

THE PHOTOMODE

E-MAGAZINE



ISSUE 27

VP&ME WITH DPRUTTZ
COMMUNITY FEATURES
THE ONES WHO CAME BEFORE
THE VIRTUAL PHOTOGRAPHY AWARDS

COVER BY @PORTER REXCOLT

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OUR PAGE IS YOUR STAGE

We dedicate our pages to the Virtual Photography community.

We love the art form of Virtual Photography and believe inside you'll find the very best this community has to offer.

If you love 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.

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WANT TO BE FEATURED?

Tag us or use #ThePhotoMode

THE VIRTUAL PHOTOGRAPHY AWARDS



THE RESULTS FOR THE VIRTUAL PHOTOGRAPHY AWARDS 2022

Now in their third year “The VP Awards” are established as the leading awards in the modern art of video game photography with support from major gaming & photography brands including PlayStation UK, Flickr and Topaz Labs.

Consisting of two main themes which separately celebrate the best in-game photo modes & features and the most outstanding images captured by players using photo mode tools, these awards bring together players, photographers, and studio creatives from all around the world with a common appreciation for game-derived art.

The response this year has been tremendous with over 6.1k votes cast on the Game Industry Award categories and 2.7k images entered for Virtual Photographer of the Year with an incredibly high standard across the board.

This continued year-on-year growth is a great sign for the future of virtual photography as a digital art form, and I cannot wait to see how both it and these awards can develop in the future.





ENVIRONMENT WINNER

Golden sunsets often help to create a beautiful landscape shot, but this one relies on more than just that. The sun itself is cradled just above the surrounding wisps of fog and mist by a rocky outcrop while some distinct silhouettes add form to the surroundings. Positioning the camera far from the human subject placed right in the centre makes them a tiny element that creates a sense of scale for the environment around them.



CREATIVE WINNER

With the introduction of the new Creative category, this year gave the opportunity for people to really show off their skills in broader digital art and image editing, and you did not disappoint. Amongst so many imaginative entries, this piece showed great vision and creativity with a composite image that has excellent choice and arrangement of its components to form a compelling take on Spider-Man in New York.



DETAIL WINNER

By making this a frame-filling composition with no colour to distract the eye, the attention is entirely focused on the tactile texture details of the shirt and tie. The flow of the latter across the frame even manages to evoke a small amount of movement and helps to make an otherwise mundane subject become a genuine point of interest.

VP AWARDS PORTRAIT WINNER 2022



RANDOM_ORK



Δ THE
FOUR
THFO
by CUSD

PORTRAIT WINNER

It's easy not to be totally captivated by this shot at first with the main subject's face sitting low in the frame and attention being split between his eyes and those of the bear that adorns his head. This is where the story begins though, and you soon get drawn into the character behind the eyes with wonder about what kind of man would wear a skin like this, and what his status might be. It tells a tale of the subject that is never fully answered, making it an powerful and emotive portrait.

VP AWARDS ACTION WINNER 2022



SKRAMPCA



Δ THE
FOUR
THFO
by CUSD

ACTION WINNER

Without wasting a single pixel, this capture crams in everything it needs to be an outstanding and dynamic capture. The highly detailed front wing of the F1 car demands attention in the foreground, while the vibrant Ferrari Rosso paintwork makes its body burst out from the surrounding blues and greys. Motion blur on the track surface, tyres and water spray add a palpable sense of speed, and the use of the curve of the circuit give a look at the trailing competitors struggling to keep up.

VP AWARDS ABSTRACT WINNER 2022



KIMCHITRAVELER



Δ THE
FOUR
THFO
by CUSD

ABSTRACT WINNER

With the highest overall score of any entry across all 6 categories, this image really resonated with the judges and it is easy to see why. The top down view makes it not immediately obvious what you are seeing, and the wide angle with a little tilt creates an exaggerated perspective with an almost uneasy lean on the cracked floor surface. Only when you pay attention to the silhouette of the shadow, itself an artistic and stylised pose, does the full scope of what is going on become clear.

VP AWARDS BEST SUBJECT
WINNER 2022



KRATOS
GOD OF WAR RAGNARÖK



BEST SUBJECT
CATEGORY

VP AWARDS
BEST SUBJECT
CATEGORY

△ THE
FOUR
THFO
by CUSD

VP AWARDS MOST ANTICIPATED
WINNER 2022



MARVEL'S SPIDER-MAN 2
INSOMNIAC GAMES



MOST ANTICIPATED
CATEGORY

VP AWARDS
MOST ANTICIPATED
CATEGORY

△ THE
FOUR
THFO
by CUSD

VP AWARDS BEST PHOTO MODE
WINNER 2022



GRAN TURISMO 7
POLYPHONY DIGITAL



BEST PHOTO MODE
CATEGORY

VP AWARDS
BEST PHOTO MODE
CATEGORY

△ THE
FOUR
THFO
by CUSD

VP AWARDS COMMUNITY SUPPORT
WINNER 2022



**GUERRILLA
GAMES**



COMMUNITY SUPPORT
CATEGORY

VP AWARDS
COMMUNITY SUPPORT
CATEGORY

△ THE
FOUR
THFO
by CUSD

VP AWARDS MOST INNOVATIVE
WINNER 2022



DEATHLOOP
ARKANE STUDIOS



MOST INNOVATIVE
CATEGORY

VP AWARDS
MOST INNOVATIVE
CATEGORY

△ THE
FOUR
THFO
by CUSD

VP AWARDS BEST LIGHTING
WINNER 2022



THE LAST OF US PART I
NAUGHTY DOG



BEST LIGHTING
CATEGORY

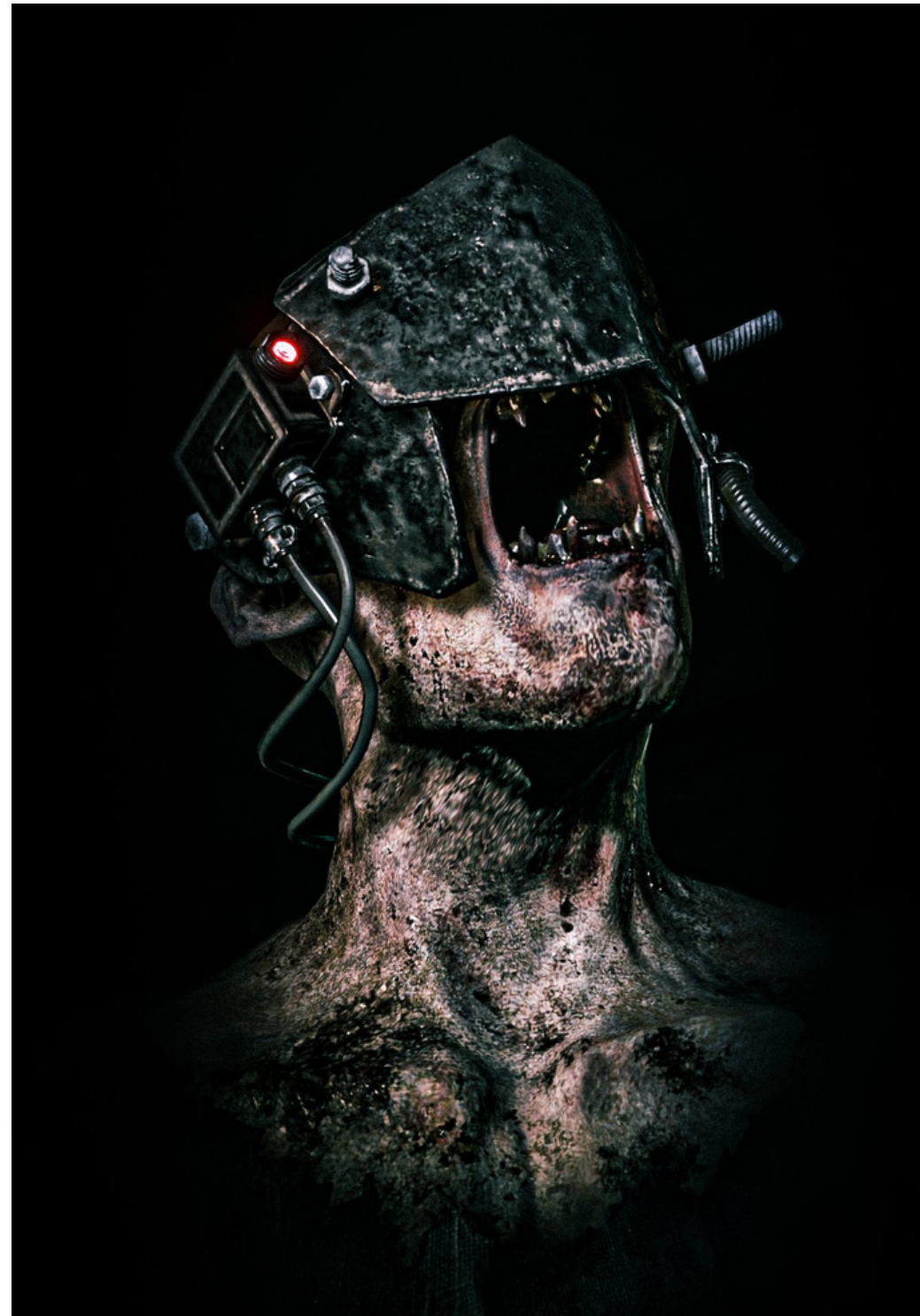
VP AWARDS
BEST LIGHTING
CATEGORY

△ THE
FOUR
THFO
by CUSD



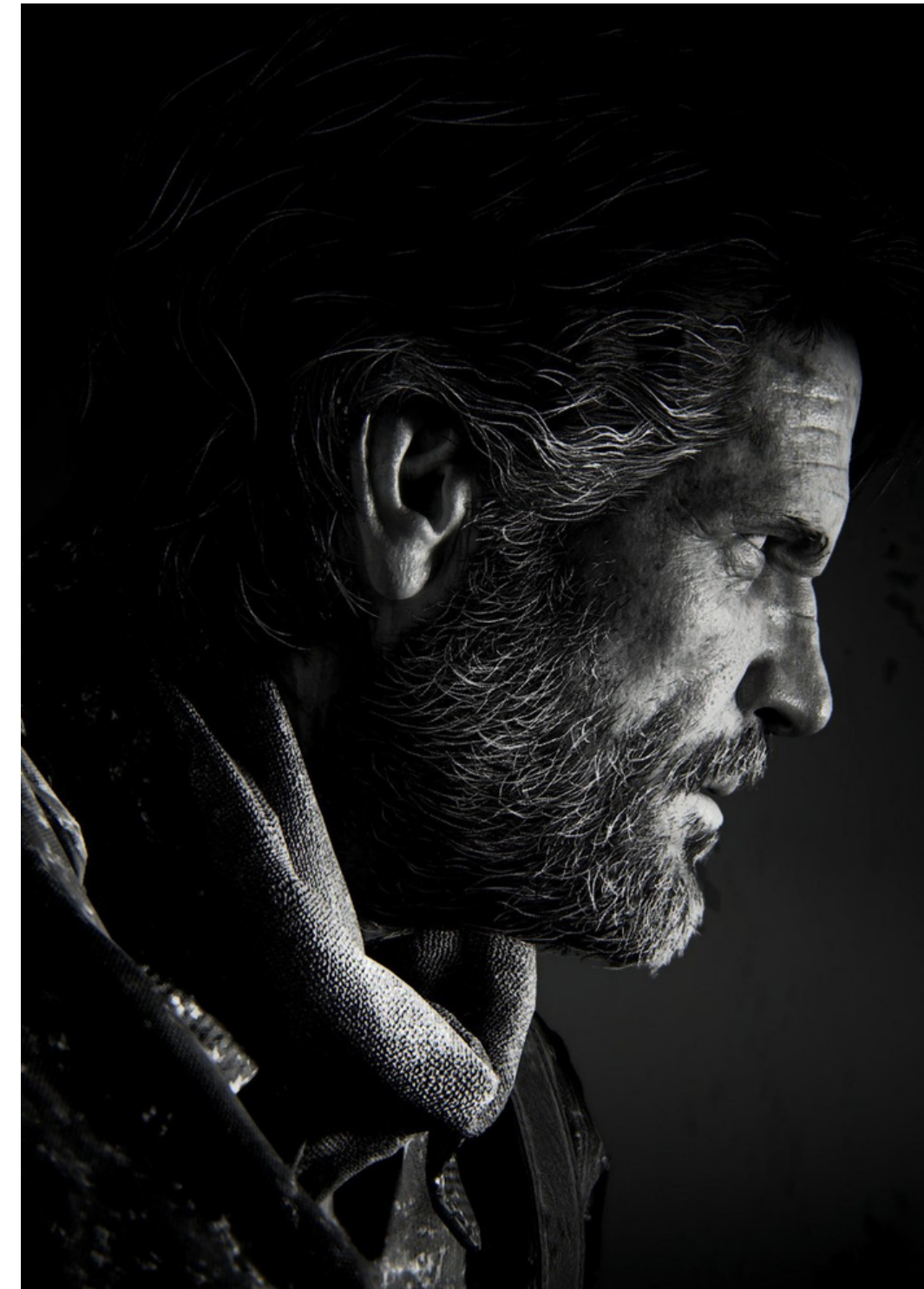
"I shoot landscapes IRL but hardly w/ portraits so when I started VP in 2016, I relished in taking portraits of characters more, mainly coz there's no need to direct/speak to your models, which I very much prefer because my communication skills suck."

JenCPerez



"I have always wanted to highlight the emotional expression of the characters in the game. Although most games do not have much performance except cutscenes, I hope to capture the moving moments as much as possible and express the light and dark levels in the dark single light."

Horace0816



"I listen to the advices of my lover HazHELLov who helps me improve in taking a good shot and choosing the best one. TLOU 1 & 2 are my very favourite games to play. But when it comes to VP I prefer Ghost of Tsushima and its amazing photomode and visual art."

Porter_Rexcolt

"My name is Emerald, I live in New Zealand and I've been doing VP for about 2 years now. In that time, I've learnt so many things about photography and met so many amazing people who really inspire me! I love trying to experiment with my photos and always love looking at other people's work to inspire me.

For me, VP is a great activity that really allows people to capture the beauty of the games we love, and there are so many different games to explore! What's really nice as well is with a lot of developers implementing Photo Modes more, it allows more people to really show off their creativity, and for developers, it's free marketing in a way.

A quote that I think applies really well to Virtual Photography: "All life is an experiment. The more experiments you make the better." - Ralph Waldo Emerson."

EmeraldEnvoy





"TLOU Part 1, the one game I never thought I'd need a remake of but going back to this world again, with its familiar visual aesthetic has definitely been one of my gaming highlights this year. I hope I can express how much I loved returning to this classic with my VP."

Jules_vp_



"The oldest and strongest emotion of mankind is fear, and the oldest and strongest kind of fear is fear of the unknown" - H.P. Lovecraft

Chris/Morph__1



My name is Mona, I started VP almost a year ago, when I started I already had a bit of knowledge in Photoshop editing, which what I mainly use for editing my work. Also I always had love for photography, so combining both while doing VP is truly amazing. I am still learning of course and improving myself and developing my style. At the same time I like trying different styles sometimes, but since I love art I like to go for a more artistic style. I took this picture in Red Dead Redemption 2 by chance when I saw this character standing looking at the sky at night. So I thought it was a great opportunity to take an expressing picture and make it a clear silhouette.

I struggle with depression and anxiety and doing VP is a way to express myself and what I am feeling in a way, that's why I especially love doing portraits. I used a beautiful quote with this picture to express what I am feeling about my own life as well that is

"I hope I can be the autumn leaf, who looked at the sky and lived. And when it was time to leave, gracefully it knew life as a gift." - Dodinsky

Mona__VP



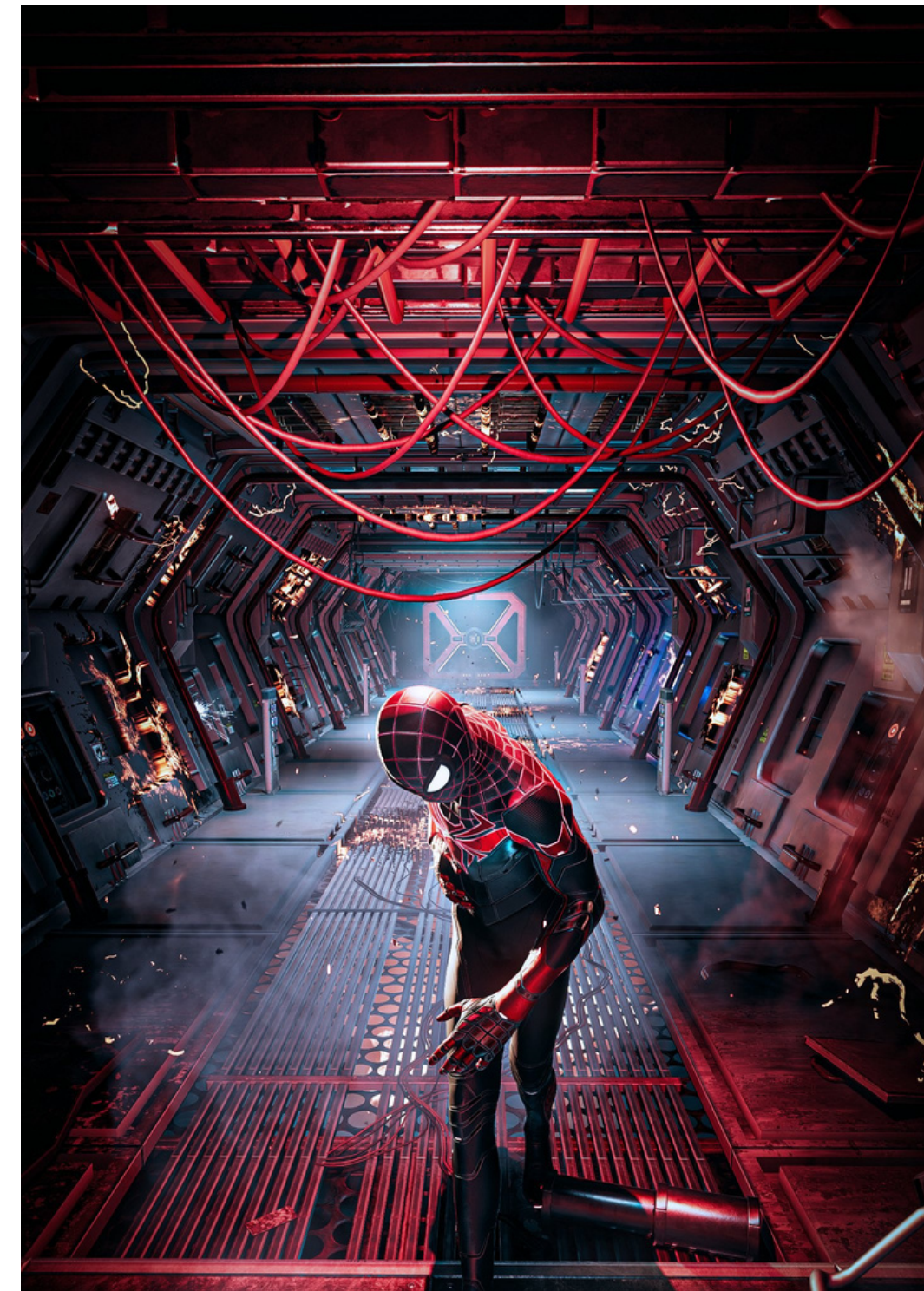
"I've always admired Native American/Mesoamerican artistry. They have a beautiful and unique way of incorporating a certain naturalism in their artistic creations. When I saw that Guerilla had take a lot of inspiration from those cultures for HFW, I wanted to photograph the warrior garb in a way that pay homage to its roots while also making it look like it was from a an anthropological photo shoot"

virtual_glamour



""Virtual Photography. Since all these years, I loved you, hated you, you made me progress, you gave me success, failures, but also friends. You kept me passionate. Sometimes, I admit I wasn't always motivated, but here I am, still standing, thanks to you and the community."

BookieVp



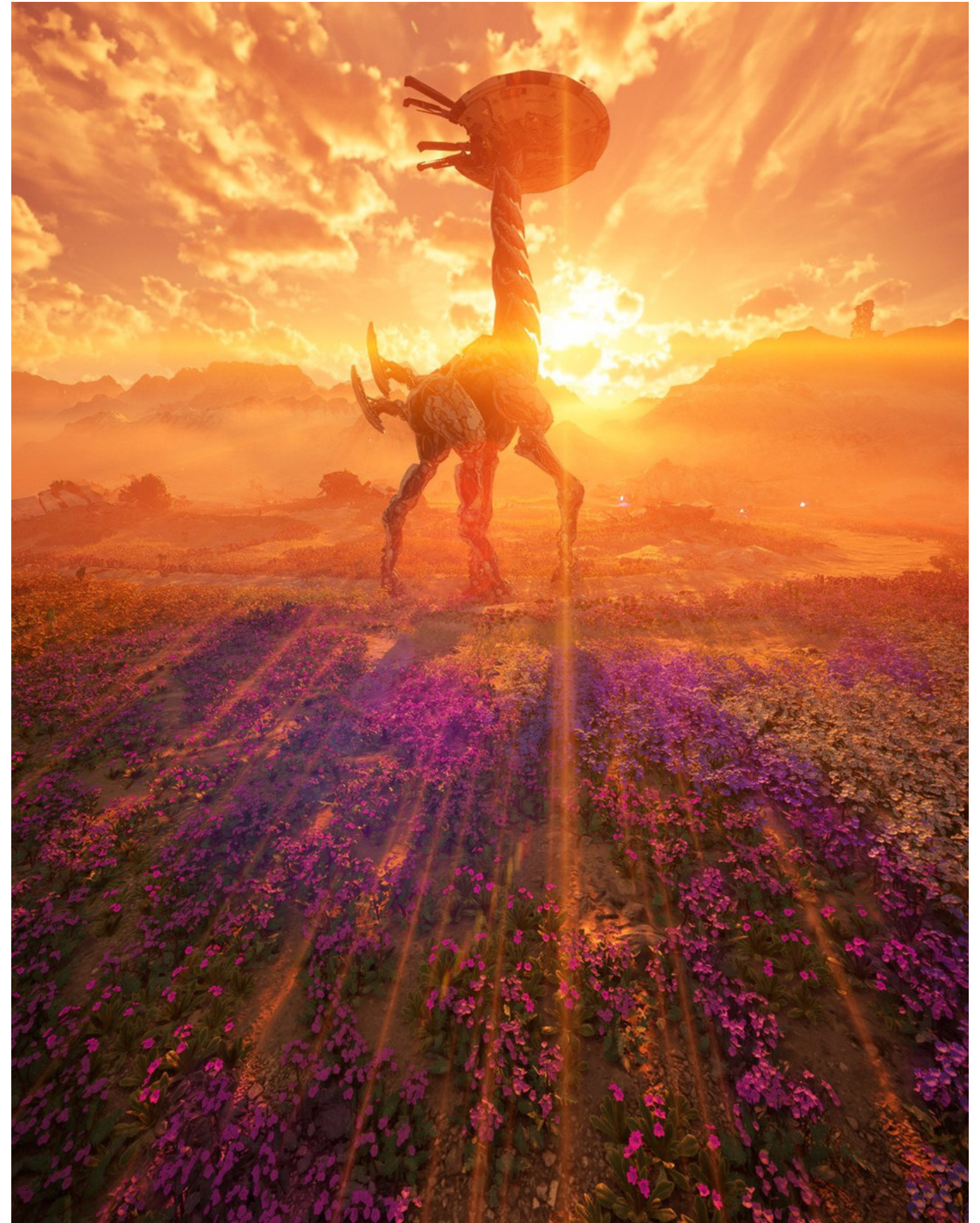
"Hi. My name is Aiello. My profession is game art design. In my spare time, I like to take virtual photographs in games. At the junction of fantasy and reality, it is full of infinite possibilities. I hope that virtual photography can touch more people in the future and let us be one step closer to fantasy! Thank you."

Aiello85999859

And in this moment, the world stood still! Shining your light in the most impossible moments in time. To be the beauty you are, standing in the light filled with much grace. Walking among the flowers believing that something wonderful is about to happen. So in this moment, let's be wildflowers, let your souls be filled by the wind of blessings. Let's Grow Wild and Free, Tall and Brave, in the places of our world and our dreams. To be Strong and Worthy in the places, where your faith and hopes for the future, will always be filled with a bright light. Let's go and grow between the cracks of empty places, shining our light among the darkness and make everything beautiful! Because you were not created unable or unworthy, to go forth and not do impossible things in life or to just simply exist. You were not created to worry and have fear. You were not created to be the same as everyone else or to be of this world and simply follow the crowd. No! You were all individually created to stand out! You are meant to go out and Inspire! Created for so much more! You are all BEAUTY and you are all LOVED no matter what You were made for such a time as this! To find the things that light your soul on fire. To walk a path set and created uniquely for you!

To simply be yourself, because you are original in every way. A bright light to illuminate the World, because you are all BEAUTIFUL! You are Worthy and you are Enough! Your path is unique and the light you're seeking out there is already within you, you just have to Believe! Because if you're reading this... This is just a reminder for this year 2023, that you're Amazing! To Never Give Up and Keep On Going! You've already come so far and you are just going to get Stronger! So Rise like the Warriors you all are and keep on going forward, growing and becoming more than you could ever imagine! Blessed with a heart like a wildflower, that will be strong enough to rise again and again, after being trampled upon by those around you. May your heart be tough enough to weather the worst of many storms to come your way. And to be able to grow and flourish even in the most broken and darkest of places, to Let The Light Within You Shine! And to always inspire others and lift them up high, to go out and create beautiful things in this one of a kind Virtual Photography community. Because in this moment, the world stood still among the flowers and saw you SHINE!

Carmo Fernandes / Raider Warrior





Hello everyone! My name is Vincent, I am a Portrait and Event Photographer and as of 2017 I have been an avid Virtual Photographer. I'm a German born US citizen whose passions include Video Games, Movies, and of course Photography. My love of cinematography has definitely influenced my shooting style. I tend to shoot photographs with more of a cinematic feel to them to bring across feelings of emotion, realism, and drawing you in. Virtual Photography became a huge thing for me in 2017 and to see how far it has come has been remarkable to say the least.

The ever-growing VP community is one I can say is full of positivity, open-mindedness, and love. You don't often find all of those things in one place and I am so happy to be a part of it. To see game developers and studios recognize this artistic avenue more and more has been a treat to see and I have no doubt it will increase in popularity in the years to come. This photograph in particular was a shot I really wanted to capture while playing The Callisto Protocol. The majority of the game tends to make you feel isolated in a dark and grim setting and I thought this shot encapsulated that perfectly.

The facial expression highlighted by simple lighting in a dark corridor really captured this character's progression into a world he knew nothing about and that spoke to me once I got the shot. A favourite quote of mine comes courtesy of Albert Einstein. "Creativity is intelligence having fun!". No matter how difficult a shoot has been, I always find myself smiling, knowing that I'm creating something myself and others will love.

XxSimpleJxX



"Watch the sun rise and set every day, you'll notice how breathtaking and peaceful it feels."

AngryWolf950



"I began VP as a creative outlet to help cope with anxiety I had during the beginning of the pandemic. I've made many friends since I started and love being apart of this community. A big thank you to those who have supported me along the way!"

LegendaryGaymer



"Virtual photography is more than just a screenshot.

We learn a variety of techniques, develop our preferences and styles, and find a way to express ourselves, our ideas, and our creativity through a fun form of media.

Virtual photography is a journey and I'm grateful to continue to learn and connect with great people who share such a wonderful passion!"

Zweivgf

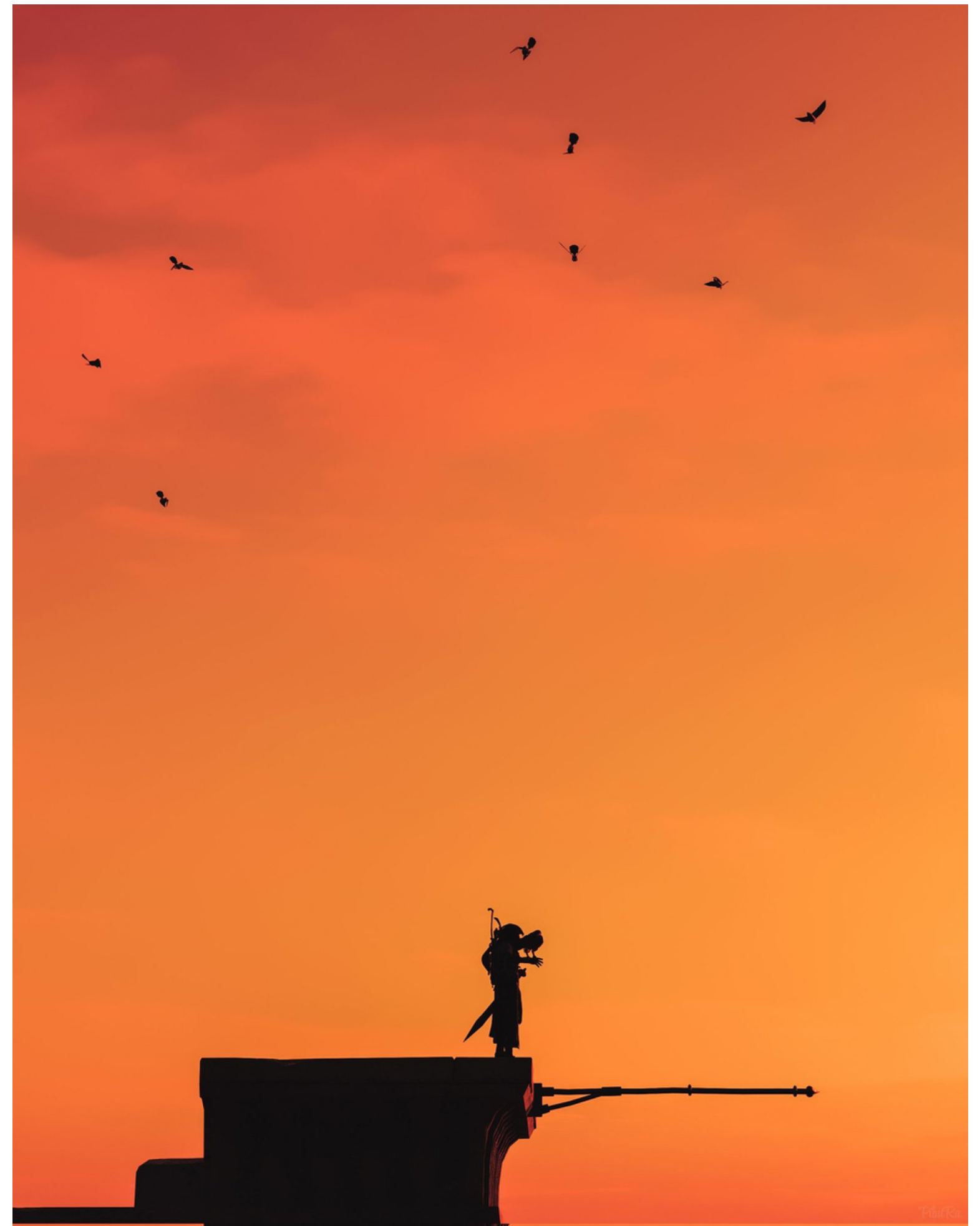


"I'm strangely attached to imageries of him with his back to the camera."

papaue00

"First of all, thank you very much for featuring one of my shots. About this particular shot, it was a bit of a hassle to get both the subject and birds into one frame as they were flying way above Bayek. So I had to work with different camera angles and after some time got it right, I believe. Then worked with the Time of Day and some reshade shaders like Canvasfog until I got the desired shot."

Pibu_Ra





"I enjoy trying to catch that moment in a game that sorta slips away from the untrained eye but gives me a chance to get a snapshot and hopefully a rare one. The other thing I enjoy just as much is making videos of my most intense gaming experiences for my YouTube page that anyone can visit [HERE](#)."

killling_smokes



"Toussaint is a beautiful place, and you can encounter different kinds of scenery, and this red house by the lake is a chance encounter. I've taken quite a few pictures here and this is one of my favourites!"

sin82773349



"I find great escapism in virtual photography, and love taking character portraits. I have no plan, just see a moment, and capture it. The editing process is so much fun as I get to add my style. Inspiration often comes from shows and characters I love such as The Last Kingdom. I started virtual photography back in 2017 with Horizon Zero Dawn and Assassin's Creed Origins.

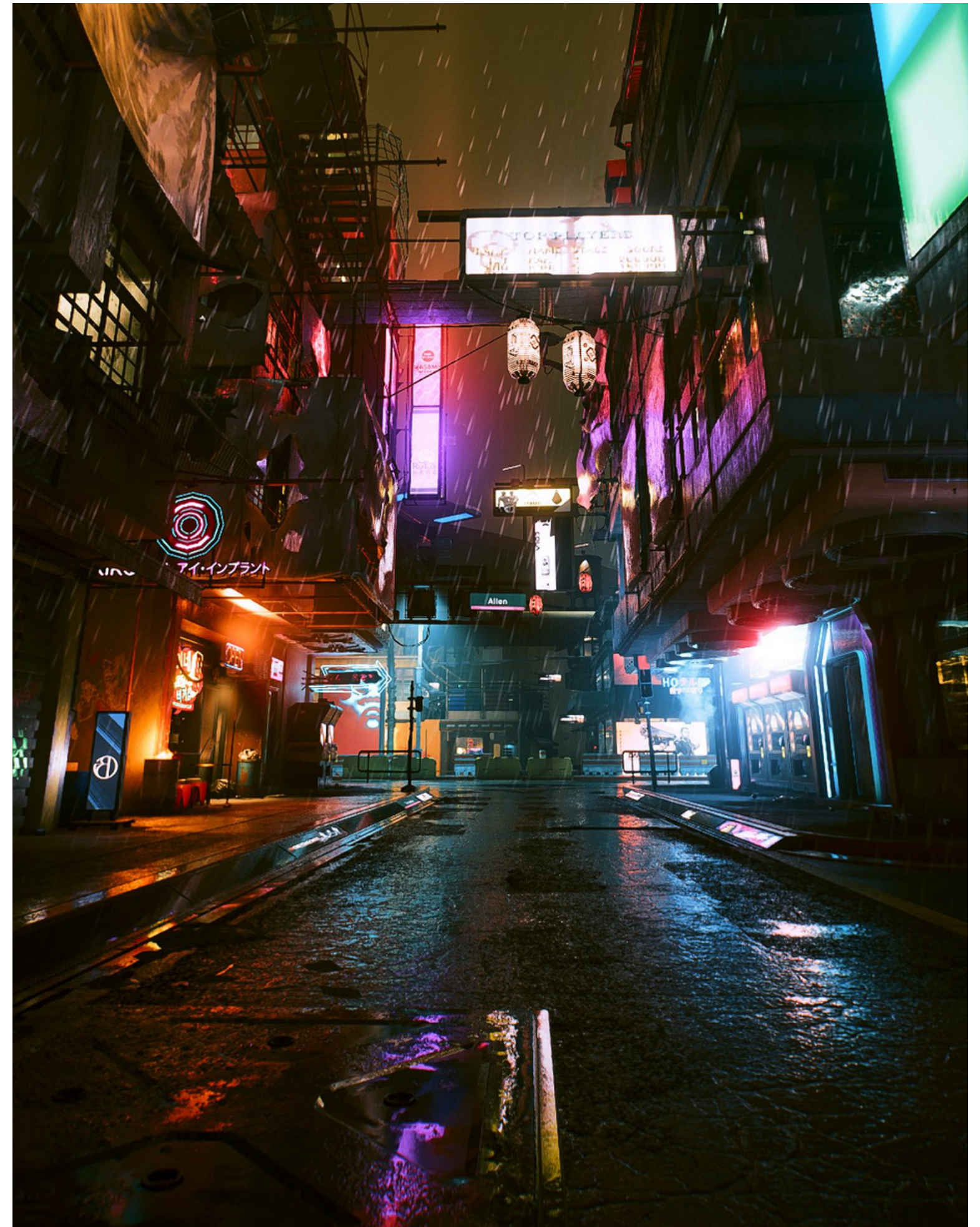
I am also a partner with @ACFirstCiv and in 2021 started up a weekly Assassin's Creed showcase where I pick my top 5 shots of the week and write a small piece about them. Since then, we have evolved and now have a community consisting of 330 members. The aim is to promote the amazing VP artists out there and share our love for Assassin's Creed."

Falconswift87

If you want to join Aarons community please feel free to [HERE](#).

"I've always wanted to do real street photography, but I wasn't very good at it, because I'm slow in finding good composition and at the same time I don't have enough courage to photograph people on the street. So I'm glad I recently discovered VP. Pausing time, looking at the scene from all sides and finding the best shot without any stress – it perfectly fits me. Plus lots of worlds to explore, hopefully I'll get around to it someday. So far I'm still just wandering the streets of Night City."

BenJonelle

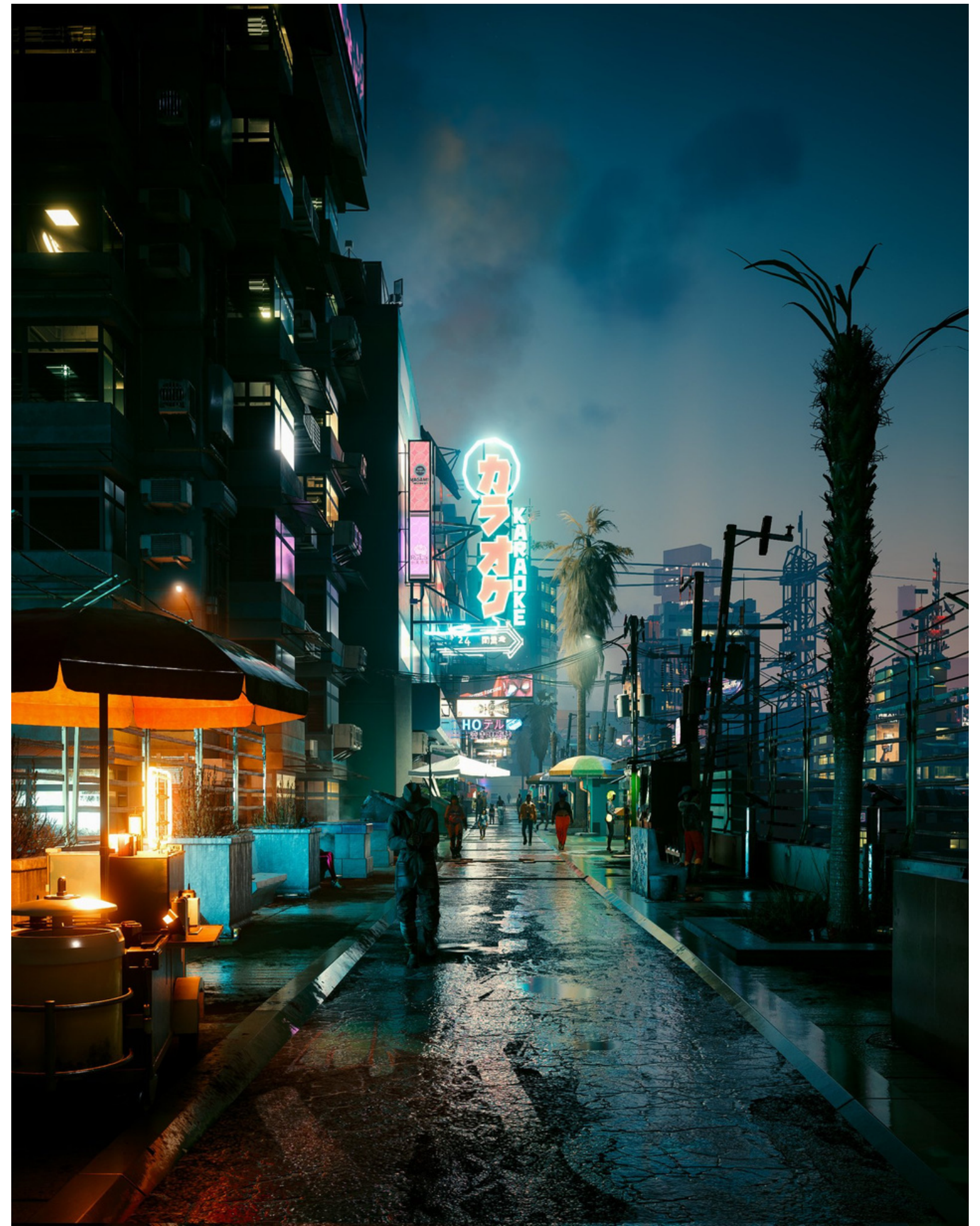


"I've always had an interest and love for photography, and the discovery of VP has resparked that love in a new way. The freedom of the virtual space to capture beautiful moments of my favourite characters and worlds only increases my love for them. The amazing community surrounding it makes only makes it better."

Amich_vp

"Walking the narrow alleys of Kabuki on rainy nights is always cool. I took tons of shots, but i won't get fed up of taking pictures in CP2077. Can't wait for the upcoming add on."

Smogrocker



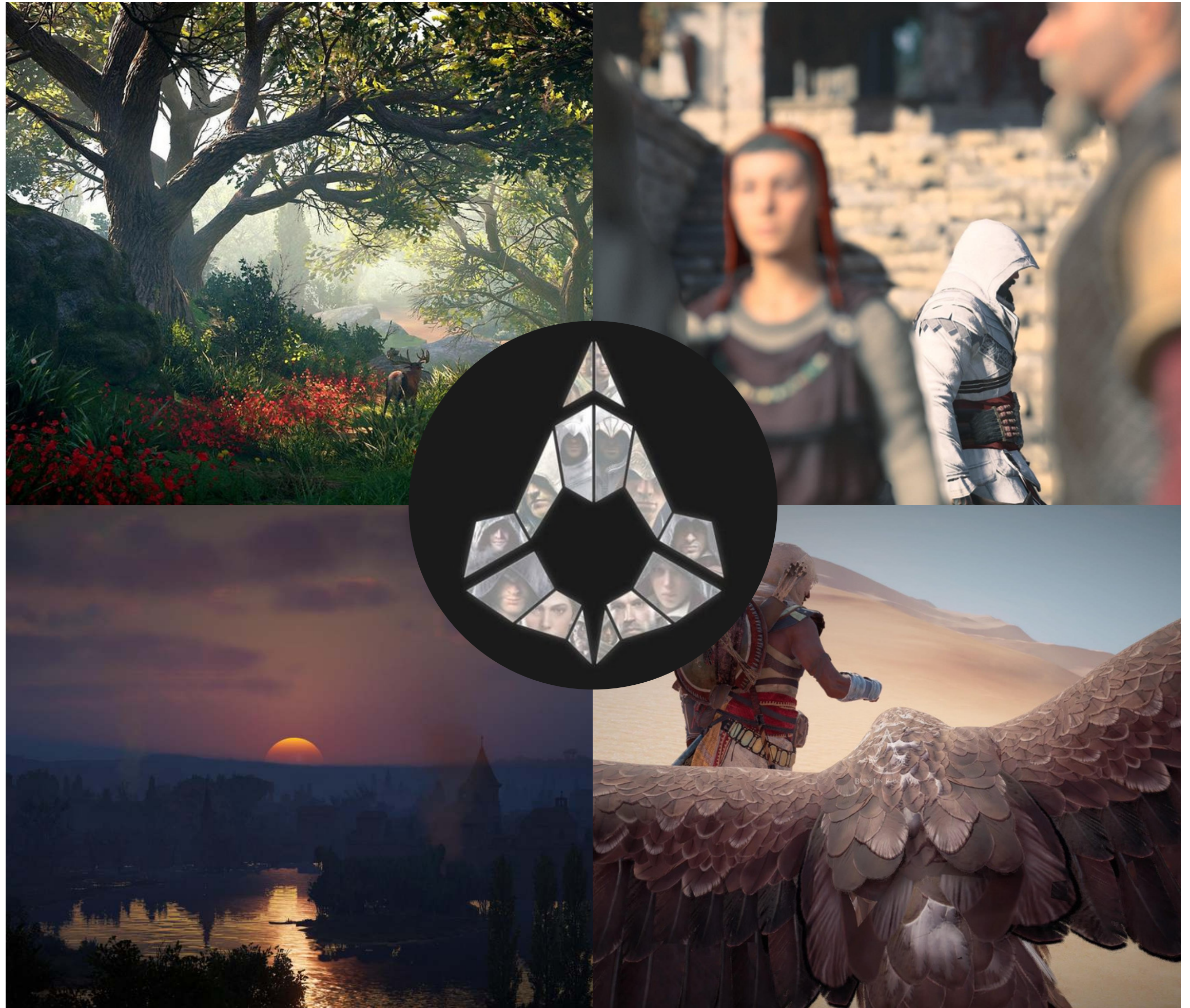
THE ONES WHO CAME BEFORE

VIRTUAL PHOTOGRAPHY COMMUNITY

The Ones Who Came Before VP Community is hosted by Aaron Young from The AC Partnership Program. Every week Aaron picks his top 5 favourite Assassin's Creed shots and showcases them on The Ones Who Came Before website as an article. The idea is to promote virtual photography and talented content creators within the community.

Aaron is a keen virtual photographer and loves to post his journey's through Assassin's Creed on Twitter. Keep an eye on the site as more weekly articles are added. You can participate either through tagging your shots to #TOWCBWeeklyCapture or by joining our Community.

This issue we'll be sharing Aarons top picks from the previous 8 weeks. Be sure to join the community [HERE](#), and to read all previous articles visit theonesswhocamebefore.com.





VP Artist: @MechXican

Game: Assassin's Creed Odyssey

We have a striking shot of Cassandra dressed for the kill. I love the lighting of this capture, the dark background with the snippets of light on her face really gives off Assassin vibes. I love finding stealth focused shots from Odyssey due to it often receiving criticism for its lack of Assassin's. This shot is worthy of its place in the first showcase of 2023.

VP Artist: @ophotongame

Game: Assassin's Creed Origins

This is simplicity at its best. For me this shot exudes class. The silhouette of Bayek, Senu and the statues are all perfectly captured. It takes fantastic timing to catch Bayek mid jump, as it's not always easy to enter the photo mode at the right time. Origin's parkour wasn't too bad, but I can't wait to see what this artist can do with Mirage.

THE ONES WHO CAME BEFORE



VP Artist: @BasimIbnIshaq_

Game: Assassin's Creed Origins

It seems I cannot escape eagle shots. Senu once again features for photo number three. I have to say I think this is one of the best captures from Origins I have seen. The framing is on point and the timing is something else. I love how Bayek has his arm out ready to receive his companion. This reminds me of the awesome Origins CGI trailers we saw in the build up to release.



VP Artist: @NoviKaiba23

Game: Assassin's Creed Valhalla

This shot just needs to be framed and put up on the wall. I can't get over how beautiful this photo is. It also amazes me how games can look like this; the world building is phenomenal. I love the colours, especially the deep red of the flowers. The rays of light breaking through the trees make this shot so magical.



VP artist: @Jakeste66386991

Game: Assassin's Creed Origins

This is probably one of the best send-off shots you could hope to take. I feel it signifies how I felt at the end of Assassin's Creed Origins. This capture is so gorgeous, the silhouette of Bayek walking off into the sunset is a real delight. I remember at the time being a fan of the border too, as it makes the shot stand out. That sun though is something else.

VP Artist: @Amaya_Nocturna

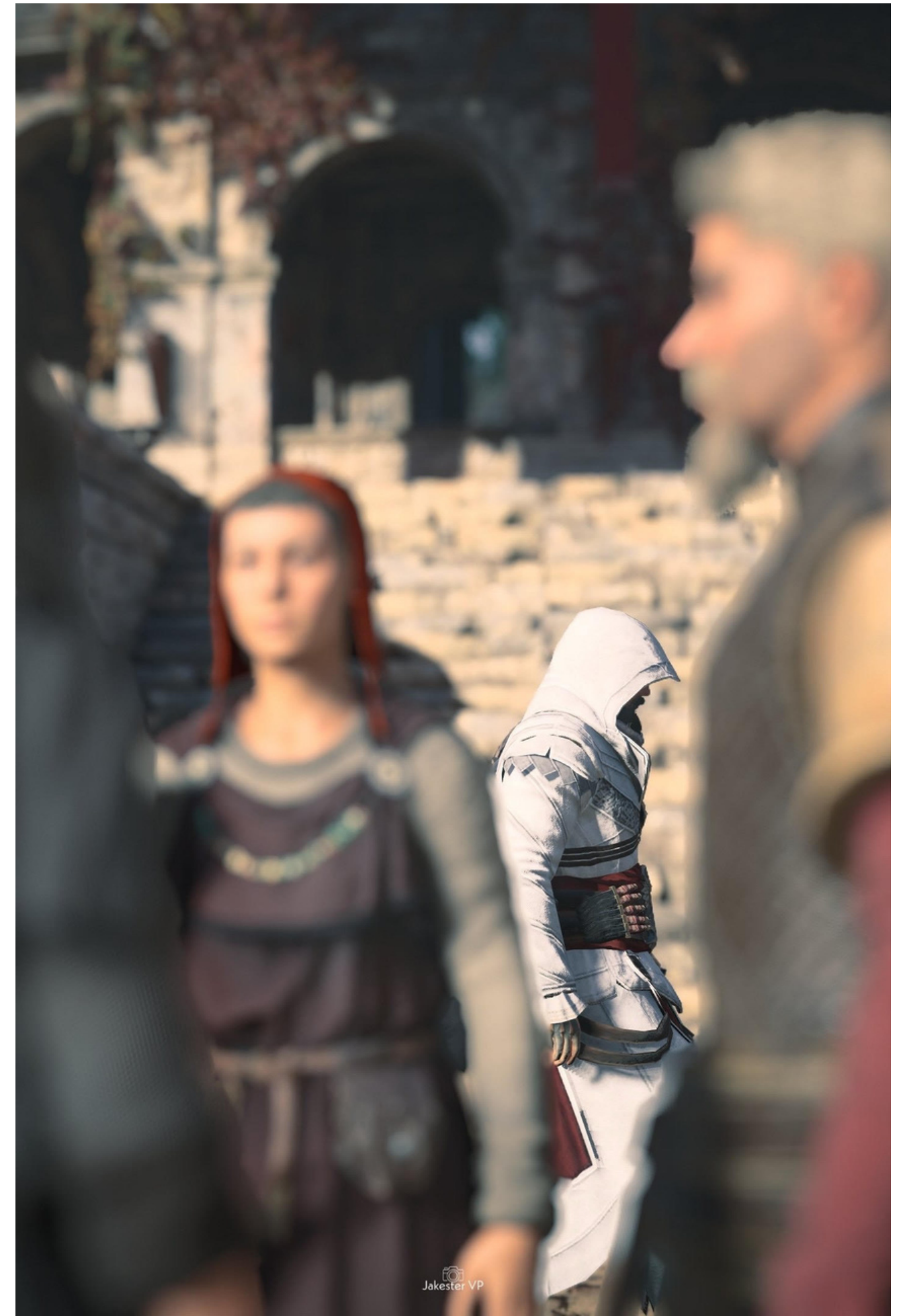
Game: Assassin's Creed Valhalla

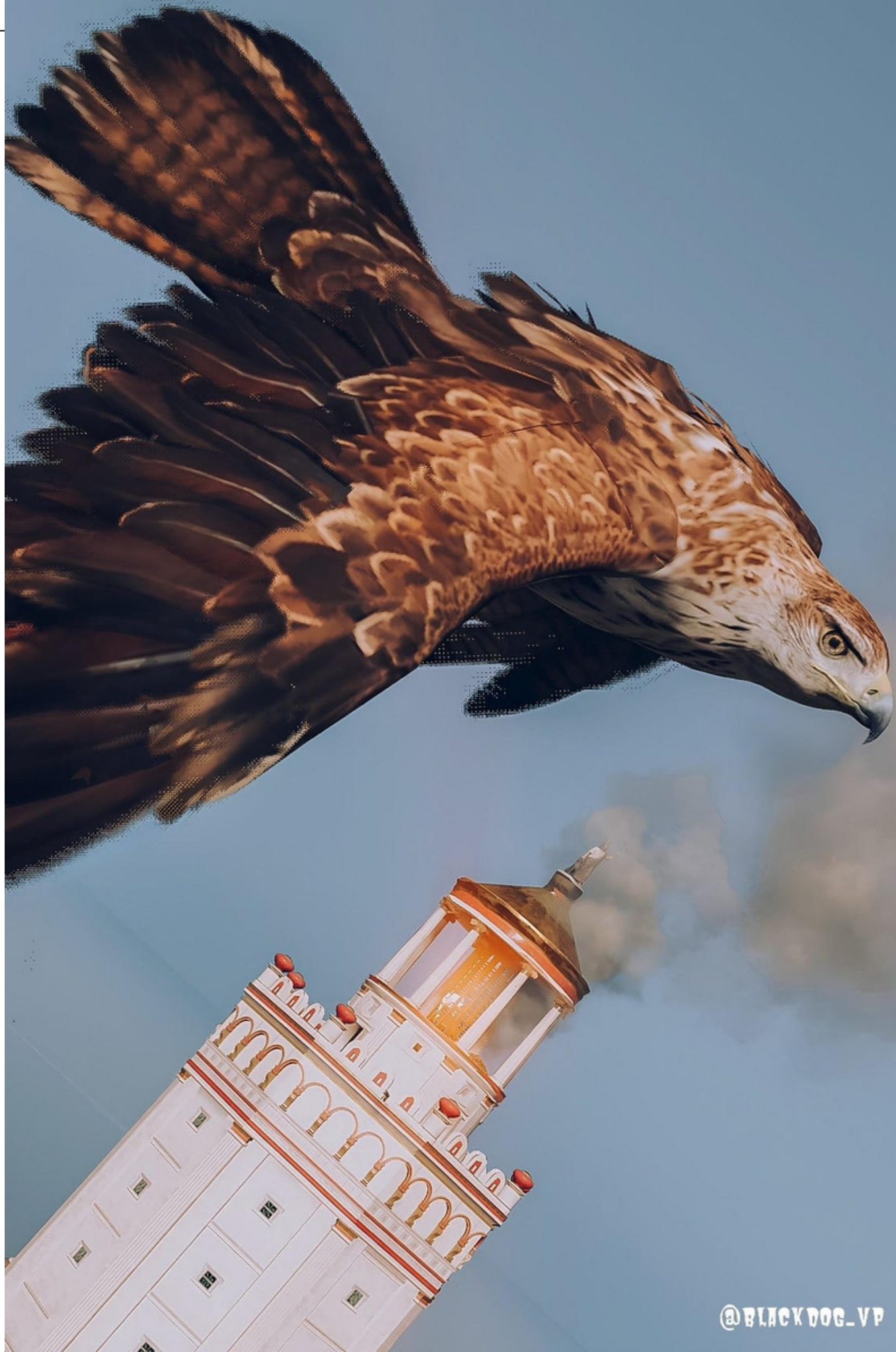
Next up we have dusk in Assassin's Creed Valhalla and what a stunning shot this is. The sun is perfectly captured, and the timing here is impeccable. The colours are faultless too with a real mixed bag of darker tones. I especially like the outline of the Monastery and the sunlight reflecting off the water. I just want to put a frame round it.

VP Artist: @Jakeste66386991

Game: Assassin's Creed Valhalla

Another absolute cracker from Jakester. This shot is all about depth of field and how it highlights the Ezio outfit perfectly. I am definitely getting Brotherhood vibes from this photo. I am always impressed when people can capture the spirit of the old games within the newer ones. Thank you Ubisoft for adding the legacy outfits.





VP Artist: @blackdog_vp

Game: Assassin's Creed Origins

I could not resist selecting this shot. Despite an abundance of Senu/Ikaros shots recently, this one stood out due to its amazing perspective. Senu looks elegant as ever soaring over Alexandria. Capturing the lighthouse in the background with the smoke rising from the top is nothing short of genius.

VP&ME WITH DPRUTTZ

THIS ISSUE WE GET TO KNOW
DPRUTTZ AND HIS EXPERIENCE
WITH VIRTUAL PHOTOGRAPHY



HELLO DAVE, COULD YOU TELL US A BIT ABOUT YOURSELF?

So I'm Dave, married to Kerrie and a dad of two girls Poppy 6 and Emilia 3, who I live with in the south of England.

By day I work as an Operations Manager for a national builders merchants and by night I'm a gamer and virtual photographer.

I've always had a passion for art in any form but have had particular interests in photography since college, so virtual photography is right up my street.

I also love everything Marvel and absolutely love listening to video game and movie sound tracks.





YOU ARE VERY FOCUSED ON SHOOTING PORTRAITS. CAN YOU TELL US WHY YOU ARE DRAWN TO PORTRAITURE AND WHAT IT MEANS TO YOU?

When I started VP I would take all types of shots, Landscape, Portraits, Abstract and sometimes Cars but over time I found myself being drawn to Portraits.

I love the details, lighting and expressions on faces in games, whether they be hyper realistic or more cartoony. I always find myself people watching in real life so it was a natural progression to be able to do the same in games and capture different faces, emotions and types of beauty in the characters we play an meet.

I still try to get out of my comfort zone and try other things but I always come back to Portraits.





WHAT GAME INTRODUCED YOU TO VIRTUAL PHOTOGRAPHY AND WHAT ABOUT IT MADE YOU KEEP CAPTURING?

The first game that introduced me to VP was Assassin's Creed Valhalla and it just blew my mind that this previously unknown tool in the game was there and how established it was.

My shots started out as quick snaps but the more I got the hang of the photo mode the more I tried to experiment. I loved how much detail could be seen when zooming in which was the start of my Portrait obsession I think.

My mind started running away with me at all the possible captures I could get. My vivid imagination meant that some of my visions could not be realised so I started to learn how to post edit. If your familiar with my work you'll know I love an edit

So that started my love for VP, I started looking for other games that had PMs and the rest is history.

WHERE DO YOU FIND INSPIRATION FOR YOUR SHOTS?

When I started VP I would take all types of shots, Landscape, Portraits, Abstract and sometimes Cars but over time I found myself being drawn to Portraits.

I love the details, lighting and expressions on faces in games, whether they be hyper realistic or more cartoony. I always find myself people watching in real life so it was a natural progression to be able to do the same in games and capture different faces, emotions and types of beauty in the characters we play and meet.

I still try to get out of my comfort zone and try other things from time to time but I always come back to Portraits.





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

The only advice I would give is to just be you, your style , your type of shot, your way of editing. Don't try to conform. At the same time if you want to learn don't be afraid to reach out to VPs that inspire you, we don't bite and are more than happy to pass on hints and tips.

YOU'VE BEEN PART OF A FEW VP RETWEET COMMUNITIES, WHAT ABOUT SUPPORTING THE COMMUNITY CALLS TO YOU AND HAVE YOU LEARNT ANYTHING FROM THE COMMUNITY WHILE IN YOUR ROLE?

I've had the privilege of being part of both the VPRT and World of VP Teams and it was a dream come true. When your starting out in VP you look to these pages to find inspiration in what work they share and also help getting noticed in the community. Their support was pivotal in my journey so far within the virtual photography community so to be able to do the same for others either staring out or within the community, it was a no brainer for me.

I've also had the chance to see behind the curtain and how it works running these pages and the time commitment needed. A lot of work goes into running them and keeping them fresh and current. Although it can be a lot of work, the people you meet on the teams and interact with as part of the teams makes it all worth it.

As with anything there is also the darker side, being part of community teams also can attract toxic attention, I have personally had experience of this and it's not nice but thankfully within our community it is in a minority.

So I would say to anyone wanting to help others and give something back to the community and if you have the time, get involved, reach out and be apart of the teams, you won't regret it.





WHICH UPCOMING GAMES ARE YOU LOOKING FORWARD TO PLAYING/CAPTURING?

Given I'm a new PS5 owner I'm looking forward to capturing all the games I've missed, First on my list is Ghost of Tsushima followed by God of War Ragnarok, The Last of Us II and Demon Souls.

From a new games perspective I'm really looking forward to Spider-Man 2 later this year, I'm such a Marvel geek





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

For me my favourite photomodes are the ones that give you the tools to realise your visions. Whether that be Insomniac PMs that give you such diverse control of lighting or SuckerPunches ability to change the Weather and time of day. We are spoilt for choice with PMs but my favourite at the moment is Ghost of Tsushimas PM, that coupled with the games art direction is a match made in heaven.

OUT OF ALL YOUR PHOTOS, WHICH ONE IS YOUR FAVOURITE AND WHY?

My favourite shot of mine of all time is this shot of Gamora. I love the moody edge of it, it's sorrowful yet sultry at the same time.

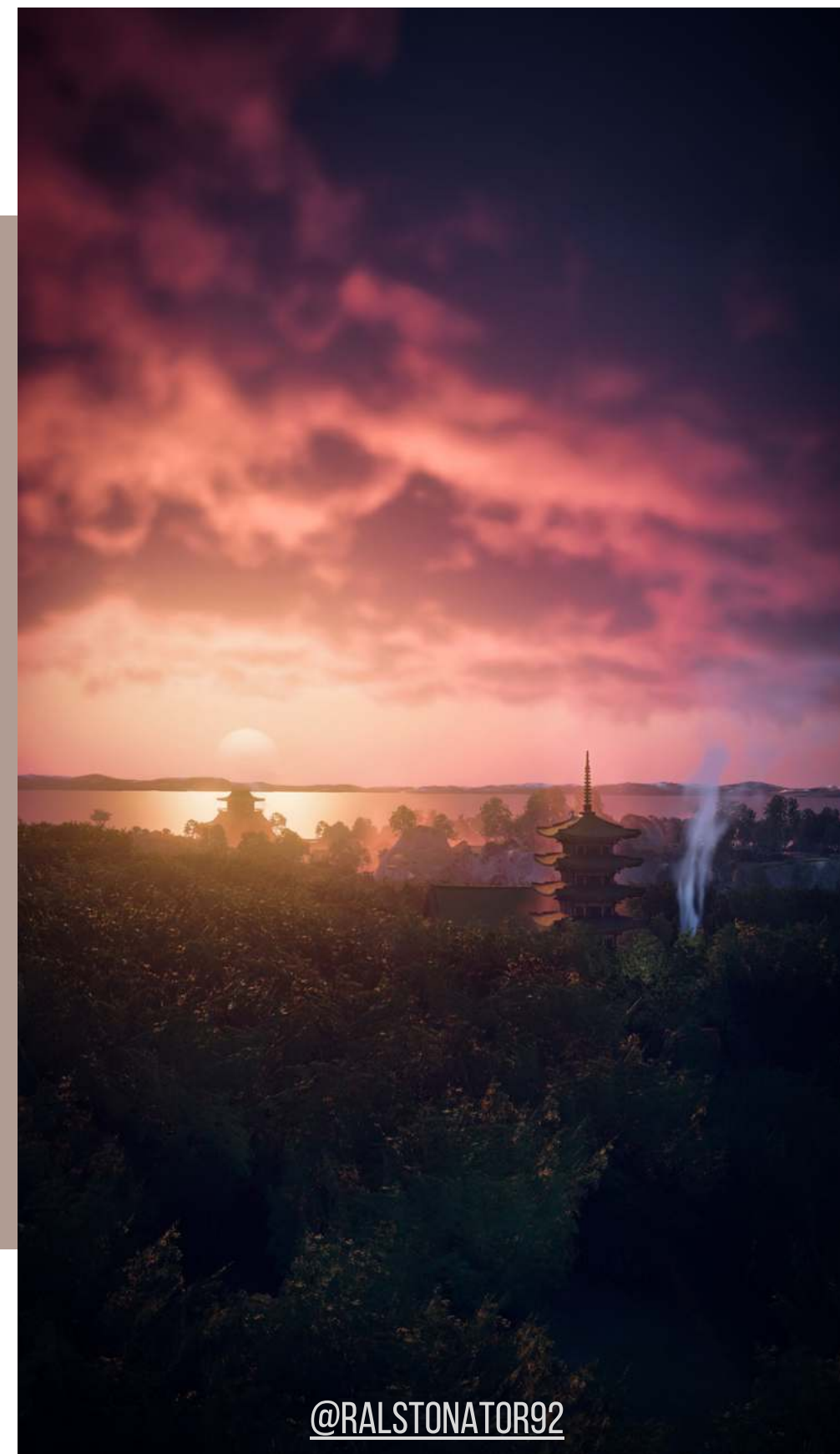
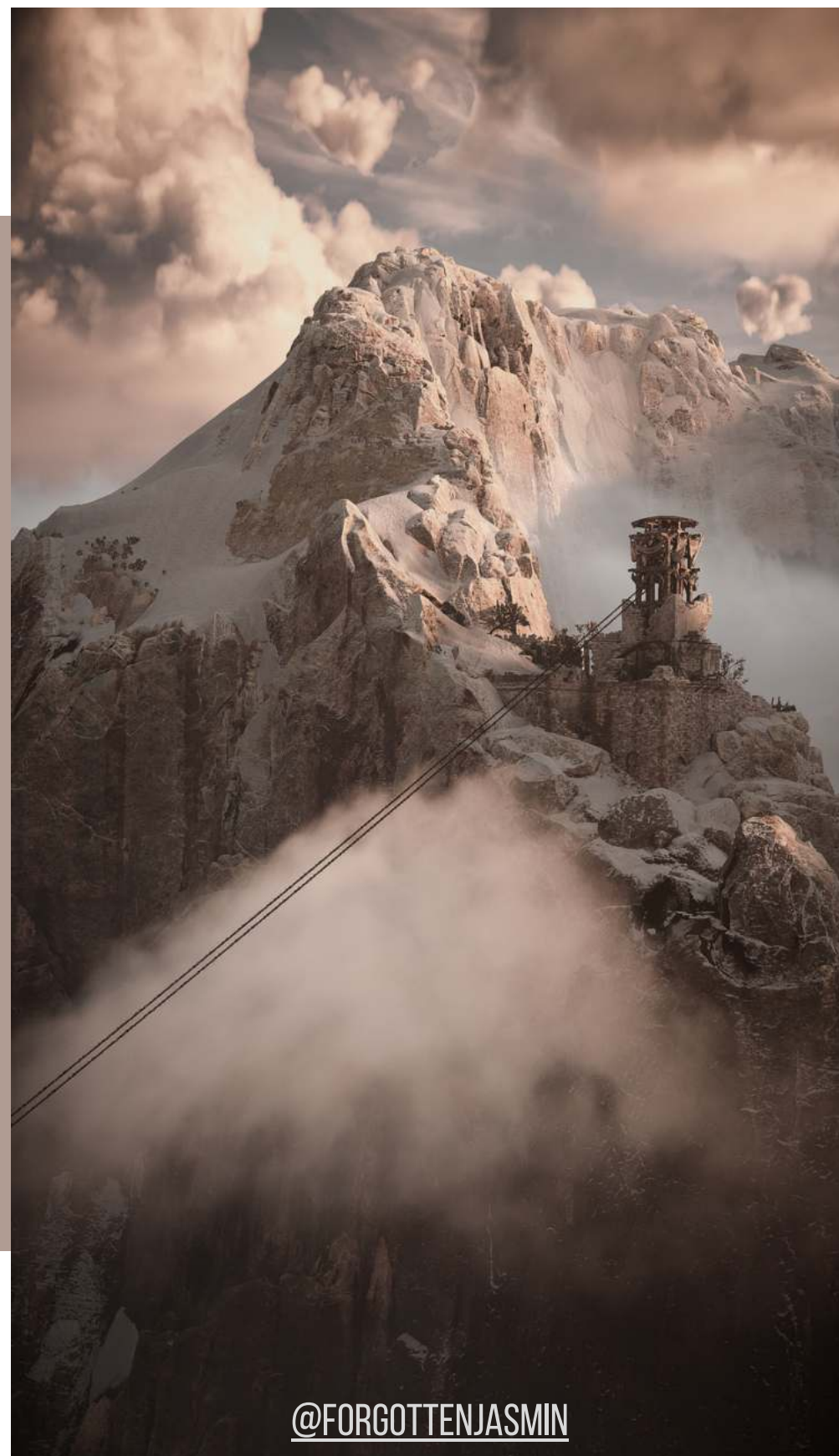
Gamora is always full of sass and being a badass so this rare moment of remorse really spoke to me.

When I saw it on screen I had to capture it quite quickly so didn't have time to compose the shot properly. There was a lot going on in the background so I opted for a high edit and decided to emphasize the mood by adding heavy black colour to give the illusion of a shadow and light shot.

I used various mobile apps to achieve the edit and it's the one I'm most proud of.



#TPMLANDSCAPE



#TPMLANDSCAPE



@AIRAISNUB



@PLAYPAUSEPHOTO



@THEONLYJESS_VP



@POINTANDGRIFF



@DEFALT368



@EL_K_MA2UMO

@EMERALDENVY



@RENAN.VP





@YOPIALELCR



@ AURON



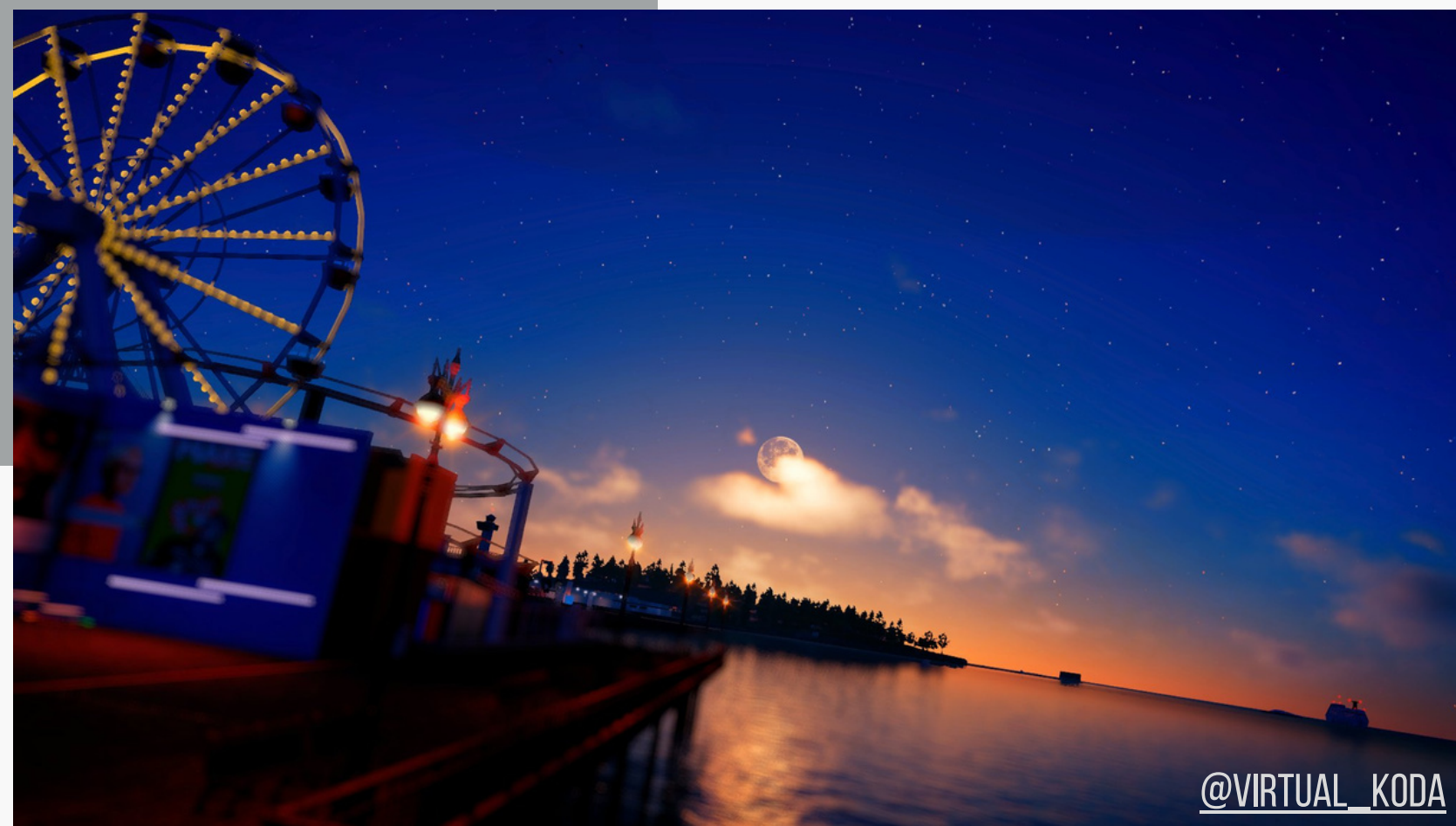
@KEENEYVVP



@STEFANIEMCMAKEN



@WINGSFORSMILES



@VIRTUAL_KODA

#TPMLANDSCAPE



@UVIOLETRA

@INBLUEFARMOAT





@EVEYGAMEPHOTO



@NOBODYBLUES



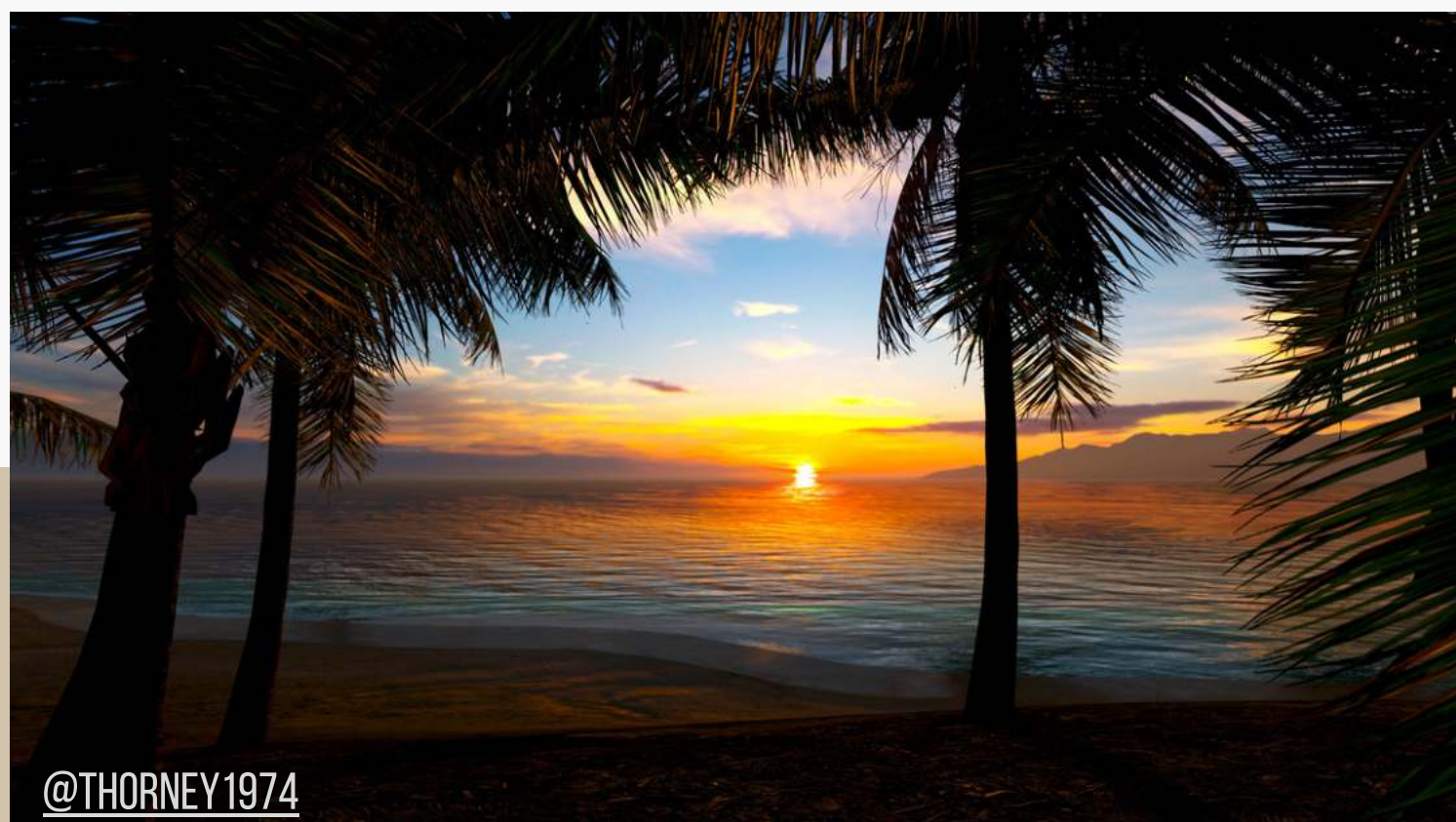
@B HEUCHERT

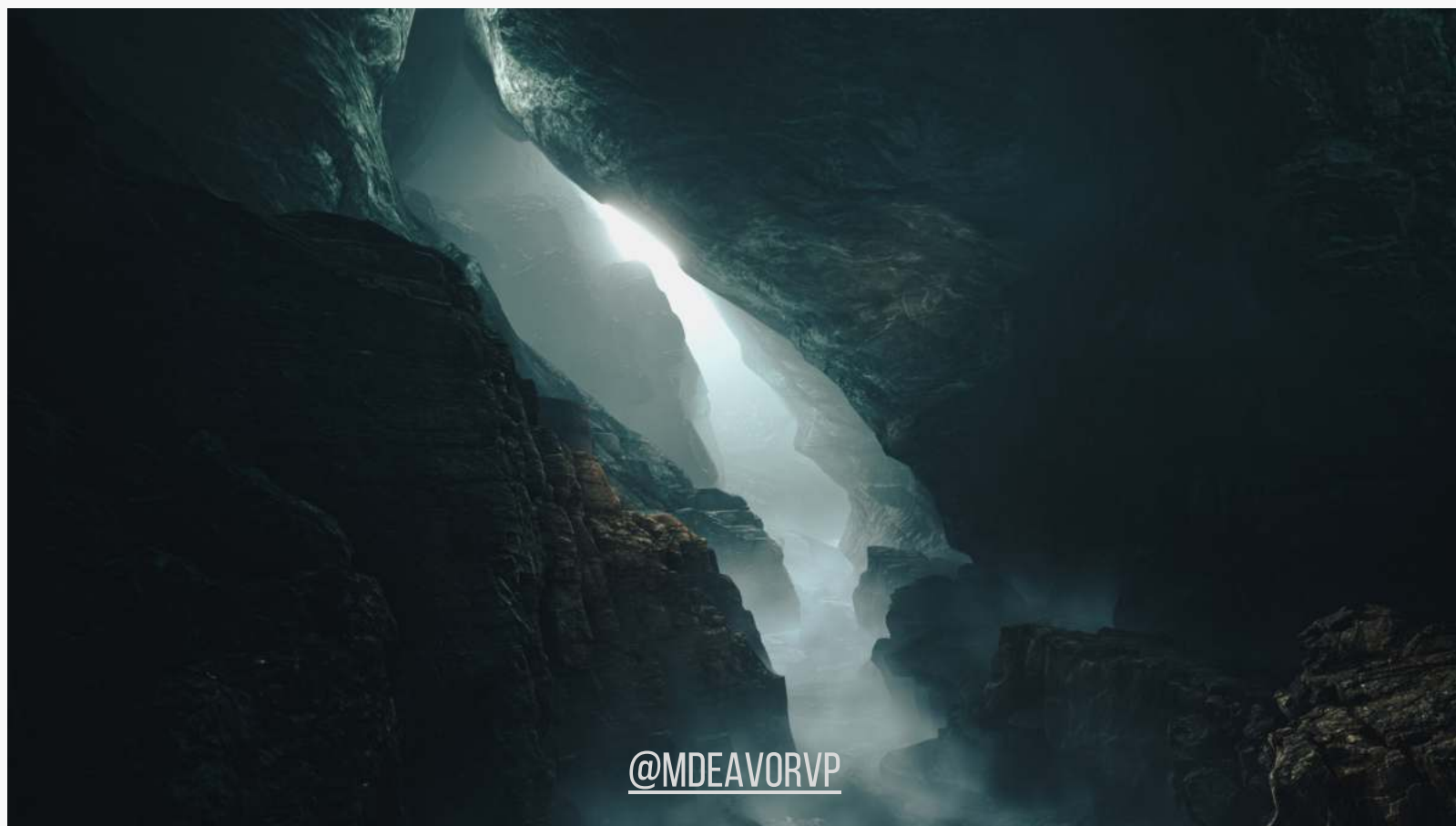


@GAMINPIXELS



@URANIUMRAILROAD





[@MDEAVORVP](#)



[@KAIZEN_VP](#)



[@JACKDEEKFOX](#)

THE PHOTOMODE

SPACES



ASK THE VP

SATURDAY 18TH MARCH

9PM GMT | 4PM EST | 3PM CST