIVE STATE,THIS IS A WAY FOR ME TO VENT ALL MY ACCUMULATED EMOTIONS, WHEN I TAKE PHOTOS MY HEART BEATS FASTER AND MY BLOOD BOILS IN MY VEINS AND I MIX IT ALL WITH THE MUSIC THAT I LOVE SO MUCH. I AM IN LOVE WITH THIS PROCESS."

@PROGRESS\_447





"MY VP JOURNEY STARTED IN 2019 WHEN I MET @MELLYDARKEYES . I HAD NO IDEA VIRTUAL PHOTOGRAPHY EXISTED. AFTER SEEING HER PHOTOS ONLINE IT PUSHED ME TO GIVE IT A GO. I'M HAPPY I DID IT."  
@KIMCHITRAVELER

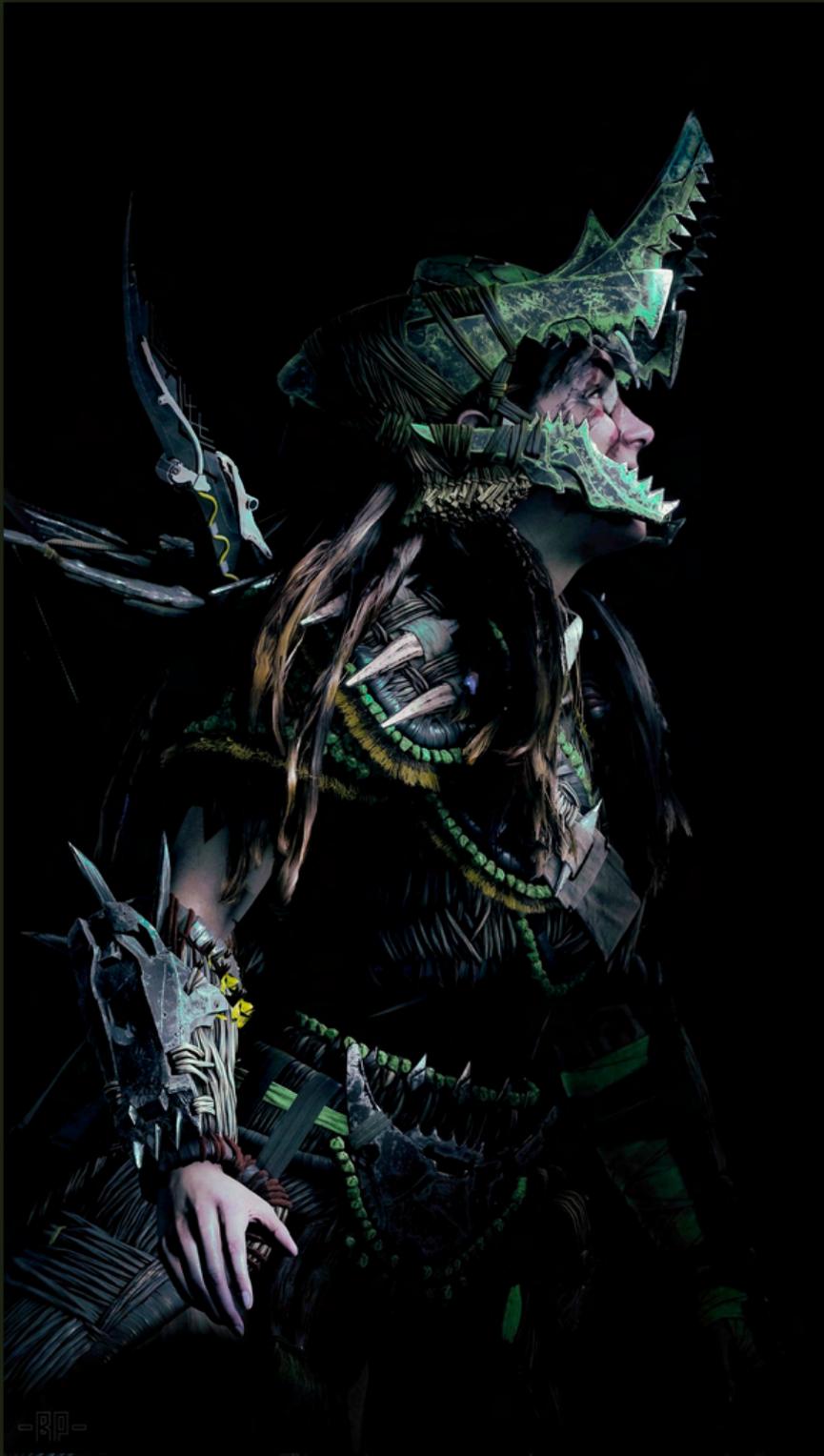




"I WANTED TO MAKE A CINEMATIC SHOT OF JIN PEACEFULLY RIDING HIS HORSE THROUGH THE WOODS WITH SOME RED LEAVES FALLING NEAR HIM AND... HERE IT IS! THIS IS SURELY ONE OF MY FAVOURITE GOT SHOTS AND I HOPE YOU LIKE IT AS MUCH AS I DO "

@VIRTUALMIKY





"I AM TRULY HONORED YOU HAVE CHOSEN ONE OF MY CAPTURES TO FEATURE. I REALLY APPRECIATE ALL THE LOVE AND SUPPORT THE VP COMMUNITY HAS GIVEN ME! THE COMMUNITY GIVES ME CONSTANT INSPIRATION TO LEARN MORE AND TO BE A BETTER VIRTUAL PHOTOGRAPHER. THANK YOU "

@BARRYPAAUST





"I LOVE VP. TAKING SHOTS INCREASE MY HYPE AND EXCITEMENT FOR A GAME AS I KEEP PLAYING IT. I LIKE A LOT TO CAPTURE "BIG" THINGS. THINGS THAT GIVE A FEELING OF IMMENSITY, VASTNESS AND REALISM, ENHANCING THE GAMES VISUAL. I LOVE PORTRAITS TOO."

@JUANMAWL

"GOOD THINGS TAKE TIME."

@WHOISTRAVIS



WHOISTRAVIS





"MY NAMES ALEX, I STARTED MY VP JOURNEY ROUGHLY DECEMBER 2021 AND TURNS OUT I'M ACTUALLY GOOD AT IT! DIFFERENT STUDIOS HAVE GIVEN ME THEIR GAMES FOR PHOTOMODE PURPOSES WHICH IS SURREAL. THE VP COMMUNITY HAS BEEN EXTREMELY WELCOMING"  
@EVO\_PIXEL





"A TRAVELLER AM I. MY HOME'S THE ROAD, NO FIXED ABODE, I MUST TRAVEL TILL I DIE. FOR FEW MEN GIVE ME CAMPING SPACE AND FEWER CALL ME FRIEND. OH THE HARD ROAD FOR THE TRAVELLER, I MUST TRAVEL TILL THE END"  
@COP\_FILIP





"AN UNSTOPPABLE PLAGUE"  
@CLAUDIOPETRI\_VP





"I'M NO BIG TIME VP, I LOVE TO DO IT FOR FUN IN GENERAL AND IT'S VERY ENJOYABLE. I PLAYED ALOT OF COMPETITIVE GAMING SO VP WAS A BIG EXPERIENCE CHANGE."

@MATTDAMAYNE



