



# THE PHOTOMODE

ISSUE 28

THE ONES WHO CAME BEFORE   VP&ME WITH SPECTRAL LENS   COMMUNITY FEATURES

COVER BY SPECTRAL LENS

# MEET THE TEAM



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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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#TOWCBWeeklyCapture

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#TPMb&w & #TPMsilhouette

## Want to be featured?

Tag us or use #ThePhotoMode



Hi, my name is Ai and I've started doing VP right around the start of pandemic in 2020. Back then i started VP while playing Horizon Zero Dawn & Death Stranding. I was using my private twitter account at that time so i decided to create a new one specifically for posting VP cause I don't want to spam my followers timeline with game photos (they barely play games around my age haha).

VP in general : At the start, I thought VP was just like regular print screen (I'm on PC) then probably around 2015 or before I discovered that many games include a photomode, games like AC Origins already had one but I never use it back then. I start exploring photomode when Horizon & Death Stranding released but being unfamiliar with IRL photography myself I had to teach myself its features.

I then discovered that there is community on Twitter that does VP. It really helped me a lot. I got much inspiration, and sometimes I got to learn new tricks. I got myself into camera tools which is a game changer with virtual photography cause it's such a powerful tool, as well as learning how to use reshade. I feel so blessed to have learned all these things and also get to know number of positive people here who committed themselves to help the community itself, giving spotlight to newbies, etc.

How I took the shot : Okay so this particular shot was taken back in January 2023. I have finished my RDR playthrough years ago then i started new playthrough around mid 2022, this time with intention for virtual photography.

I was amazed by Red Dead shots from the community and always wanted to give it a try. Now I have discovered the Cheat Engine Tables for photomode enhancement specially built for RDR2 (courtesy of Frans Bouma).

At the beginning, I mostly took Portraits of Arthur & John. For non IRL Photographer like me, portraits were probably the easiest thing to do cause you know where to put your focus. But then, hundreds of shots later, I challenged myself to do something new. I learned how to capture photos with a wider range of subjects and manually adjust where to focus. That also meant I needed to carefully adjust my depth of field, as it helps define which object I want people to focus on my shot.

Frans cheat table helps a lot cause you can literally move the camera as far as you want / as close as you want. It also has time and weather control to give you the best mood possible for the shot you want to take.

So for this one I move the camera pretty far and carefully balanced the proportion between Land and the Sky. The next step is adjust the time. If I recall correctly this was around 6 am, where the sun has just rising, hence the colour. I also reduced the saturation a bit so the bushes weren't too green. The problem with this shot was maybe the resolution or a mod messed up because the draw distance was acting up. The main object (john and his horse) started to disappear. It could not be helped so I decided to use adobe to recover that missing detail."



SECOND CAPTURE

SHADOW OF THE COLOSSUS



SOLINSTRUMENTS / HORIZON FORBIDDEN WEST







LAMISTHIOS

ASSASSINS CREED ODYSSEY

"I started in the world of VP recently. I was looking for a new distraction and it has ended up becoming something that I really love.

Virtual photography has allowed me to enjoy video games from a different perspective. It allows you to go beyond the story of the game. Now I pay more attention to landscapes, characters, environments, and the little details that surround each game. I enjoy taking photos of the moments or places I like, and sharing them with the community.

I love seeing the amazing work that members of the VP community do. I learn a lot from all of them. I still have a lot to learn in this world and I hope to continue improving and enjoying virtual photography every day."





UNIVERS\_G8CO ELDEN RING





HAVOCRAINS GHOST OF TSUSHIMA



HORACE0816 / ASSASSINS CREED ODYSSEY



"Have you ever stumbled upon a beautiful view in a video game and wished you could capture it forever? That's where virtual photography comes in, for me, and I am absolutely in love with it.

As a virtual photographer, I get to explore and capture the breath-taking worlds that game developers have created. It's not just about taking pretty screenshots, though. It's about telling a story through each image and evoking emotions in myself and others. When I'm behind the camera, I feel like I'm in my own little world, capturing moments that others might not notice. It's a way for me to immerse myself in the game and appreciate the artistry and detail that goes into creating these worlds.

Virtual photography is more than just a hobby for me. It's a form of self-expression that allows me to showcase my personal style and voice. Each photograph is a reflection of my own experiences and emotions, and I love being able to share that with others. On top of that, virtual photography has become a social experience. And for someone who's as shy as I am, it's a perfect way to connect with others who share a passion for this art form and to exchange ideas and inspiration.

I have met many incredible people through virtual photography communities, and I am constantly inspired by the work that others create. In a way, virtual photography has become a form of therapy for me. It allows me to disconnect from the real world for a little while and focus on something that brings me joy and fulfilment and has helped me to develop my own personal style and voice. Each photograph I take shares a bit of who I am, my experiences, and my emotions. It's a way to express myself and communicate my inner thoughts and feelings with the world.

Virtual photography is an art form that I love because it allows me to connect emotionally with myself and others. It's a way to explore new worlds, tell stories, express myself, appreciate the artistry of game developers, and connect with a wonderful community of people. It's an art form that speaks to me on a deep level and allows me to communicate my emotions and experiences with the world. It's something that brings me immense joy, and I hope to continue doing it for a long time to come."







RED DEAD REDEMPTION 2 \_ GROOVYP \_

"My conscious journey into virtual photography began with the game Control by Remedy. This game pushed something inside me to try my hand at it. Thanks to them for that.

As for the very essence of virtual photography, the author's perspective is always important to me first and foremost. I want the shot to evoke emotion in the observer, to tell a story, to stay in the memory. This is what I try to develop in my skills and what I strive for.

I like the fact that the VP community as a whole is still young and very actively developing. Whereas in the past technical limitations made it impossible to create what authors had in mind, now the overall level of virtual photography is growing along with the beauty, scope and elaboration of virtual worlds."

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"The timing of entering PM was the tricky part getting Angrboda in mid spin throwing around her colourful dust. Just changed her facial expression to have her look carefree with herself, with some slight editing on the lighting was able to capture this image."

MORPH \_ \_ 1 GOD OF WAR RAGNOROK

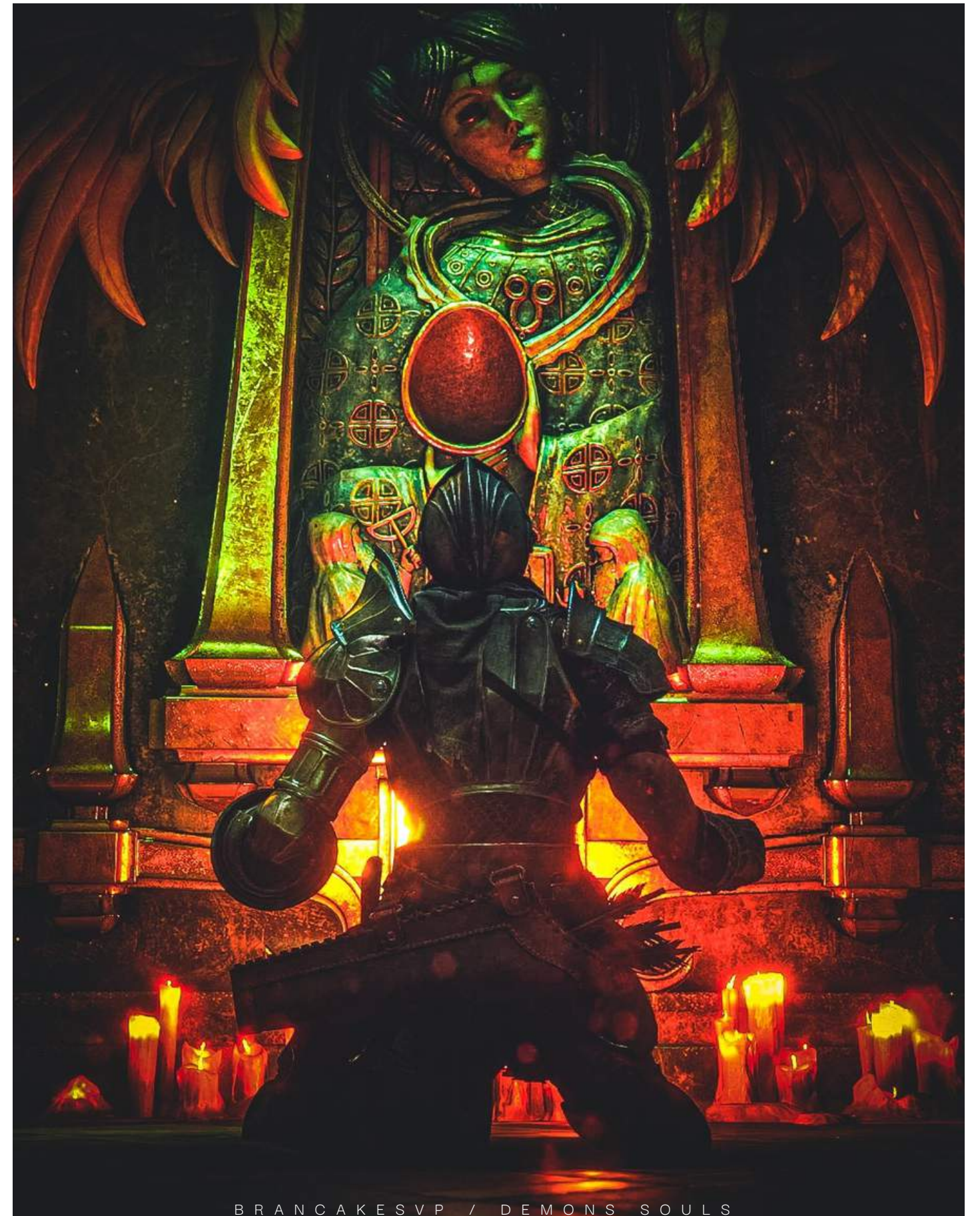






CINEMAINVP RED DEAD REDEMPTION 2



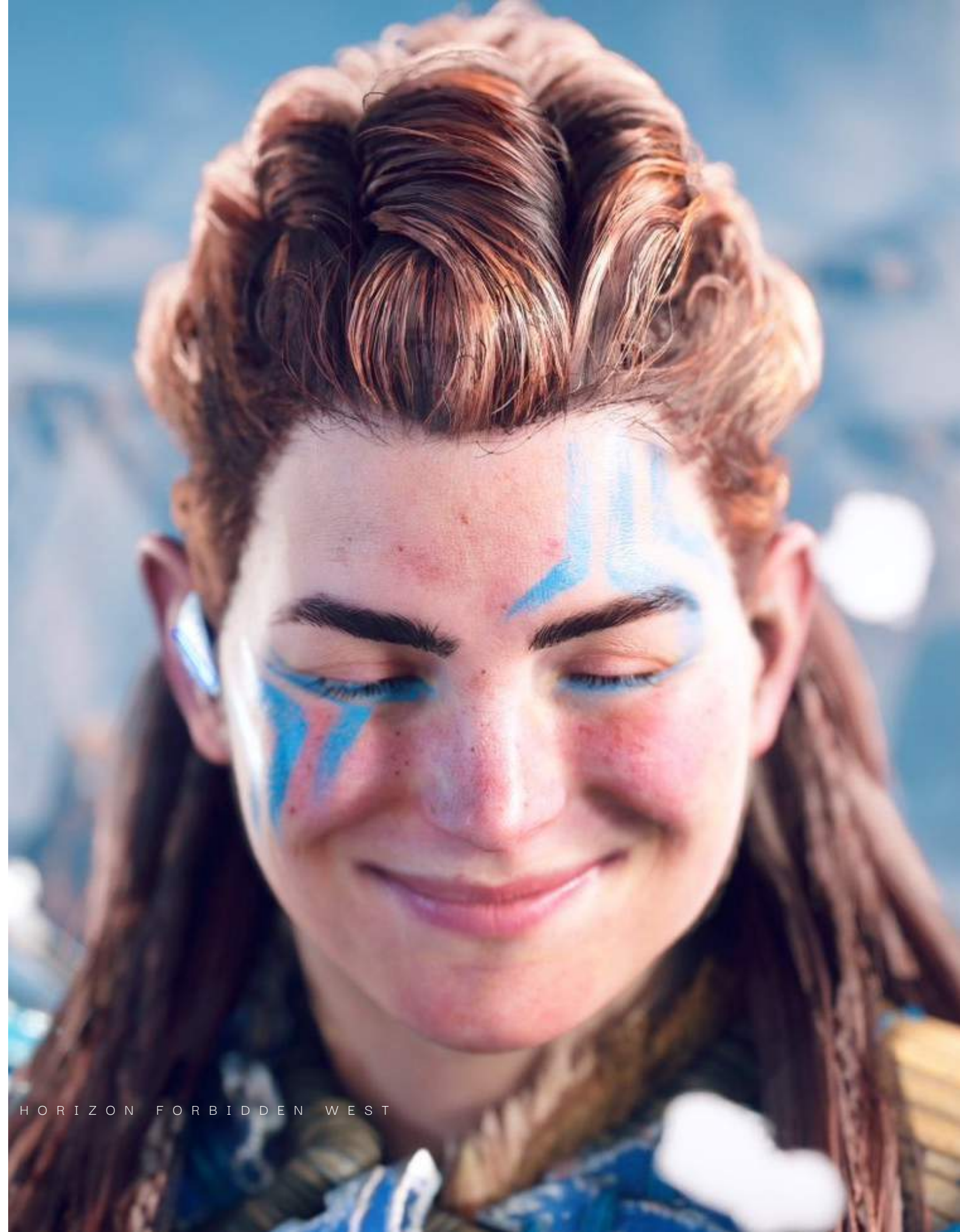




"The strength to stand alone is the strength to make a stand" - Rost

The best part of the virtual photography community is everyone's drive to lift up and celebrate each other. I've made wonderful friends who've helped me become more confident and express myself through my photos.

This face paint here reminded me so much of Rost, and seeing him in Horizon Forbidden West pulled my heart strings so much. I wanted to honour him in some small way through a portrait of Aloy."







T U R I D T O R K I L

A S S A S S I N S C R E E D V A L H A L L A

"Wyrð bið ful aræd - Destiny is all.

My favourite quote from the Uhtred series by Bernard Cornwell is a symbol for my fascination in Norse mythology and the Viking era. Assassin's Creed Valhalla introduced me to in-game photomode and I quickly realised that I love taking black and white photos, play with light and shadow and capture the character's different expressions. The VP community is a safe space for me to share my photos and explore the incredible work of others."

"My Name is Marcel Keller I'm 34 years old from Germany. I've been doing Virtual Photography for quite a few years but I never really showed it to many people. I just did not know that there were so many other people like me, who love games and photography so much .

I don't think I have a certain method of doing VP I spot something cool and then I play around with the angle at first, then I decide which lighting and Filter looks the coolest and go for it ! After that I work on the Picture with Adobe Light room and sometimes Faceapp if I want to give it a more Special look.

My Favourite quote is also from my favourite song, Moment of Truth from the group Gang Starr it says :

"Actions have reactions, don't be quick to judge. You may not know the hardships people don't speak of. It's best to step back, and observe with couth. For we all must meet our moment of truth."

D J K E 1 1 E R 2 4 8 8



G O T H A M K N I G H T S





PHOTOMODEOFTSU GHOST OF TSUSHIMA



”Just like real skateboarding, filming in Session is half the work, and half the fun. While in most video games with a photo mode, taking pictures is optional and not directly linked to standard gameplay and how I would play normally, here it’s part of the gameplay loop, because it’s skateboarding : if there’s no proof, it never happened. So filming and/or virtual photography felt almost mandatory as part of Session’s regular gameplay experience for me. The game is made by a small team and feels very lifeless, even the barebone NPCs that can populate the world during gameplay suddenly vanish the moment you enter the replay editor, reminding you that Session is a lonely experience, with both the good and the bad associated to it. So the task of making the world feel alive and human almost entirely relies on the player’s own ability to exploit its architecture through the choreography of skating, and then immortalize it in the replay editor.

I love skate video games’ level design, no other genre engraves such minute and unassuming vernacular details of a city’s architecture in your eye, hands and mind like it, and that’s this pleasure what I tried to translate in my Session videos/pictures. Fortunately, compared to the real life practice, it’s easier to get creative in skateboarding video games where you have no way to get hurt, no physical limitations to abide by, which Session excels at with a true free-cam that boasts unlimited range, runs through the environment and is filled with great settings to add on top. So you can go for impossible angles and perspectives to hide the game’s flaws, highlight its strength or twist it some other way within an editor crafted with care to give you all the tools you need to pay a tribute to 90s skateboarding visual culture, or at least try.”

I ended up hating Session at times because as I said at the beginning : filming felt mandatory to me as part of playing the game, which means that each trick you land is a blessing and a curse, it’s not an end in itself, especially if you can’t limit your creative scope to something realistic, I ended up chasing more every time, every trick meant more trial and error, every success meant more replay editor tweaking and experimenting to immortalize it, every polished clip meant more time spent editing the ever growing final video in f\*cking ShareFactory on a dying PS4. And even looking for inspiration in real skateboarding parts makes you feel more miserable because it reminds you of everything Session doesn’t give you : a sense of community and companionship with other skaters, or even of adversity with pedestrians or law enforcement. You have to work your ass off to make it feel human and pull it out of its artificial no man’s land atmosphere, you have to keep the clips and tricks flowing smoothly to prevent it from falling back into this limbo at the first poor editing mistake. A gruelling process, but it did produce something, and that’s what I’m supposed to discuss here, so let’s get to it.

In this video I didn’t want to only have insane tricks (partly, if not mostly because I’m not good enough at the game to land them), I also wanted to capture failure because that’s like 90% of playing Session, and it would be dishonest to only paint an ideal picture. In this specific shot I think I captured the beauty of failure : I spent over an hour trying to grind this ledge the right way, eventually I did, but the trick itself didn’t look nearly as cool as all the times my character bailed spectacularly.....



But again, small team = limited ressources = ragdoll physics that aren’t always visually pleasing at first glance; so I had to look for perspectives that would conceal these limits, which is how I ended up going for shadows, which accentuated the sense of urban ghost stories haunting mundane places. For a while I tried fighting against the skater’s physical body itself which kept getting in the frame from the angle I had chosen to capture its shadow, ruining the shot. But then I stopped fighting and learned to love the hand, and there was this shot, where the puppet master’s hands are revealed.

To conclude, I like that this shot tells a completely different story in its still picture form and in the original video. The picture looks celebratory, it’s reminiscent of Tony Hawk’s Pro Skater cover art figures flying high with style and in full control, defying gravity. The video reveals that the skater and his board actually dissociated, because I lost control and sent them both tumbling uncontrollably.”

To watch Pablo’s video click the YouTube logo above.





"I'm Paige and I have always been an avid gamer! I also have a huge passion for photography so I decided to combine the two and joined the Virtual Photography community a couple of years ago. I love to capture the moment in these amazing worlds that the developers build for us. So much so it takes me double the time to finish any game that includes a photomode! I love to share my work and support the wider VP community.

Ciri has amazing eyes that I wanted to bring out in this shot by matching her dark eye makeup with a black background. I love this style for portraits as I feel the dark background really surrounds the subject making them the core focus."



# VIRTUAL PHOTOGRAPHY ARCHIVES



What made you bring VP Archives back in blog form?

Although I put an end to the old weekly theme-based format of the VP Archive Hour, I certainly never wanted to abandon the idea of revisiting our photographic archives entirely. Not only because I believe that our burgeoning back-catalogues of work have value, but I also think it is really important to look back and reflect once in a while.

Rather than being about specific topics and social media engagement, I wanted to create something that would be more focused on that retrospective element, so a dedicated blog format seemed like the right way to go. It offers people somewhere to put the spotlight on a few shots while also encouraging them to share a little narrative about their work and, crucially, how they feel about it now.

Why is it important that digital art isn't seen as disposable compared to traditional art?

It really comes down to not letting the art be governed by the platform it is shared on. Social media is a fantastic way to share digital content that can help it reach many people, but its momentary nature is completely at odds with displaying art. For example, you would never see a gallery hang a painting for just 15 minutes to be seen only by people who happen to be there at the time!

As soon as you take a "once and done" approach to sharing your work, or use it only to generate numbers, it becomes a disposable asset when it should be a piece of expressive art. This medium will get much greater recognition if content is created with a purpose beyond that of an impermanent tick-over of likes.

Do you practice what you preach, how often do you revisit older works and what have you learnt from your past self?

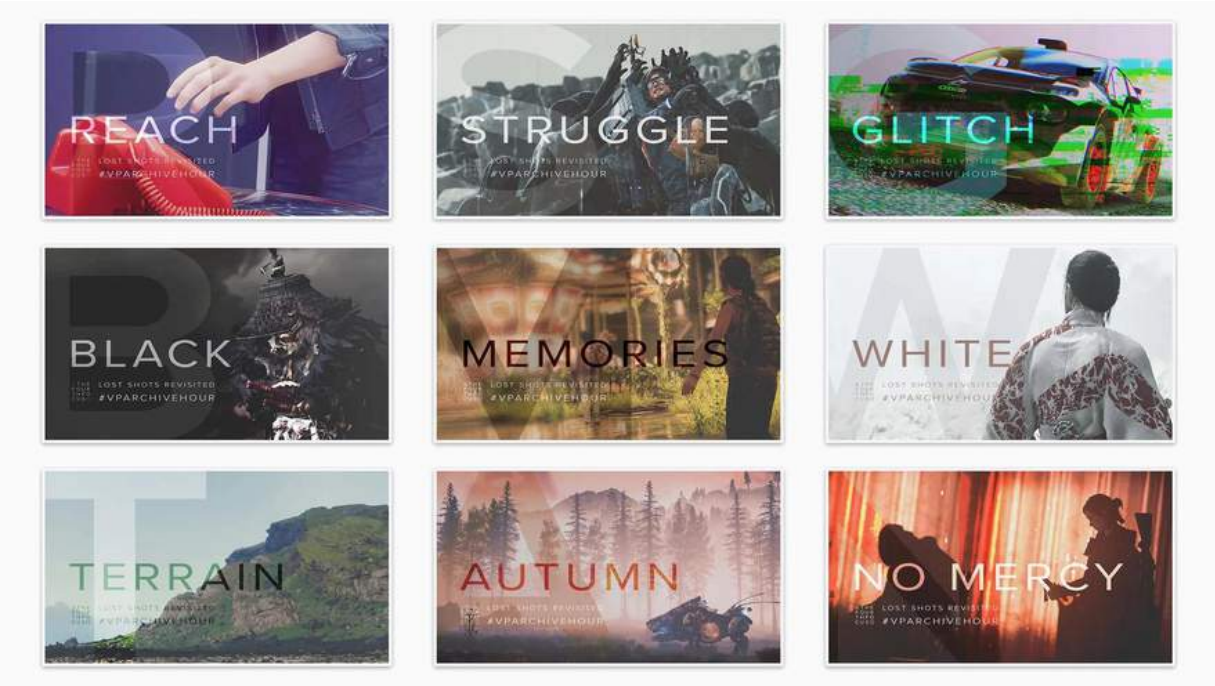
I do regularly look back at my previous work, whether it is to randomly re-share things, get ideas from how I previously shot some games, or even to use previous blog posts as templates for new ones.

Of course, I often end up finding that I don't really like a lot of it and just see the flaws. My old shots from Horizon Zero Dawn just feel like nice moments from the game rather than anything truly creative, and some of my early blog posts seem pretty dry and boring

That's a perfectly natural part of progressing as an artist or creator though and hopefully always leads to better content the next time. One thing I also try to avoid though is repeating the same shots over and over – it's why I will rarely have many portraits of the same character, or why I quickly stop shooting cars in a racing game.

VIRTUAL PHOTOGRAPHY ARCHIVES

In the not-so-distant past there was once a regular community showcase called the "VP Archive Hour", thank you for sticking around if you remember it by the way! With both a weekly theme on social media and a monthly feature on TheFourthFocus blog, it was always about encouraging people to revisit their virtual photography archives and to give older shots another chance to be seen by sharing them with others.



- VP ARCHIVE HOUR // THEMES -

Although the old archive hour eventually came to an end in January '22 after 158 separate themes, the idea that digital art should not be disposable never went away and now it is back in the form of a new blog series simply titled "Virtual Photography Archives".





- ENTER // VP ARCHIVES -

## VP ARCHIVES

This new series of blog articles moves away from the open call for social media posts and instead features an individual virtual photographer in every edition. Each featured photographer is given 5 short briefs and asked to pick out and talk about a selection of shots from their back-catalogue of photo mode captures.

Digging into what people like & don't like about their own work and, crucially, how they feel about it now when looking back, the briefs will hopefully help people to rediscover past inspirations, learn from mistakes, and appreciate the progress that has been made.



- VP ARCHIVES // PAST MISTAKES -

As with any form of art, you should never overlook the importance of honest reflection and self-critique. It is a crucial part of any creative development and can certainly be a powerful source of inspiration for others.

The first edition of the new VP Archives features The Photomode's very own Cynthia Fulwood and is available on [TheFourthFocus Blog](#) now. If you think you might like to become a featured virtual photographer then please do get in touch with TheFourthFocus via the website or on Twitter.



This article is provided by TheFourthFocus.com. Subscribe to the [Virtual Photography Newsletter](#) for all the latest features and updates



# 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 [theoneswhocamebefore.com](http://theoneswhocamebefore.com).







We kick off with an epic battle shot from Odyssey. I am really enjoying the mood of this capture. It has a very cinematic style and reminds me of the Gladiator movie. Kassandra looks like a true warrior, deflecting the Athenian shield while her sword is on fire. I wish these battles were in Valhalla. Would have been great to be part of a shield wall.





"I WILL NOT BE CAPTIVE TO ANOTHER MANS GAUDY  
DESIGN. MY DESTINY IS MINE TO WEAVE."

It is not easy getting good Longship shots in Valhalla but this one is a bit of a gem. Vikings appearing from the mist is symbolic in many pieces of media regarding their exploits. I think this capture is a great example of this. What I love about this shot is the sunlight and the shadows it is producing on the hull. Likewise that reflection and ripple in the water looks so good. Brilliant capture that fulfils the Viking brief.

NIKOOO\_WOLF ASSASSINS CREED VALHALLA





ARTSCHOOLGLASSES ASSASSINS CREED VALHALLA

This is an outstanding capture of Eivor as a boar warrior. She reminds me so much of the wolf warriors in The Last Kingdom. The berserker look suits her well, with the face covered by both boar and shadow, her enemies will fear her rage. I appreciate the tattoos, the ones coming from her mouth represent a warrior and the one on her chest blends perfectly with her outfit. A capture that is both beautiful and menacing.

You would think this shot was right out of The Witcher. The three spinners play a big role in Norse mythology and also in Eivor's journey. "Deep under the earth, where the corpse serpent gnaws at the roots of Yggdrasil, the tree of life, there are three spinners. Three women who make our fate" Eivor feels like she is in control of her destiny but we all know that is not true. This moody and gothic shot embodies the quote in exquisite fashion, the lighting is on point to make it incredibly eerie.

ASSASSINS CREED VALHALLA CL3A

artschoolglasses





“OUR TRADITION OF THE FEATHER COMES FROM EGYPT,  
THE FEATHERS OF THE HERON WERE DIPPED IN THE  
BLOOD OF THE TARGETS”

This capture is what it’s all about, being a Hidden One/Assassin with a deadly hidden blade. Right from that first moment of using one in the original game it has become iconic. In Mirage we will get to wield the classic blade in the traditional manner once more. This impressive shot captures the moment of execution with Basim’s wrist up and the blade appearing from under his arm. Fantastic timing here, but it is the details that draw me in. The light shining off the blade and the stitching on the finger sling, incredible photography.

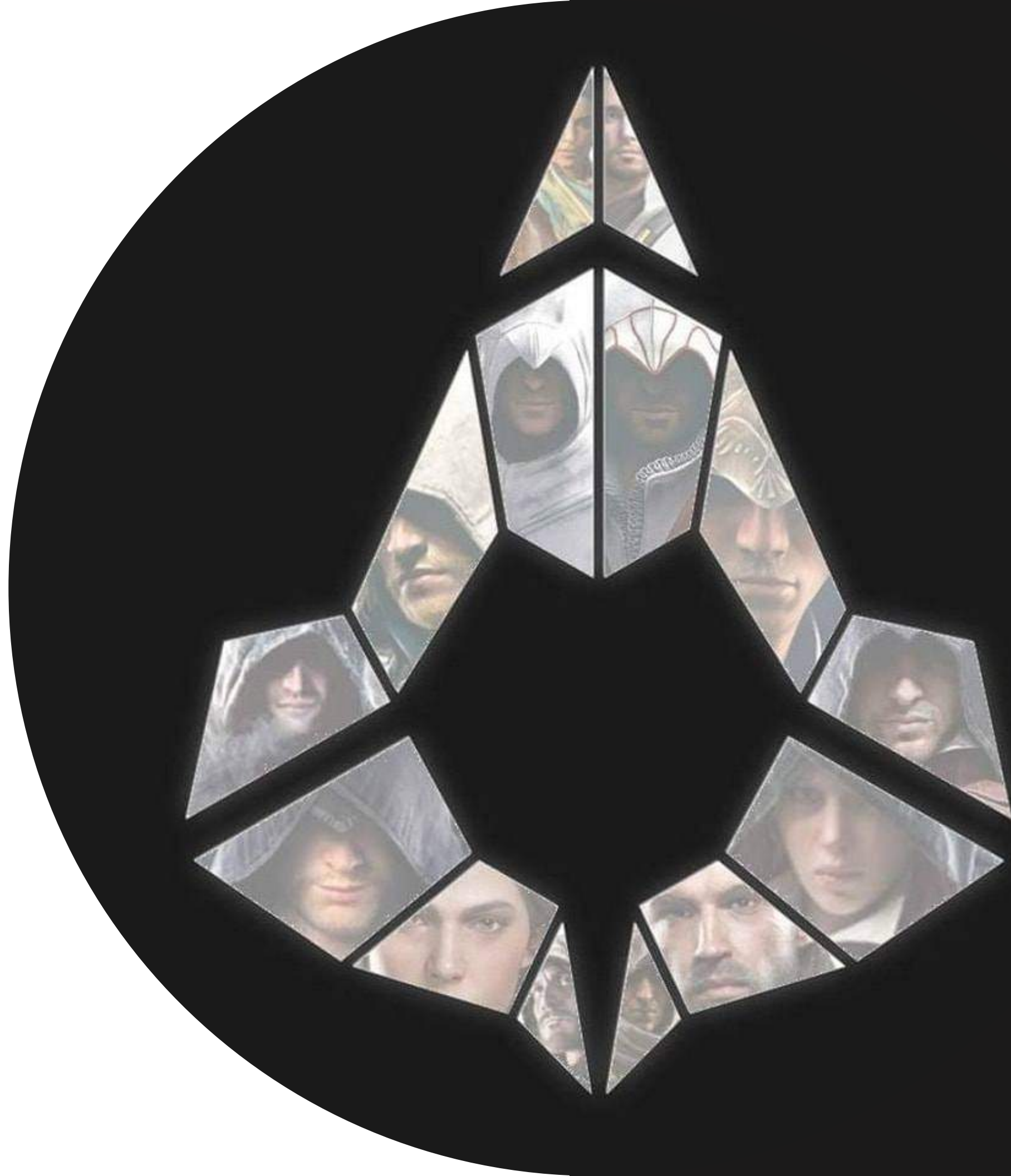




This shot stood out as it reminds me of the TV show The Last Kingdom. I can imagine Eivor or Uhtred entering Winchester. I adore the viewpoint for this capture, being hidden within the foliage looking on as Eivor enters the city. The environment is just so captivating, you can see effort the team have put in to build the perfect medieval world.







THE  
ONES  
WHO  
CAME  
BEFORE



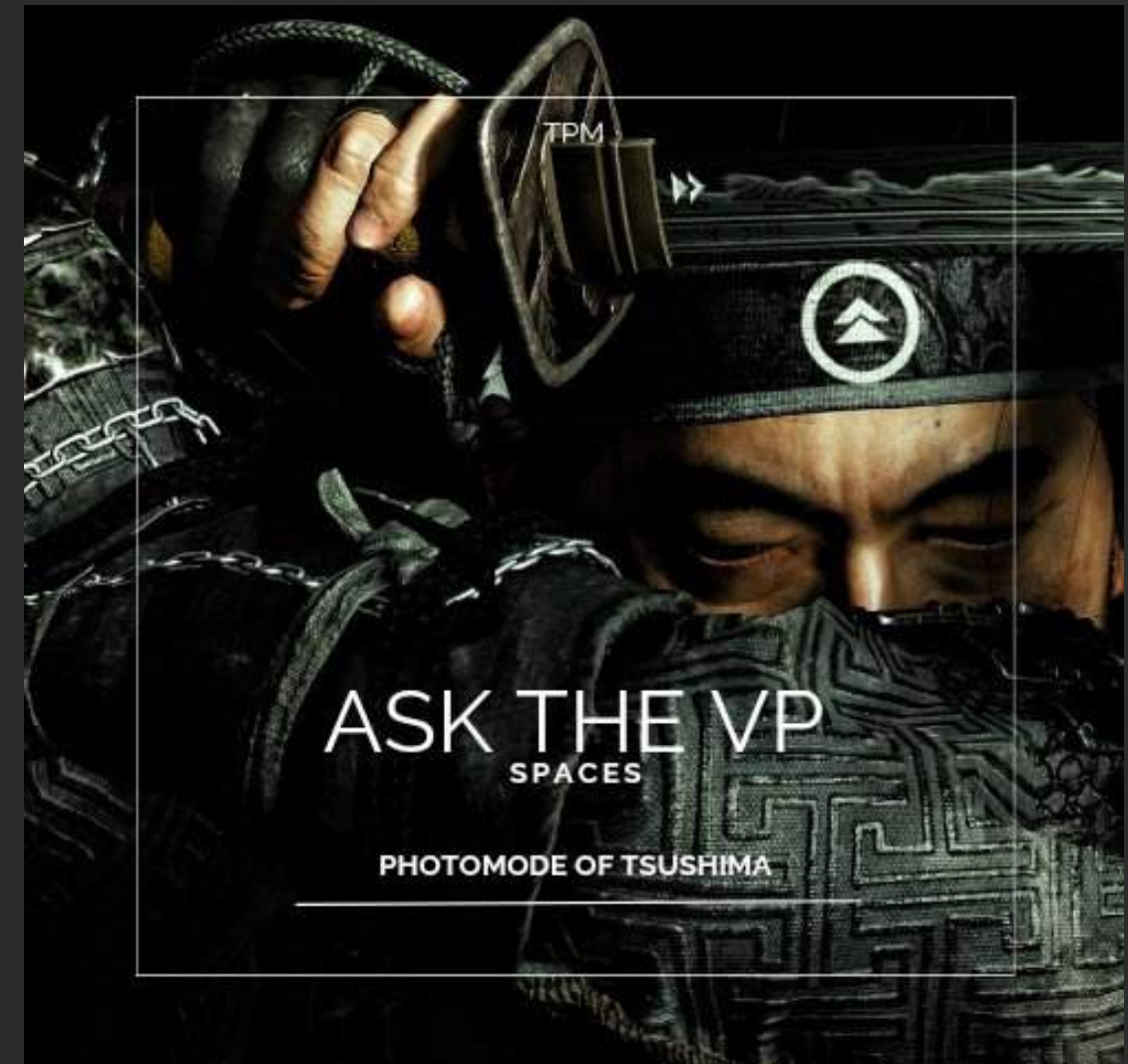


## VP SAFE SPACE

Here to support the Virtual Photography community. Because sometimes everyone needs a safe space & someone to talk to

Find us on Twitter  
[@vp\\_safespace](https://twitter.com/vp_safespace)

# THE PHOTOMODE.



STREAMING  
EVERY  
SATURDAY

## ASKTHEVP

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[THEPHOTOMODE.COM](https://thephotomode.com)

WE HOST TWITTER SPACES EVERY SATURDAY. WE TALK ALL THINGS VIRTUAL PHOTOGRAPHY, GAMING AND LIFE. EVERY OTHER SATURDAY WE HOST "ASK THE VP" WHERE WE TALK TO MEMBERS OF THE COMMUNITY ABOUT THEIR WORK. JOIN US LIVE, OR FIND PREVIOUS EPISODES ON [YOUTUBE](https://www.youtube.com).



Introducing our newest segment, Community Highlights. We'll use this segment to showcase projects from community members.

We start off our first community highlight with Sarah Gurrado (@calisarah1998) and the recent release of her days gone photomode guide.



Hello sarah, could you start by telling us a little about yourself and your journey into virtual photography?

I'm Sarah Gurrado, I'm 25 years old and I've been passionate about video games and photography since my childhood. I discovered that I could mix these 2 hobbies more than 2 years ago, when I joined the VP community on Twitter. Everything went very fast for me with the support from the community, which I thank very much.

Could you tell us a little more about the idea behind the guide?

I decided to create this guide for many reasons. The first was to help people use and better understand this photo mode. The advanced photo mode of Days Gone is very complex. It can be difficult to use, especially when you first start playing the game. I remember that at the beginning, I was lost with so many parameters. I had never seen some of them in other PM. I learned to use it progressively by varying some parameters and by looking at the effect it gave to the photo. With this guide, I wanted to share what I learned about the advanced photo mode to make it easier to use and understand.

The second reason was that many people have already asked me questions about my Days Gone photos: "How did you get that red background?" or "How did you get those tones?". I tried to answer them as best I could in the comments, but the best way to explain is to show! As the months went by, I got more and more excited about sharing my custom filters. The idea of the guide came to me a few months ago and I thought it was the best format to share my knowledge, as you can easily save the document on your computer or phone to access it at any time.

Finally, I hoped that sharing this guide would encourage other members of the VP community to return to the Broken Road, photograph its beautiful open world and share their photos with the community and developers.







Why choose Days Gone as the subject of the guide?

Days Gone is my favourite game (I don't think I surprise anyone with this revelation)! This game deserves to be honoured with many amazing shots.

Unfortunately, as I mentioned before, the advanced photo mode is complex and may be scary for many talented virtual photographers. It offers a large degree of freedom in the creation of custom filters, which makes it different from the PM of other games such as Horizon, The Last Of Us or Ghost of Tsushima for example, which are easier to use. So I think the guide is appropriate for Days Gone to make its advanced photo mode easier. Actually, I didn't choose Days Gone to make a guide, but I chose to make a guide about Days Gone.

What about Days Gone world/PM do you enjoy the most?

Now that I've finished the game a few times (I've lost count...), I love riding around the open world on the bike to find new places to photograph. I also like to try new custom filters on places I've already photographed.

What I like most about Days Gone's photo mode is the freedom it gives us in the atmosphere we want to give to our photos. We can choose to give a gloomy, fairy-like atmosphere or go from one to the other just by changing a few settings. This advanced photo mode is really incomparable to other photo modes, and it's what I like the most about this one, its uniqueness.

Thank you for joining us Sarah and sharing some more information about your fantastic guide! See you on the broken road.

If you want to test your skills and try out some of Sarah's tips you can find her brilliant guide [HERE](#).





# VP&ME WITH SPECTRAL\_ LENS



This issue we talk with Spectral\_Lens and learn more about his virtual photography journey.

Hi, as most who know me on Twitter, I go by SpectralLens. I am a 37 year old so-called adult living in the United Kingdom, who has a passion for videogames, virtual photography, learning and using Photoshop. My job doesn't allow for much creativity so VP and Photoshop is a way for me to relax and be creative in my down time.







## How does other media you consume influence your virtual photography and Photoshop edits?

Movie posters play a big part in influencing me for my edits as they convey the mood and tone of the film/TV show. They are designed to grab people's attention, pique their curiosity. I love that posters are not just advertisements for the movies or shows, but also pieces of art in their own right.

Music also inspires me quite frequently, mainly the lyrics but sometimes just the emotion the song gives me at the time, can spark ideas that I then like to create either just by taking shots or by creating edits.

I also like to go to websites like Unsplash.com, to get inspiration and check out people's photography there. It's great for getting ideas on composition and colour grading.







Sticking with your editing wizardry, you've done some amazing edits for your shots, are you self taught or have you taken part in any courses to increase your knowledge and skill level?

I am entirely self taught, I first started out by using a free program called GIMP which is very similar to Photoshop if not quite as advanced in some areas. After building up my confidence using Gimp, I decided to level up to Photoshop as it's probably the most popular photo editing software available and therefore has more learning material available too.

I got most of my current knowledge for Gimp and now Photoshop from YouTube, there are a plethora of amazing tutorials on YouTube and this has been an invaluable tool for helping me learn the ropes.

Everything else I have learned is just by trying things and experimentation, literally just pressing everything to see what it does.

If anyone is looking to get into editing, then GIMP is a great place to start as it has no pay barriers for entry and provides a lot of the same tools as Photoshop.







## Are you looking forward to capturing any upcoming games?

Well, Spider-Man 2 is a given as the first game is one of my most VP'd games and has in my opinion one of the best photo modes on consoles. Insomniac are wizards and I have no doubt they will knock it out of the park and it will for sure be game of the year contender. I'm also really looking forward to the Silent Hill 2 remake, we still don't know if it has a photo mode yet but if not that won't stop me, I will still shoot it on PC

## What makes an excellent shot in your opinion?

Oh that's a tough one, as I think every shot is excellent in the sense that we get the ability to experience something through someone else's eyes that in itself is excellent as we all see things differently.

Shots with great lighting will always catch my attention. Good lighting can really make the difference in a shot, but ultimately, an excellent photograph to me would evoke an emotional response and convey a message or tell a story. It should capture that perfect moment in time or just look sick as hell haha.







What game introduced you to virtual photography and what about it made you stick with it?

I believe Infamous: Second Son was the first game I took shots in, at that time though I didn't know VP was a thing and that people shared their captures with each other. So these shots never saw the light of day, these captures may still be on my old base PS4 up in my loft.

I have always loved particle effects and Infamous was amazing for that, so being able to capture Deslon enveloped in smoke and embers was really cool, that is what drew me in initially then more games came out with photomodes and from there my obsession grew.

Out of all of your shots, which one is your favorite and why?

It has to be the Spider-Man shot, of him standing on top of one of the tallest buildings in New York and looking out over the city at night for 2 reasons.

Reason one is that the shot itself came out already looking like a poster and didn't need much editing other than minor adjustments to contrast etc...

The second reason is because it was a tweet that went viral and I have never experienced that kind of craziness before, I thought my phone was going to explode. It was getting so hot from all the notifications coming through so that will always stick with me.







Finally, are there any words of wisdom or advice you'd like to share for people who are new to the community or are thinking of starting their journey on virtual photography?

To anyone wanting to start sharing their work I say just go for it, share everything even if you are not 100% happy with it yourself, as all art is subjective someone out there will appreciate it, this is however easier said than done as I myself am really fussy about what post.

Tag community pages, the likes of Land of VP, VPRT, TPM etc... are run by some awesome folks and will be more than happy to share and showcase your work.

Try your best not to get frustrated by how many likes you get etc, as even if you only get a few to start out it's more than you would get if you hadn't shared your work at all. Sharing on socials can be very hit or miss at times, and that is not always representative of the content shared but down to the site's algorithm helping push your work to people's timelines or in many cases not doing that.

Patience is key and just try to have fun with it, because if it's not fun then it's not really worth doing.

Thanks for stopping by Spectral, it's been great to get to know more about you and your process.





TPM PRESENTS

BLACK AND WHITE  
BLACK AND WHITE  
BLACK AND WHITE  
BLACK AND WHITE

#TPMBW



@BBSNAKECORN



@THEDASTAN89



@SOLINSTRUMENTS



@SIREVANZTHEDUKE



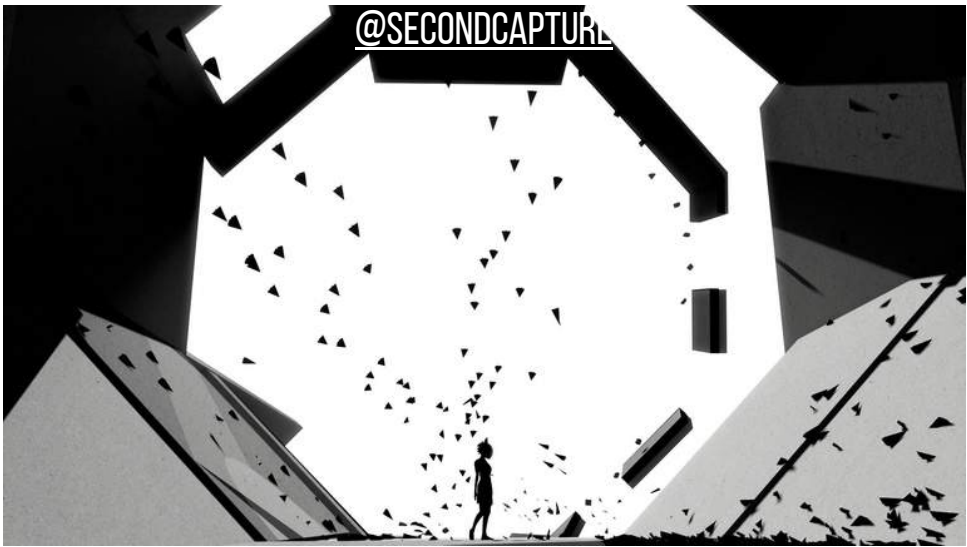
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@GIRVAN\_2



@SECONDCAPTURE



@GEEKNAMEDMIKE









@JACKDEEKFOX



@RISENOTGONNADIE



@PURPLEPAMPANO



@SOUCHAN1235



@DANNYHARRINGTON



@CARROTSCAPTURES





@CAPTURESKH



@COCKATIEL\_JPN







@M\_NT\_13



@POACHIIN



@TAKEACHANCE\_VP



@BEARDTASTICYOGI



@\_HYPEDX



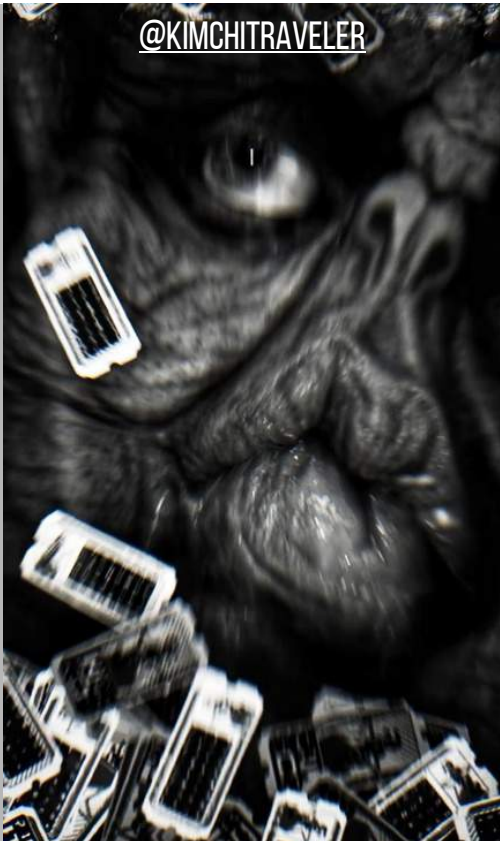




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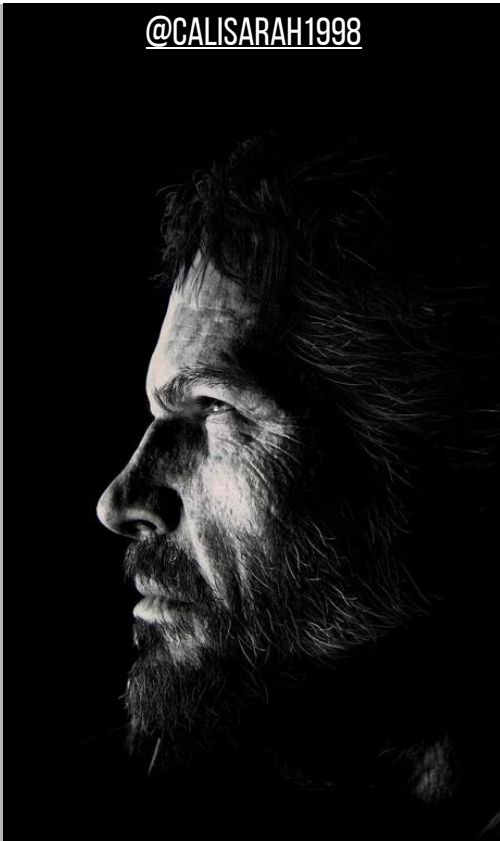
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@KEENEYVP



@CALISARAH1998



@VPSPEEDSTAR



@SAROKEYE



@OPHOTONGAME



@JULES\_VP



@UYSCUT110



@RALSTONVP



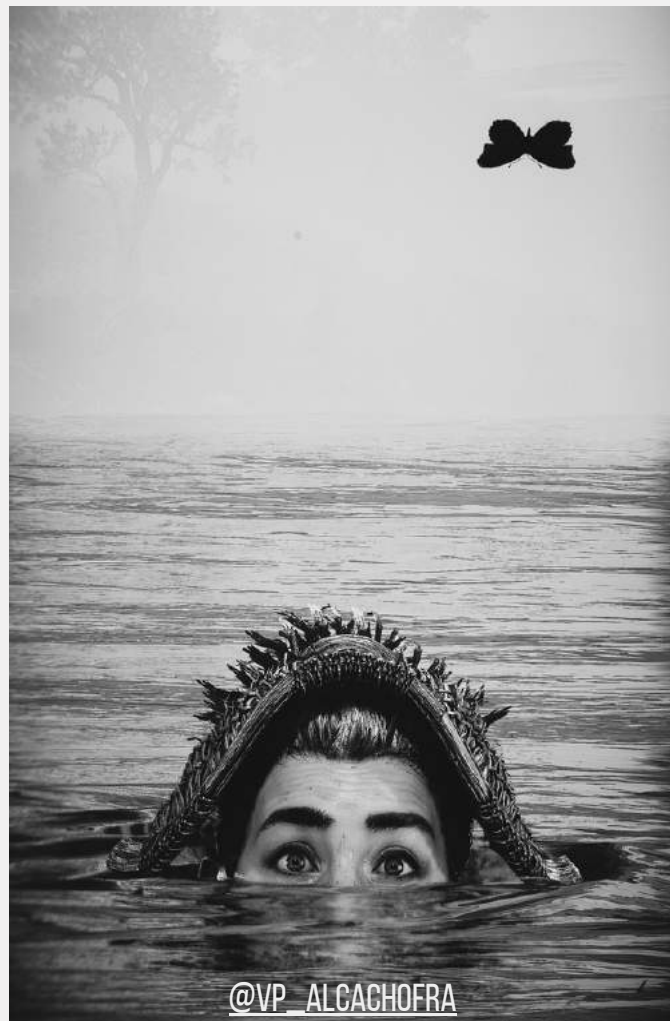
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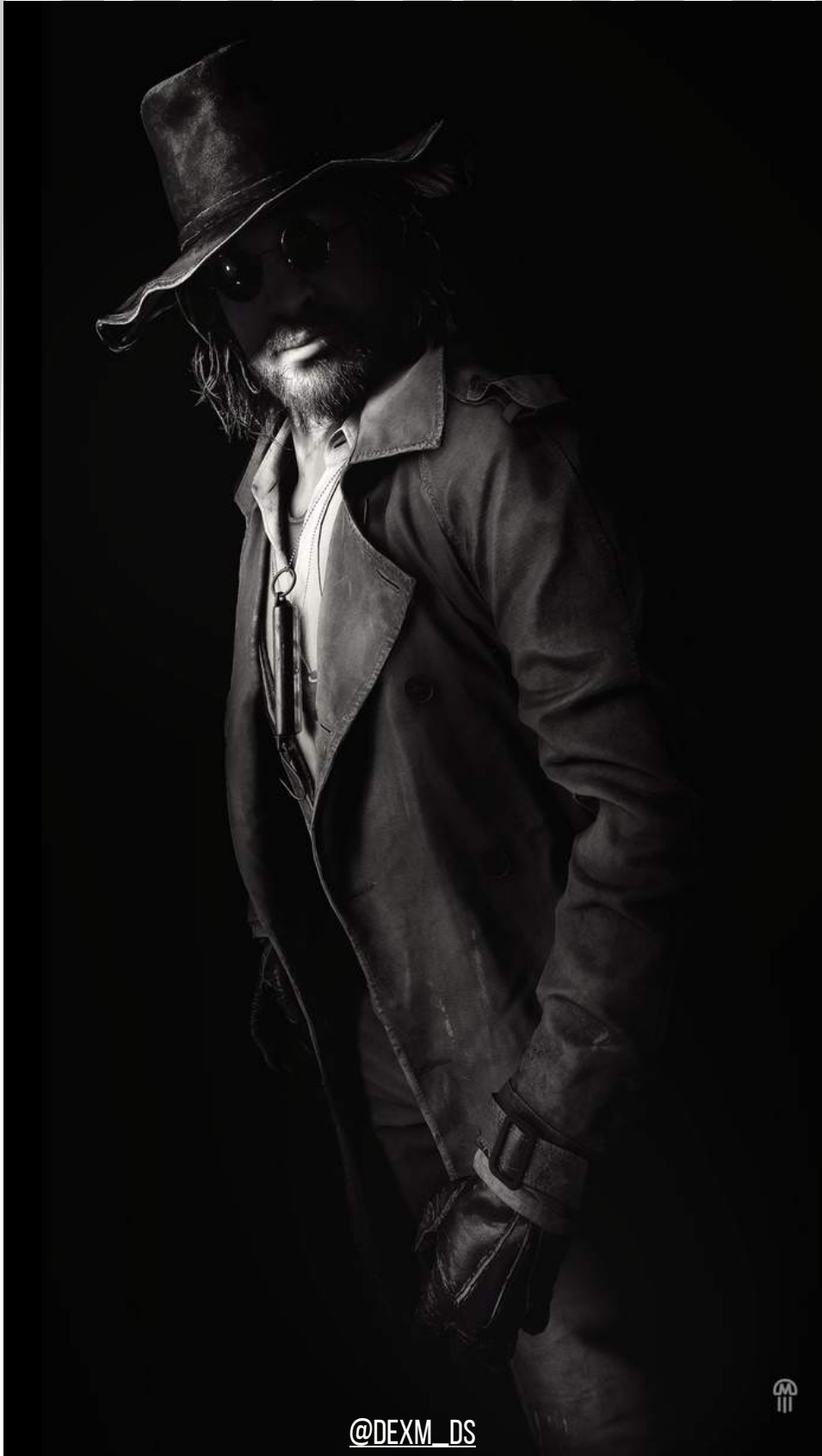












@DEXM\_DS



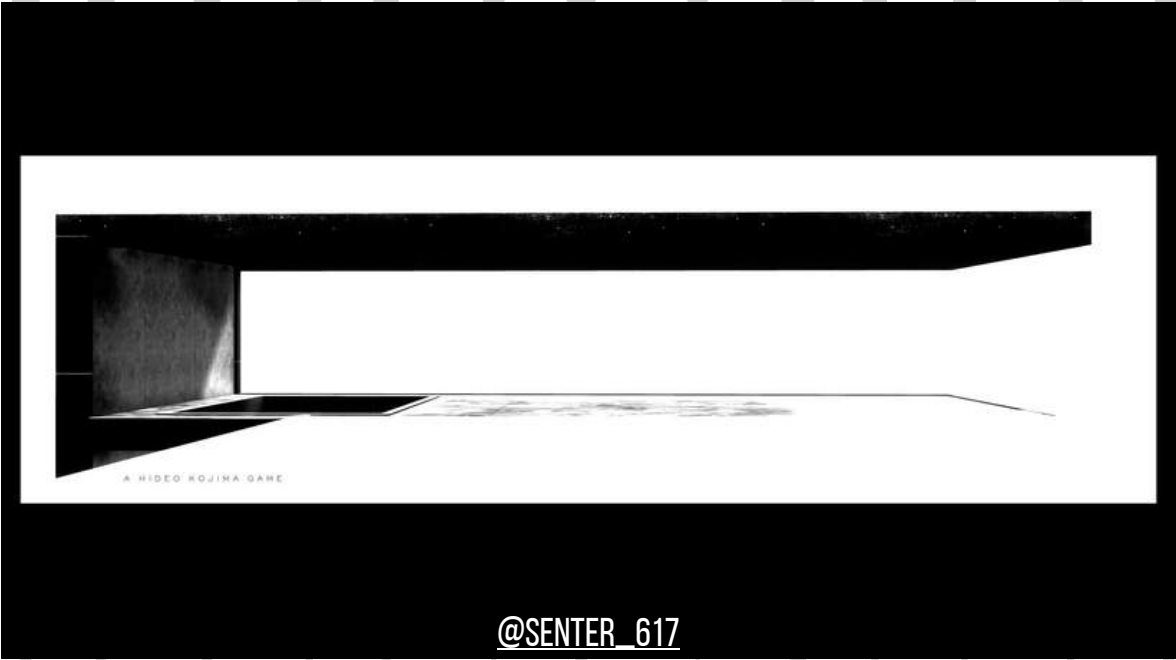
@YEWONE



@MAYBIRDVP



@PLAYPAUSEPHOTO



@SETER\_617



TPM PRESENTS

The word 'SILHOUETTE' is rendered in a large, bold, black, sans-serif font. Each letter is centered within a vertical rectangular bar. These bars are arranged side-by-side and feature a smooth, horizontal rainbow color gradient that transitions from purple on the left, through blue, green, yellow, and orange, to red on the right. The letters themselves have a thin green outline. The entire graphic is enclosed within a thin black rectangular border.

**SILHOUETTE**

#TPMSILHOUETTE



@SIREVANZTHEDUKE



@SECONDCAPTURE



@POSTHUMANLENS















@BETWEENPIXELS



@CINEMAINVP



@AKILLEDHERO



@DASH\_845



@REDDEADED1899



@MOSAICLEAFPHOTO



@KINGFOREVER008







BEYOND BLUE



@MYSTERIOUSMRE4

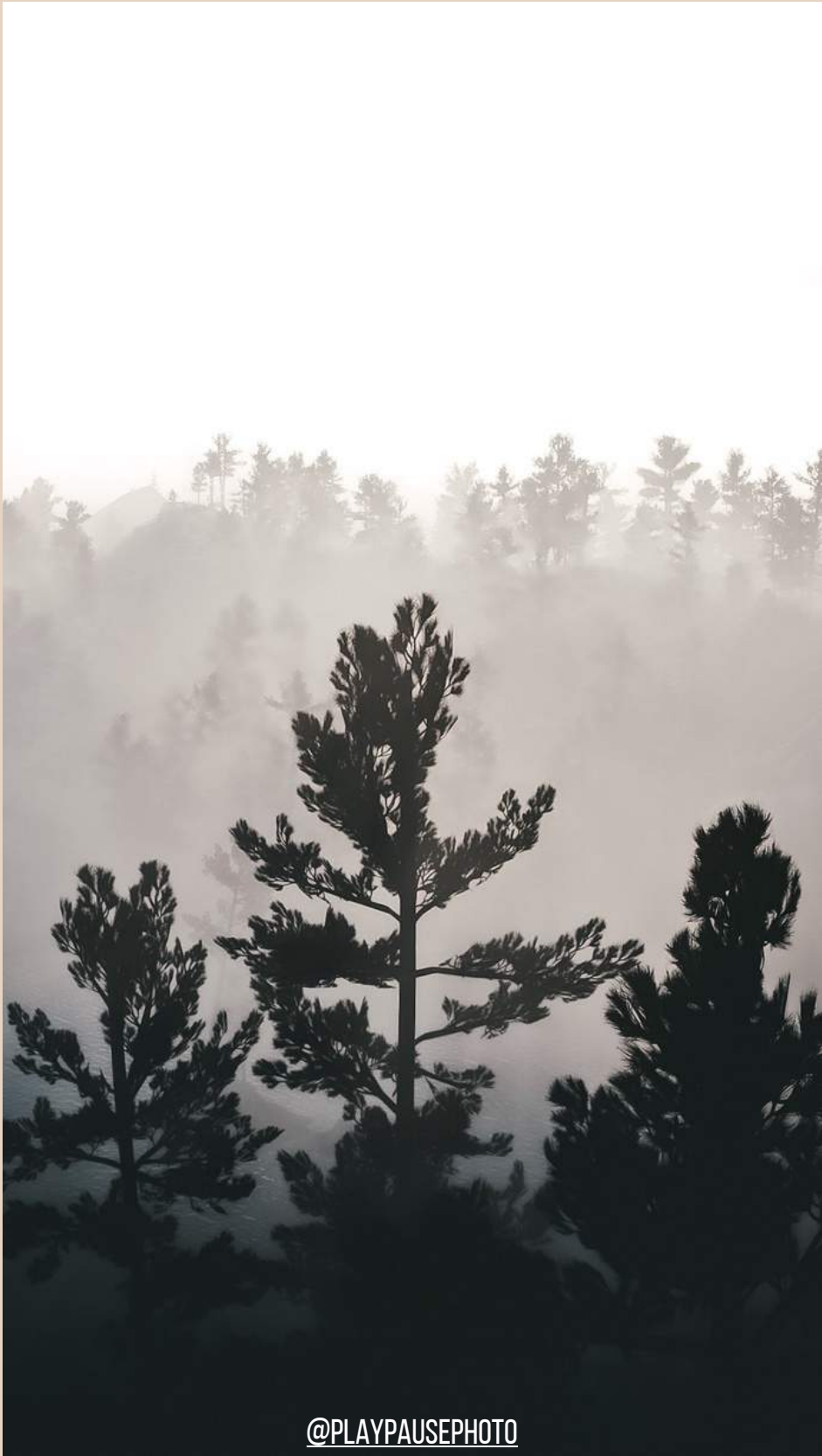














@POPCORN\_TAISHO

@SCOTTOKA1

@RISENOTGONNADIE

@TULIPPOOH3

@PLAYSTATIONSNA1













COVER BY HAVOCRAINS