

THE PHOTOMODE

E-MAGAZINE



COMMUNITY
SPECIAL

VP&ME WITH
@MORPH__1

THEFOURTHFOCUS
PHOTOMODE EXPLAINED

COVER BY @TZERO96

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 their work 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



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 ...

#virtualphotograh
#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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MARVEL'S SPIDER-MAN
PHOTO MODE
EXPLAINED

MARVEL'S SPIDER-MAN PHOTO MODE EXPLAINED

Marvel's Spider-Man Remastered on both PS5 and PC features Insomniac Games' fully featured photo mode, complete with several camera movement options and their advanced lighting system. Using my photography experience, here's every feature explained in simple terms that anyone can understand.

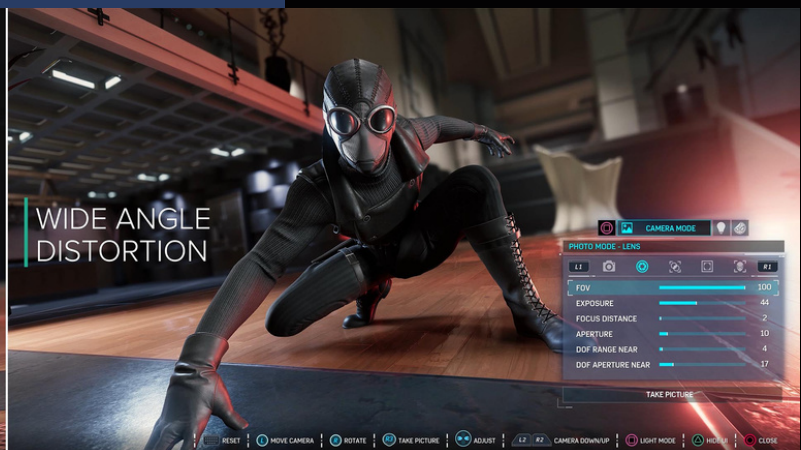
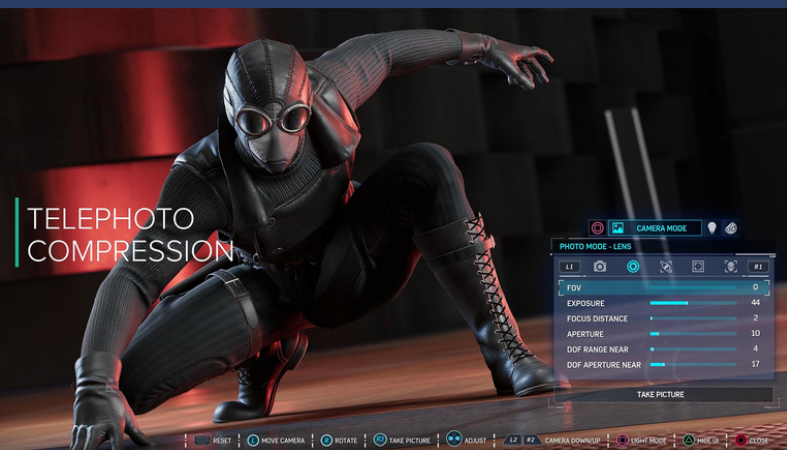


CAMERA MODE

- **Free Camera:** Allows the camera to be moved freely using LS for forwards, backwards, left and right, L2 / R2 for up and down, and RS to pan & tilt the camera's aim direction like moving your head to look around. The range of movement is restricted to within a large sphere around Spider-Man.
 - **Orbit Camera:** Anchors the camera to Spider-Man and allows only orbital movement around him with no separate control of the camera's aim direction. LS can move the camera closer to (↑) or further from (↓) the character.
 - **Selfie Camera:** A limited movement camera held by Spider-Man at arm's length as though using a mobile phone.
-



- Suit: Swaps between any of Spider-Man's suits that are currently unlocked in the game without exiting photo mode.
- Tilt: Rolls the camera around a central point to change the horizontal angle or flip all the way into a vertical / portrait orientation. A value of 25 rotates the image clockwise by 90°, 75 rotates it anti-clockwise by 90°, and 0 or 100 flip the image by 180°.
- Hero Visibility: Toggles whether the playable character is visible or invisible in photo mode.
- Enemy Visibility: Toggles whether hostile enemies are visible or invisible in photo mode. This applies to all enemies at once.
- Show Weather: Toggles whether effects such as falling raindrops are visible or invisible in photo mode. Clouds and ground conditions are not affected.



- Field of View: Narrows or widens the angle of view within the frame using a simple 0 - 100 scale. Increase the value to zoom in for a telephoto effect that brings the subject closer and compresses the visible distance between foreground and background. Decrease the value to zoom out for a wide angle effect or to create an exaggerated sense of perspective.
- Exposure: Controls the overall brightness of the image. Increase the value for a brighter shot with strong highlights, or decrease the value to make the scene appear darker.
- Focus Distance: Sets the maximum distance at which objects appear sharp and in focus. Higher values here will extend the range of focus further from the camera while lower values bring it closer. (Requires an "Aperture" value of >0 to visualise).
- Aperture: Determines how much defocused blur is applied to objects beyond the maximum Focus Distance, giving the effect of a shallow depth of field. Increase this value to add more blur and to create a soft defocused background complete with a nice circular bokeh on distant lights.

-
- Depth of Field Range Near: Sets the minimum distance at which objects appear sharp and in focus by enabling foreground blur. Higher values here will extend the blur further from the camera while lower values bring it closer. (Requires a "DoF Aperture Near" value of >0 to visualise).
 - Depth of Field Aperture Near: Determines how much defocused blur is applied to objects in the foreground area set by the "DoF Range Near" value. Use this in combination with "Aperture" for a fully realistic shallow depth of field effect.



- Filter Type: Applies a preset colour filter or stylised rendering mode by selecting from 29 different types to quickly create a different look and feel for the image.
 - Blend: Adjusts how strongly the selected Filter Type is applied, decreasing this value fades out the filter style and allows more of the original image to show through.
 - Frame Selection: Applies a pre-designed graphical surround on top of the image by selecting from 35 preset styles.
 - Frame Level: Sets whether the selected Frame appears underneath or on top of any stickers added in the Sticker Mode.
-



- Vignette Intensity: Applies a circular darkened gradient around the outer edges of the image. Higher values increase the opacity of the vignette, making it darker and more visible. (Requires a "Vignette Size" value of >0 to visualise).
- Vignette Size: Adjusts the size of the Vignette with higher values extending the darkening effect closer to the centre of the image.
- Film Grain Size: Increases or decreases the size of film-like grain particles that are applied to the image. Larger grain is more noticeable and can give the impression of an enlarged image.
- Film Grain Strength: Adjusts how much film grain is applied to the image. Use lower values for a cleaner shot, or higher values to increase the amount of grain and emulate the look of film photography. Added film grain can also help low light shots look more natural.
- Sharpening: Applies a sharpening effect to enhance fine details and make textures stand out more. Notice that this feature is very aggressive and likely to cause unwanted edge artefacts if applied too strongly.



SHARPEN

OVERSHARPEN

-
- Selfie Emote: Selects a facial expression for Spider-Man. (Only available when using Selfie Camera).
 - Eye Intensity: Adjusts how much the Selfie Emote changes the shape of Spider-Man's eyes.
 - Selfie Light: Turns on / off the flash light from Spider-Man's phone when using Selfie Camera.
 - Light Intensity: Adjusts the brightness of the Selfie Light.



LIGHTING MODE

- Light 1 / 2 / 3: Allows you to place up to 3 moveable lights in the scene to compliment or completely change the lighting effects on the subject and surrounding environment. Each light can be repositioned with movements including orbital rotation (\leftarrow LS \rightarrow), distance from character (\uparrow LS \downarrow), lower height (L2), and raise height (R2). For Spot lights, the direction of the light beam can also be controlled (RS).
- Sphere: A spherical light source that shines light in every direction. Use this if you want to light up an entire area or don't need to control which surfaces the light hits.
- Spot: A focused spot lamp that shines light in only one direction. Use this to create directional lighting and to avoid unwanted illumination of other nearby surfaces,
- Intensity: Controls the brightness of each Sphere or Spot light with a higher intensity being a brighter light.
- Cast Shadows: Sets whether each Sphere or Spot light causes shadows to be cast by objects the light shines on. Keeping this turned on is recommended for more realistic lighting behaviour.
- Colour: Changes the hue of the light cast by each Sphere or Spot light by selecting from a visual colour picker chart.
- Colour Intensity: Increases or decreases the saturation of the colour selected for each Sphere or Spot light. Use a setting of 0 to produce a pure white light.
- Spread (Spot Lights only): Adjusts how broad the cone of light is from a Spot lamp. Larger values cause light to shine across a wider angle, smaller values narrow the light into a more focused beam.
- Softness (Spot Lights only): Determines whether the circle of light from Spot lamps appears with a well defined or faded outer edge. Increase the Softness value to fade more.





Distance: Sets how far the light from each Sphere or Spot light will shine. This lets you cast light onto a nearby object without it also lighting up other objects in the background.

- **Natural Light Customise:** Enable or disable customisation of the natural and ambient light in the game. This affects light sources such as the sun, moon and street lighting.
- **Intensity:** Increases or decreases the overall brightness of the natural and ambient lighting. Setting this and Ambient Light to 0 can be used to eliminate light from the surroundings and rely solely on artificial Sphere or Spot lights.
- **Elevation:** Changes the height of the sun or moon in the sky. Although not labelled as such, the setting is in degrees, with 90° placing the sun directly overhead and 0° dropping it to the horizon.
- **Rotation:** Changes the position of the sun or moon in the sky by orbiting it through 360° at a constant height. Use this to alter the direction of light and shadows in the whole environment, almost like changing the time of day.
- **Ambient Light:** Increases or decreases the brightness of in-game light from sources other than the sun or moon. A high value produces more light from ambient sources, while setting this and Natural Light Intensity to 0 can be used to eliminate light from the surroundings and rely solely on artificial Sphere or Spot lights.
- **Move Camera:** Enables or disables movement of the photo mode camera while in Lighting Mode. Tip - try temporarily using a wide Field of View setting to get a better overview of light placements without disrupting the camera's composition.

STICKER MODE

- Layers 1 - 10: An individual sticker can be selected for each of the 10 available layers. Each layer stacks on top of the previous one, with Layer 1 appearing at the bottom of the pile and Layer 10 at the top.
- Categories: Stickers can be chosen from over 380 designs across 6 categories. The categories are Chibis, Miscellaneous, Marvel Comics, Comic Text, Burst Bubbles, Web & Action Lines.
- Move: Reposition the current sticker on screen using LS.
- Rotate: Rotate the current sticker through 360° using (L1 / R1).
- Scale: Resize the current sticker using (L2 / R2).
- Clear: Press O to clear an individual sticker from its layer.



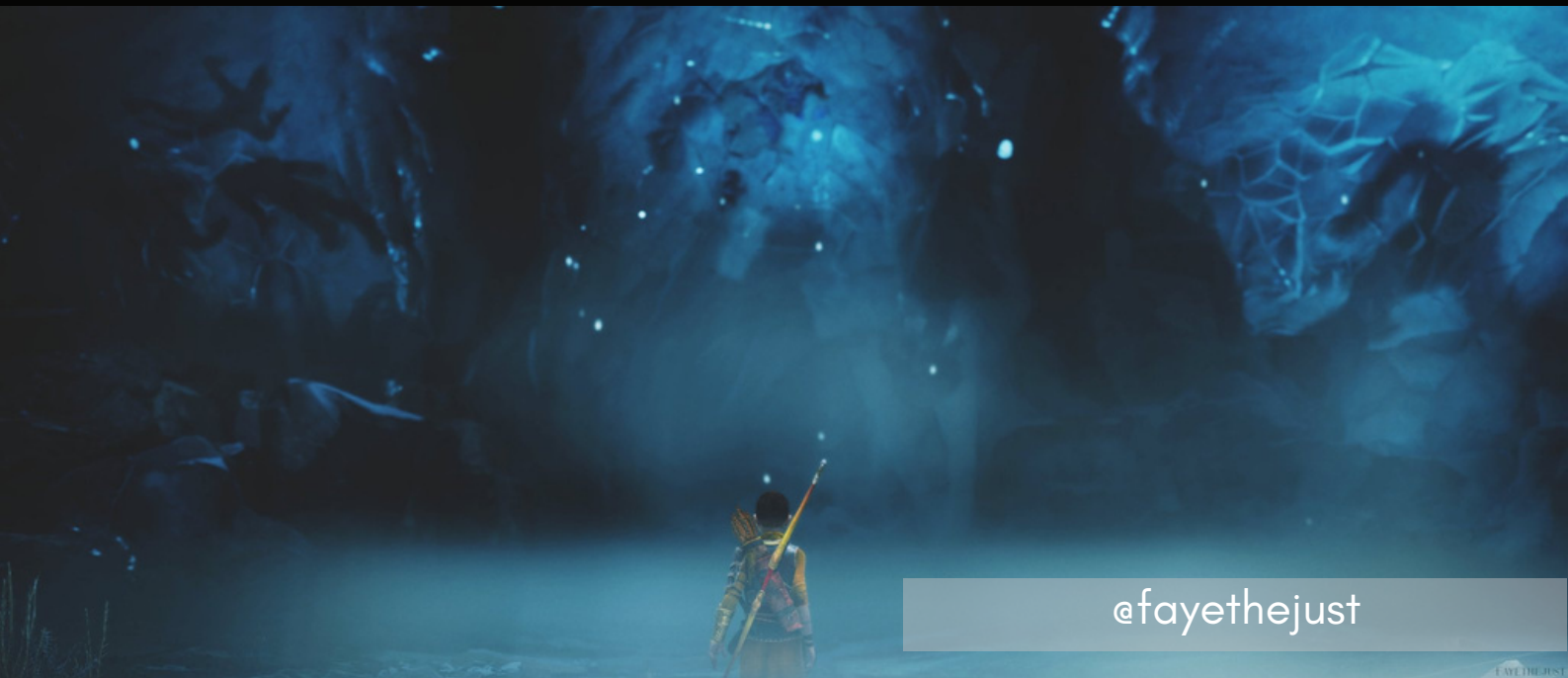
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VIRTUALPHOTOGRAPHY
NEWSLETTER



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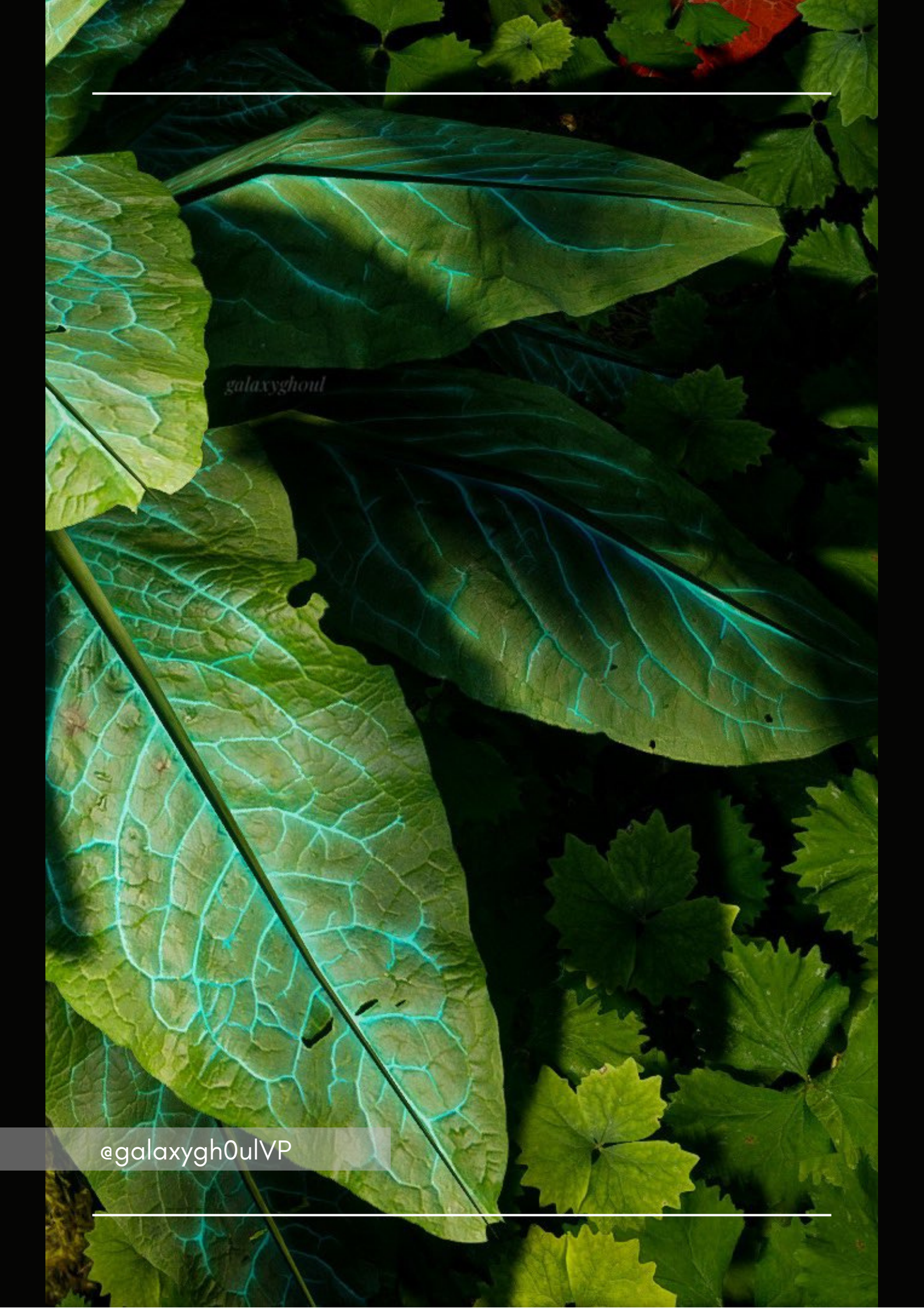




@fayethejust



@solemist



galaxyghoul

@galaxygh0ulVP



"I love taking spur of the moment shots in games. This shot of a Tallneck with embers in the front came shortly after a long fight with a Thunderjaw. Sparks and embers were in the air as I looked south to see our tall guy here walking about."

- [@BlkRavenVP](#)



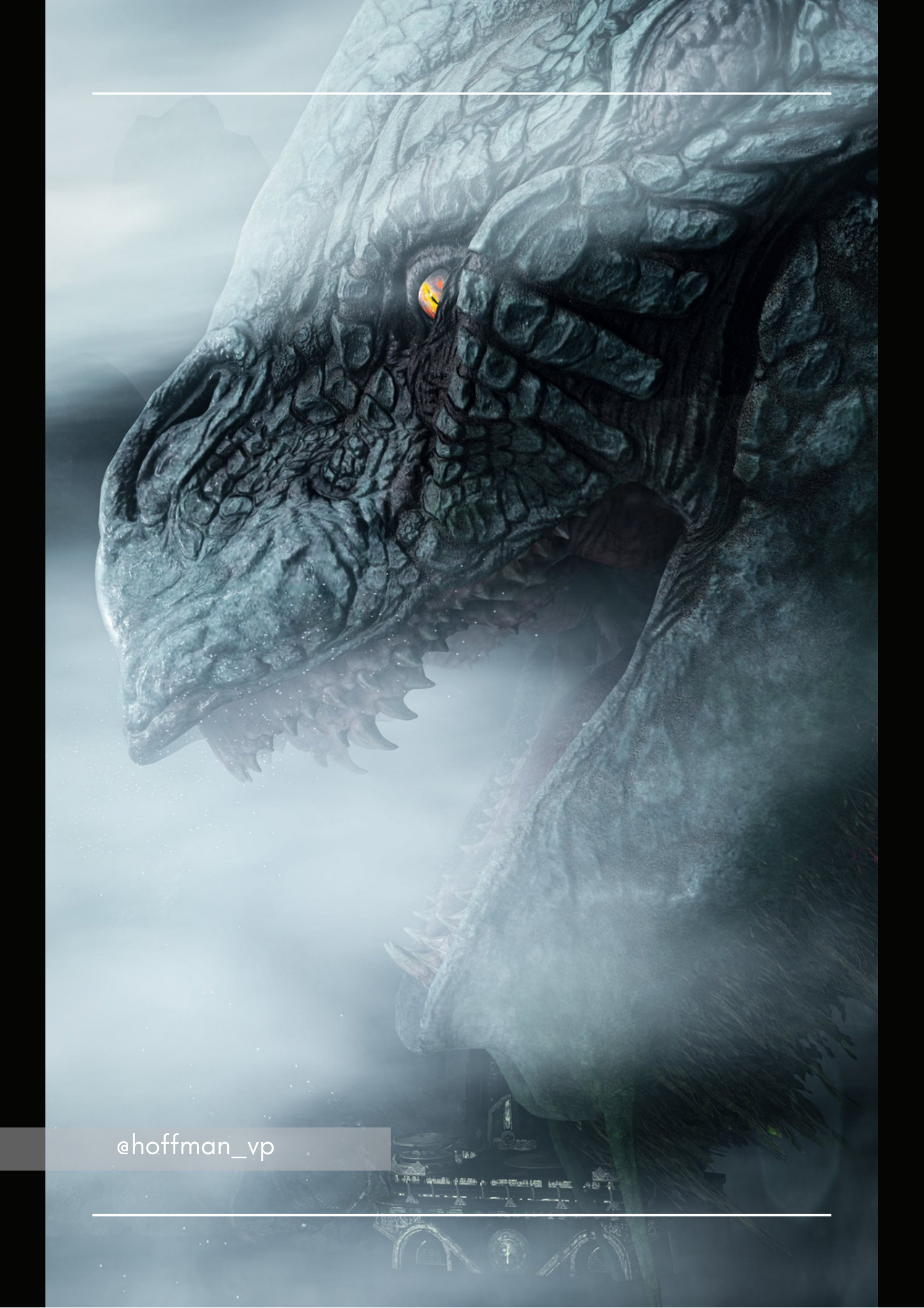
@LadyCalzone

Ame.

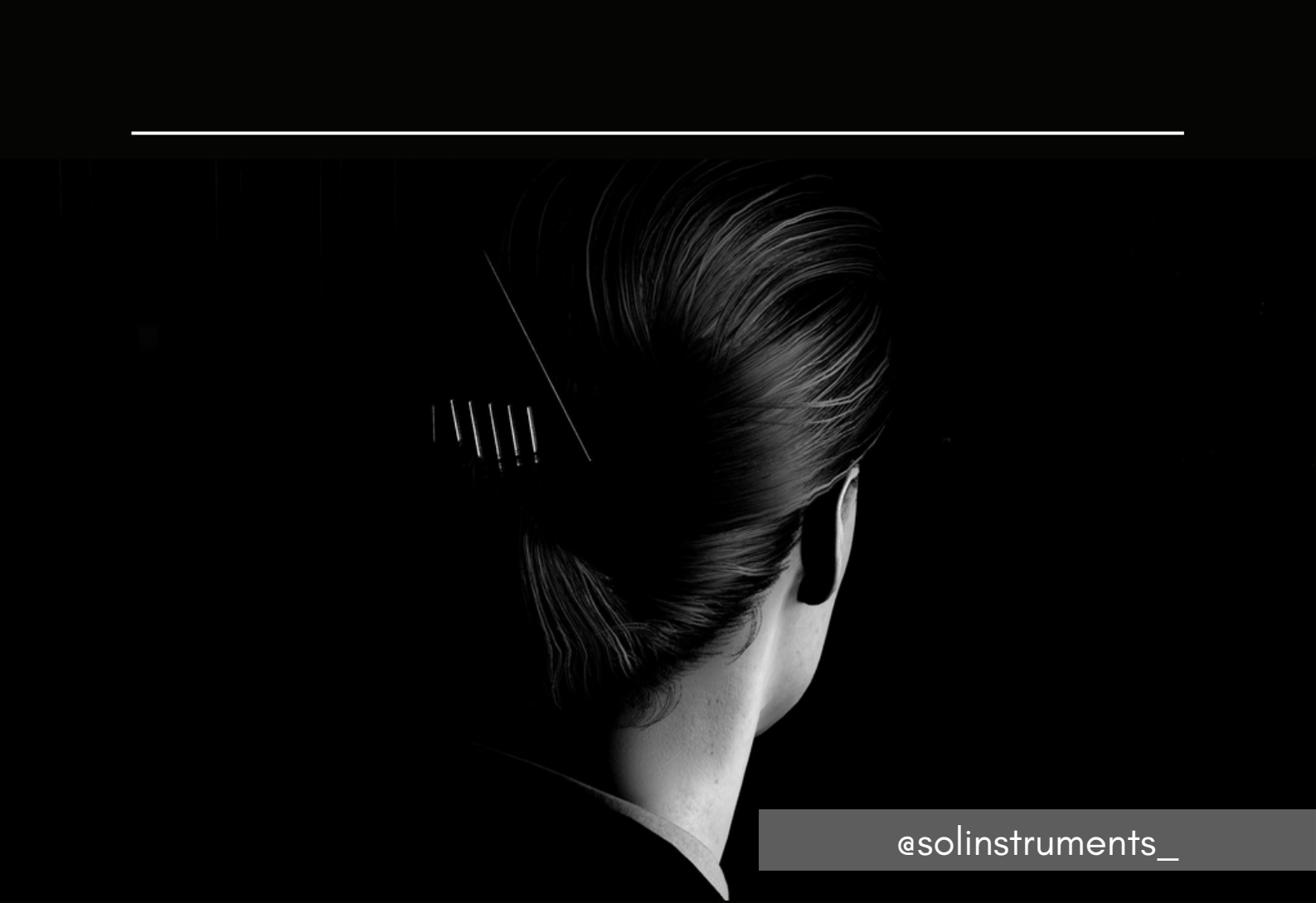


@leg_0412

Goodbye, good day.



@hoffman_vp



@solinstruments_



@miss_clemen3


@miss_clemen3
DP



@luckyles11



@theAvPlayer



"My journey in VP began 3 years ago when I discovered Red Dead Redemption 2. Time goes by, I gradually improve my skills in this hobby, but the beauty of RDR2 still does not let me go."

- [@tzero96](#)



@9b75

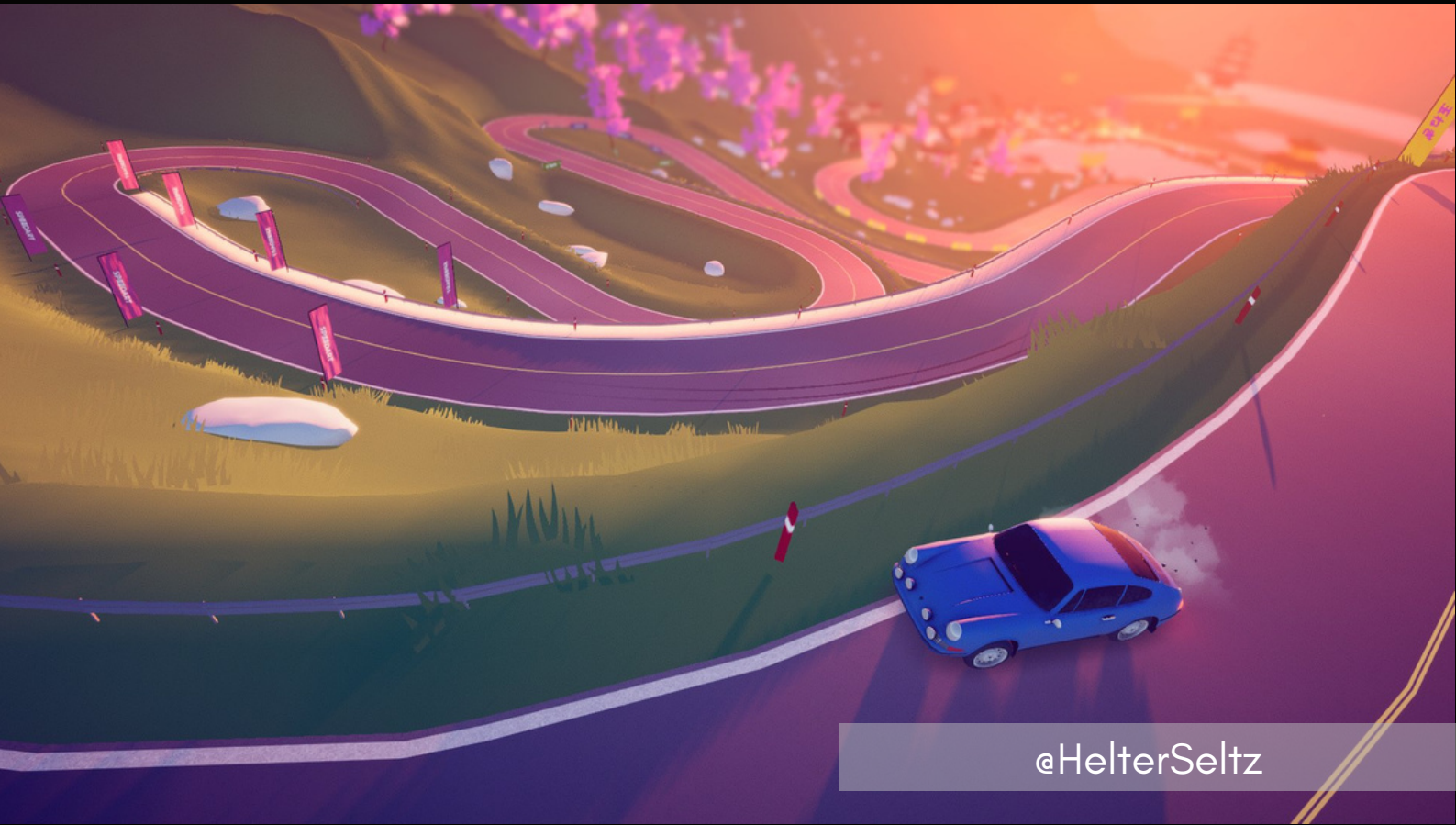


@ViGoRo





@ElektroVP



@HelterSeltz



@Univers_G8CO



@COCKATIEL_JPN

@Cockatiel_JPN



"I came about this shot while trying to recreate a real life photo of a girl standing against a wall with a long shadow tapering to a point at her feet. One aspect of VP I enjoy is trying to recreate photos or art within games."

- @[Sefwick](#)



@Steven_VP1



@LiEVENGreG



@godshatesash



@takeda_iori



@the_epicdude

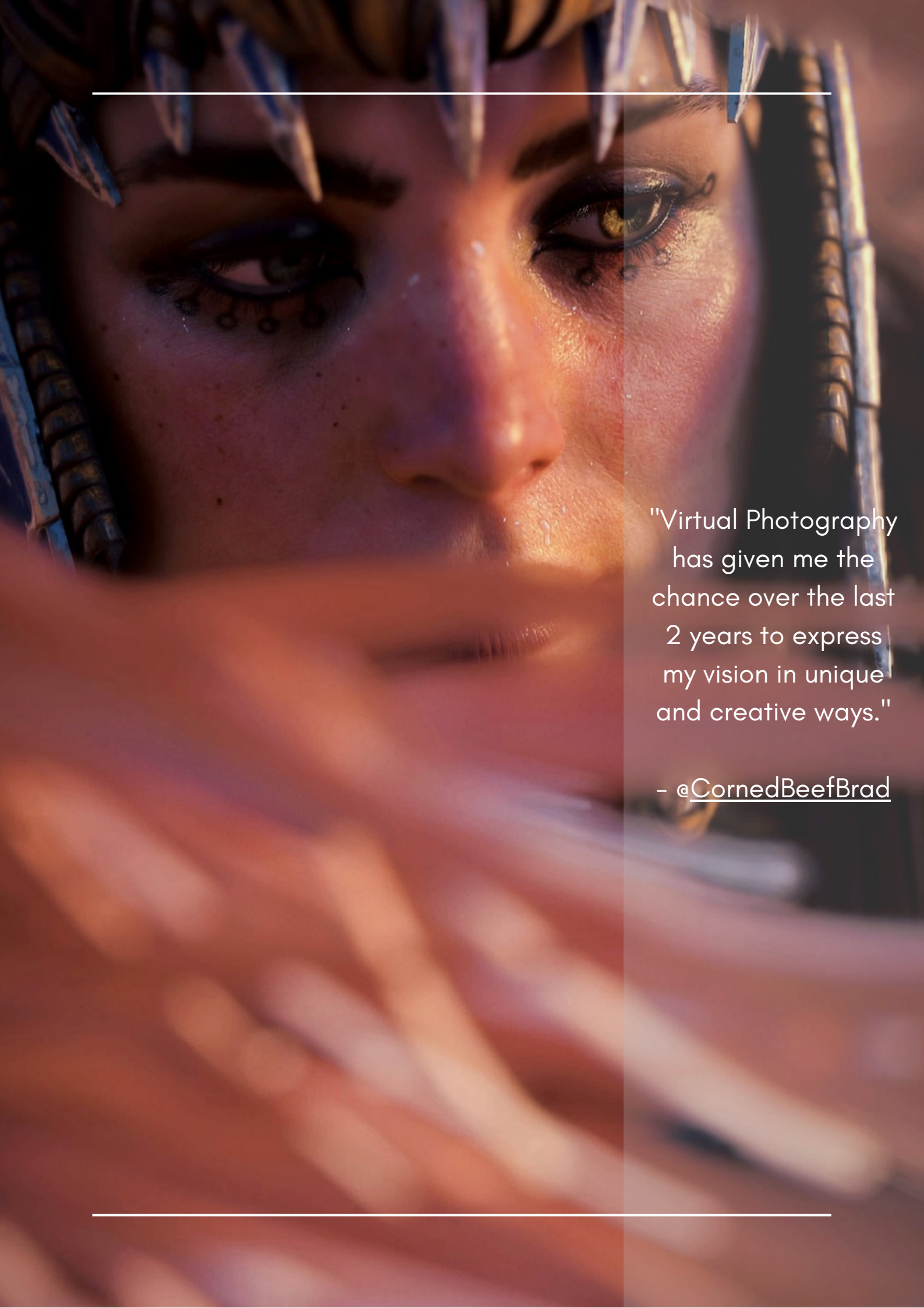




@ZVWorlds



@UVioletra



"Virtual Photography
has given me the
chance over the last
2 years to express
my vision in unique
and creative ways."

- [@CornedBeefBrad](#)



VP & ME WITH
@MORPH__1





WHAT WAS THE FIRST
GAME TO GET YOU
INTERESTED IN
VIRTUAL
PHOTOGRAPHY?

Geez that'll probably have to be when I got Horizon Zero Dawn back in 2017, a buddy of mine from work told me about it so I bought the game. First was blown away with the gameplay so I was stuck on that but wasn't till my second play through when I discovered photomode. Was instantly amazed with the editing tools it provided, one main photomode feature I love from that game would have to be able to adjust day/night. So ever since then I would check a game and see if it comes with a photomode and just be in my own world.

DO YOU DRAW ANY INSPIRATION FROM OUTSIDE OF VP?

I would say my main inspiration outside of Virtual Photography would be from Cinematography mostly. There's this video on YouTube I saw couple years back called "The most beautiful shots in movie history" and seeing that blew me away. Truly inspired me to recreate those film shots directors get in their movies in a game that best represents it and putting my own touch in the photo.



WHAT STYLE OF PHOTOGRAPHY DO YOU PREFER TO CAPTURE?

Hm, wow I feel like I don't really have a specific style I go to but if I would to have to choose would be environmental shots. Just to see the work these developers put into their games with the world building is just mind blowing. I basically just have to stop and pause to take hours of gathering photos in each level of a game. I want to be able to show others a world they have yet to see and experience for themselves hopefully to get more into games I'm also into.

IN YOUR OPINION, WHAT DO YOU THINK MAKES AN EXCELLENT SHOT?

There are so many factors that can go into identifying what truly would be considered an excellent shot. Coming from my opinion though I would say the thing that makes an excellent shot is the storytelling behind a photo. I always think of the phrase "a picture is worth a thousand words" and to me it's the story a person is trying to tell in their photo. Everyone has their own edits on how they wanna have their shots look, but what was it about the subject in the photo that made them want to capture it what's the story they are trying to tell.



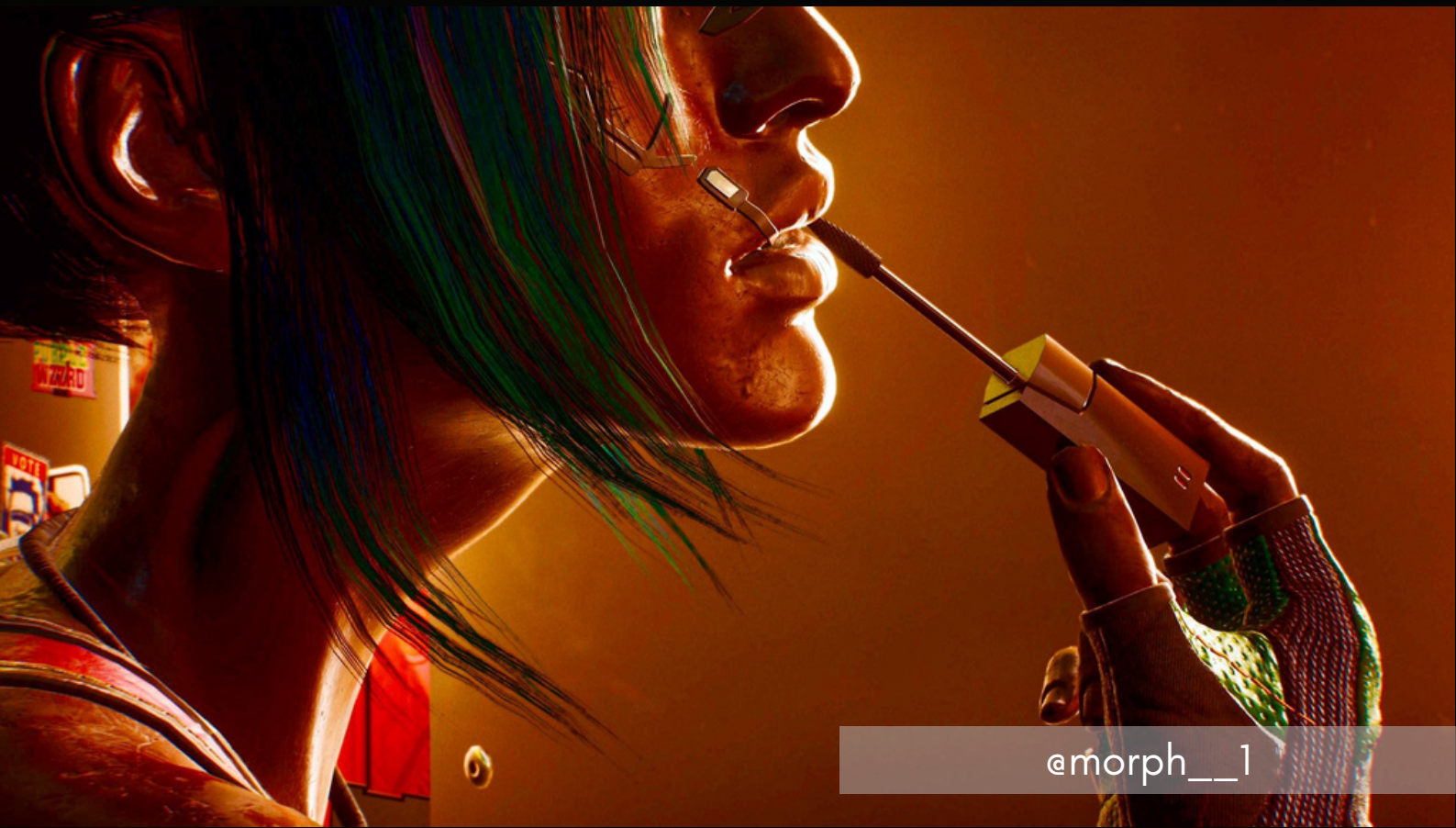
DO YOU HAVE ANY ADVICE FOR PEOPLE WHO ARE THINKING OF STARTING VIRTUAL PHOTOGRAPHY?

I would say the biggest mindset to have when going into doing virtual photography is first and foremost be proud of every capture you take in any game you truly love. When wanting to get into showing off your work to the public and communities out there dedicated to VP is to NEVER compare yourself to others. You need to find what style fits your personality best and roll with it, of course it's always fun to experiment and challenge yourself with being out of your style of choice. I mean hey, you just might find new ways to capture your photos.

WHAT DO YOU THINK DRAWS PEOPLE TO VIRTUAL PHOTOGRAPHY?

I would think that the reason why people would be drawn towards virtual photography is simply capturing a moment in a game. Now what I mean by that is photomode gives a player access to capture everything their eyes see. Some games just have incredible moments that honestly could just never happen in real life. They want to show everyone the beauty of their favorite game, and what better way than through pictures.





@morph__1



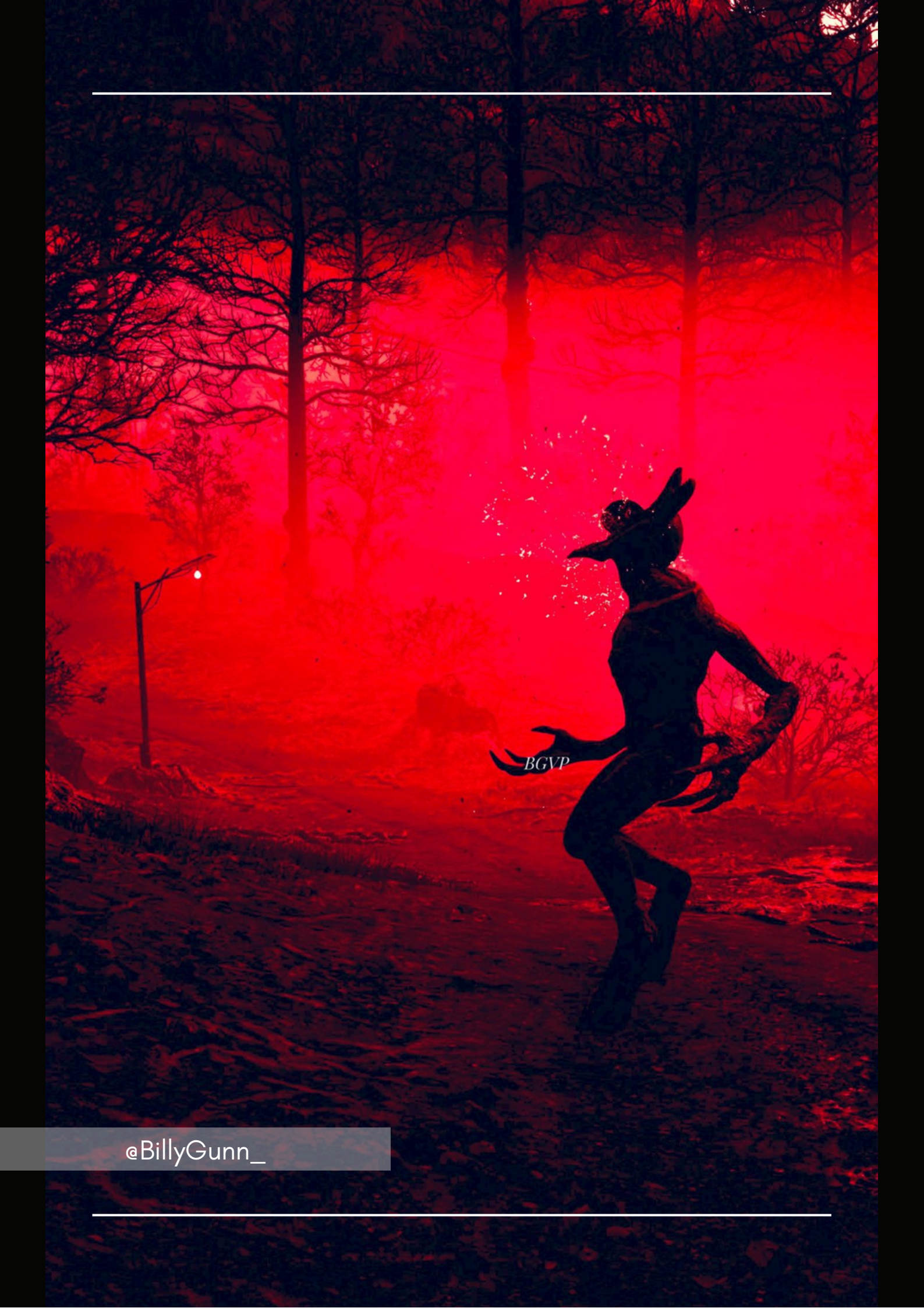
@_xkarakurtx_



@Gwyn_VP



@BJames_vp



BGVP

@BillyGunn_

"Life is like a Camera,
Focus on what's
important & you'll
capture it perfectly.

Whenever I'm stressed
or anything i think of
this quote & it helps."

- @WallyDaGreat66





@JaykeKirbee



@SyntheticOutlaw



@DannyBoi_2077

dannyboi_2077



@TuomionKukko

"I'm extremely honoured to collaborate with the incredible @2WheelTex on this double exposure. I love doing collaboration because we can discover new styles regardless our VP styles. No matter which tools and platforms we use, sky's the limit!"

- @vspeedstar

"I got into VP about a year and a half ago. Learning photography virtually got me into editing/compositing and then irl photography. The creative process fascinates me and collaboration breeds innovation. Sharing the process is rewarding and the challenge drives me."

- @2WheelTex

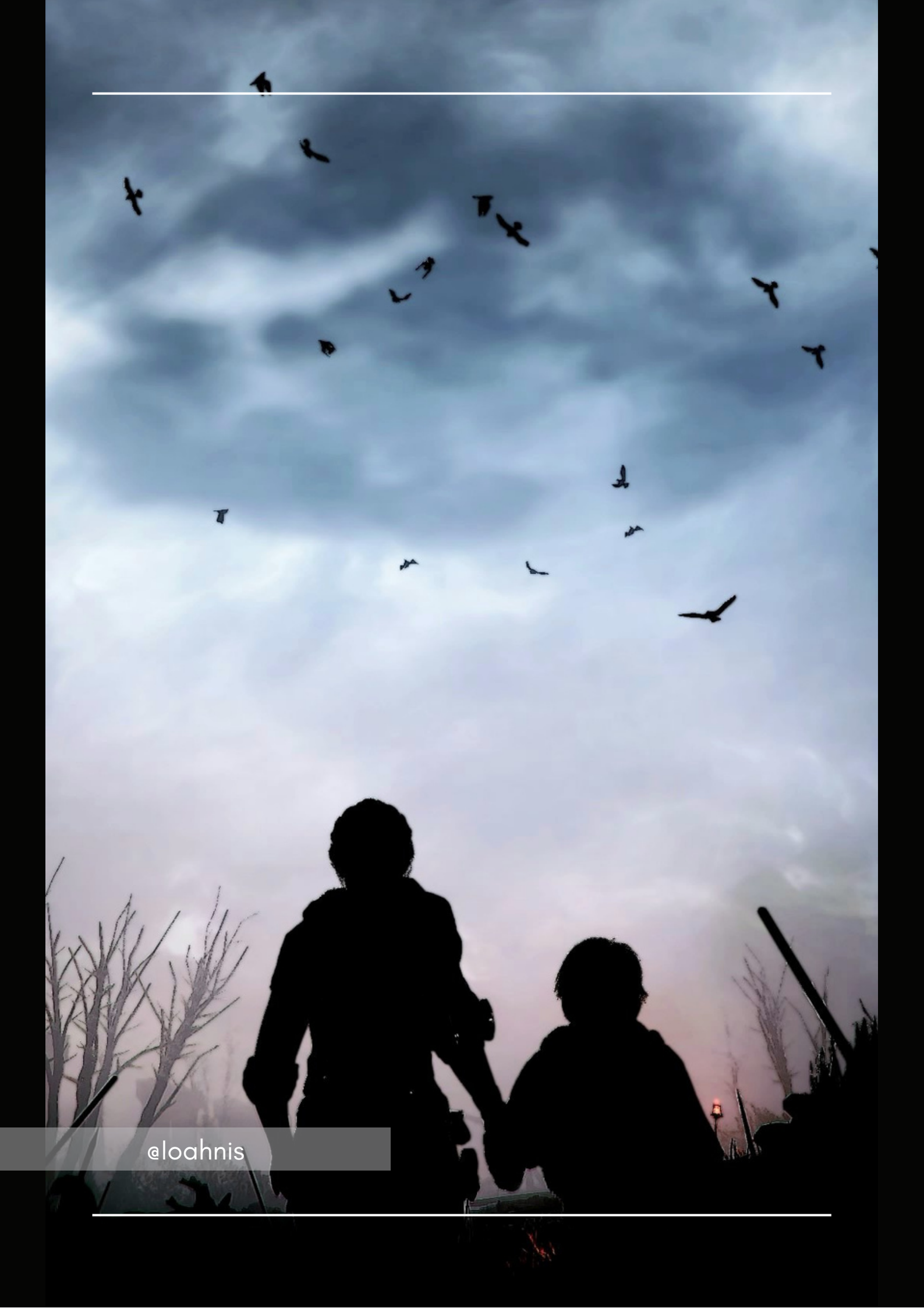




@Khaldsx885



@fridgeGone

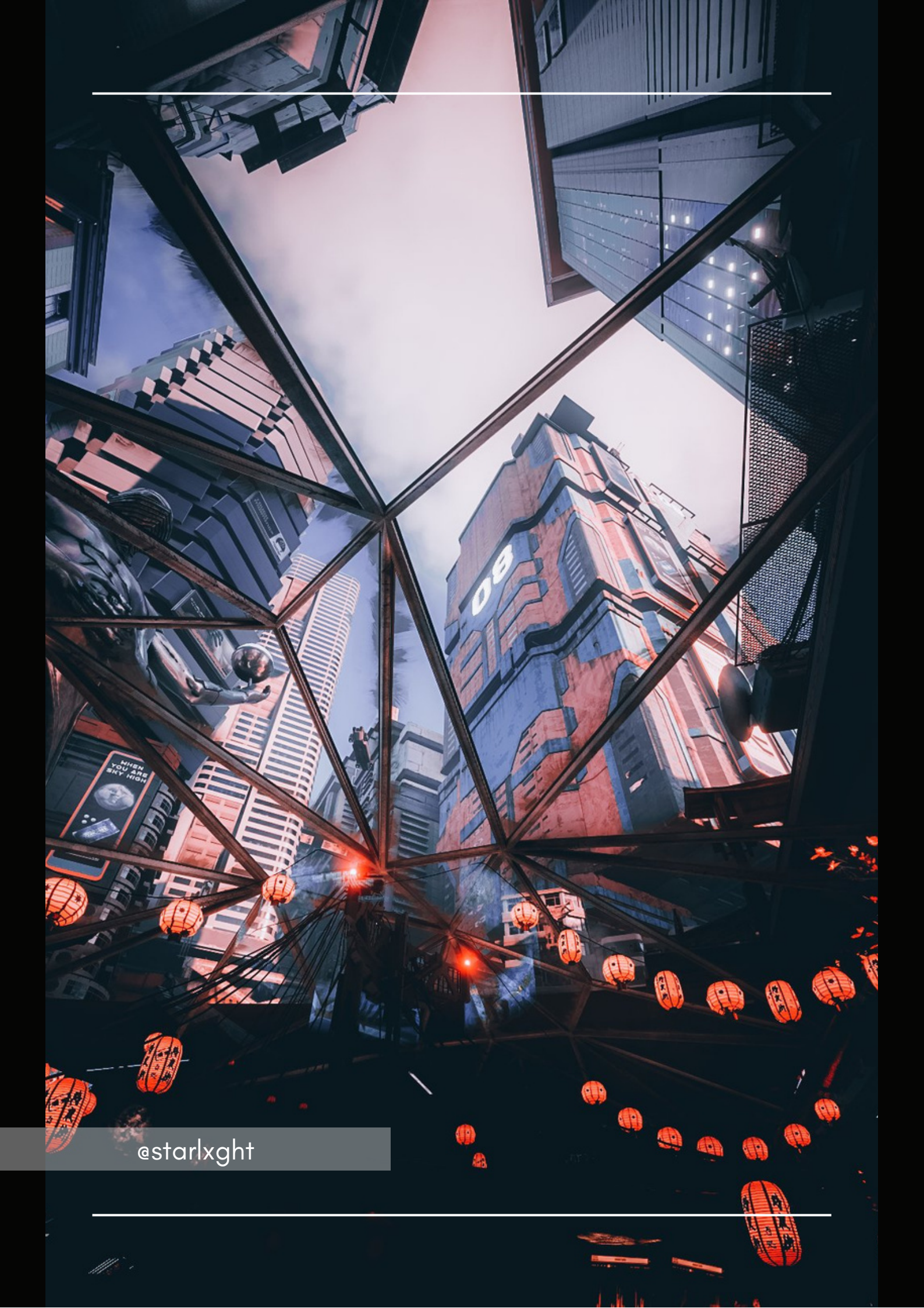


@loahnis



"VP means a lot to me. I can express myself creatively while playing my favourite games. It makes me dive deeper into the game and gives me mental health back. And the cherry on top of the cake is the great community "

- @PodToGo



@starlxght



@TypicalCheap

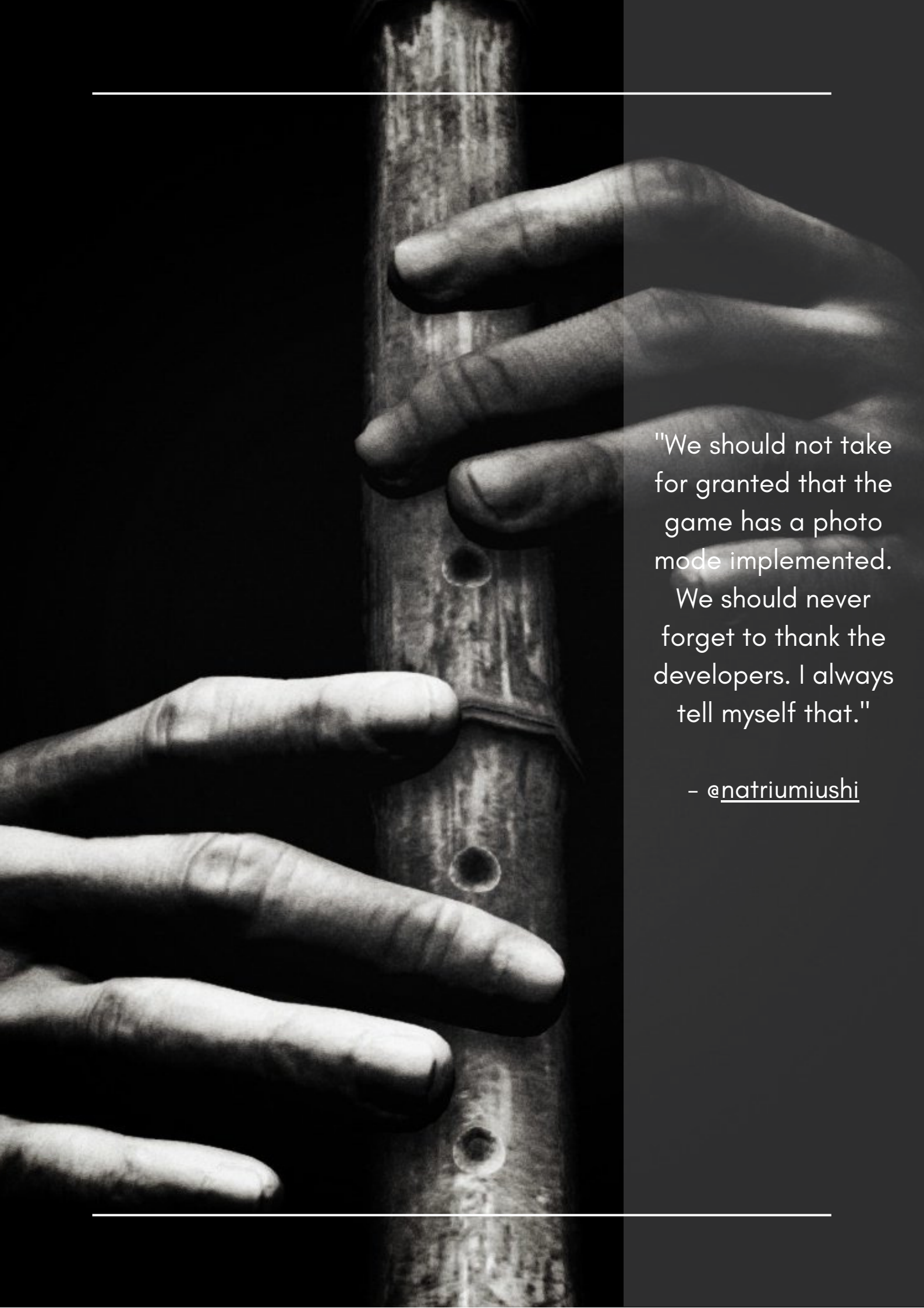


ITSWANNABELIKENIKO.VP

@itswanabLkeNiko



@JPGphotogame



"We should not take for granted that the game has a photo mode implemented. We should never forget to thank the developers. I always tell myself that."

- [@natriumiushi](#)

