

# ThePhotoMode



ISSUE 3

[TPM Twitter \(click\)](#)

Cover Image By  
[oggis\\_prsx](#)



50 Pages Packed Full Of Community  
Virtual Photography

.....

VP & ME With Chris25551

.....

The Fourth Focus Manifold Garden  
PhotoMode Review

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CUS □

# Featured Artists



[oggis\\_prsx](#)  
[ccf\\_photomode](#)  
[XKardazX](#)  
[v1adam\\_](#)  
[Leromir](#)  
[CrazyShark38](#)  
[ArtOfVG](#)  
[FadeBlack](#)  
[Voldsby](#)  
[Chris25551](#)  
[LoneRedAssassin](#)  
[Wiseguy8202](#)  
[neonhawke](#)  
[AjGamingPics1](#)  
[torque99uk](#)  
[BadGamerElite](#)  
[MissMisthios](#)  
[GamingPharm](#)  
[Sefwick](#)  
[liliYul](#)  
[Skrillex123](#)  
[Raffu42](#)  
[PhilGPT](#)  
[LegendaryGaymer](#)  
[FirescorpioG](#)  
[Earthlyfaune](#)  
[majorcroft](#)  
[lefranzine](#)  
[mr\\_geralt](#)  
[DawnX90](#)



[DarkLinkN7](#)  
[pixeltourist](#)  
[\\_atom\\_x](#)  
[kratosmemories](#)  
[rdr\\_cinematography.](#)  
[ingamess\\_.posts](#)  
[jaymclaughlin\\_vp](#)  
[gameonfocus](#)  
[the\\_undeadpixel](#)  
[mesopotamian\\_meow](#)  
[kr1ks.photo](#)  
[maras\\_traum](#)

## **The Fourth Focus**

## **Manifold Garden**

## **PhotoMode Review**

Pages 24 - 25

## **VP & ME with Chris25551**

Pages 26 - 31

## **Take Me To Your Burn**

Page 32- 33

## **Somnium Space**

## **VPInspire Farewell**

Page 47

## **The Virtual Photography Community**

Pages 48 - 49

## ***Viewing The TPM Ebook***

Although fliphtml5 looks good while viewing through mobile, a desktop or desktop mode on mobile will get you the highest quality possible.

Links that can be clicked will flash at the start of each page turn and are also underlined, double click or double tap screen to zoom in and out, pinch to zoom further on mobile.

Artists profile pages are found at the beginning of the mag and their names under the images throughout will take you to the original posts we asked for a statement from.

Remember if you like one of the features within the mag click the VPs name next to the image ( underlined ) to be taken direct to their Twitter / Instagram posts and drop some support.

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.

## ***Our Page Is Your Stage***

This is our motto here at TPM, whether its our Instagram, Twitter or this Magazine we dedicate our pages to you the Virtual Photography community.

Our 2 main goals are...

To support you by getting your work shown on our socials with your words, We feel that helps people you don't know or don't interact with much to get to see a glimpse of the personality behind the work and connect with you in a different way.

To help push the art form in a direction so that those who do want to try and earn from VP at least have the chance to do so.

## ***We Encourage***

Building real community support around your page and that starts with YOU. Search a different community # once a day.

We recommend starting with..

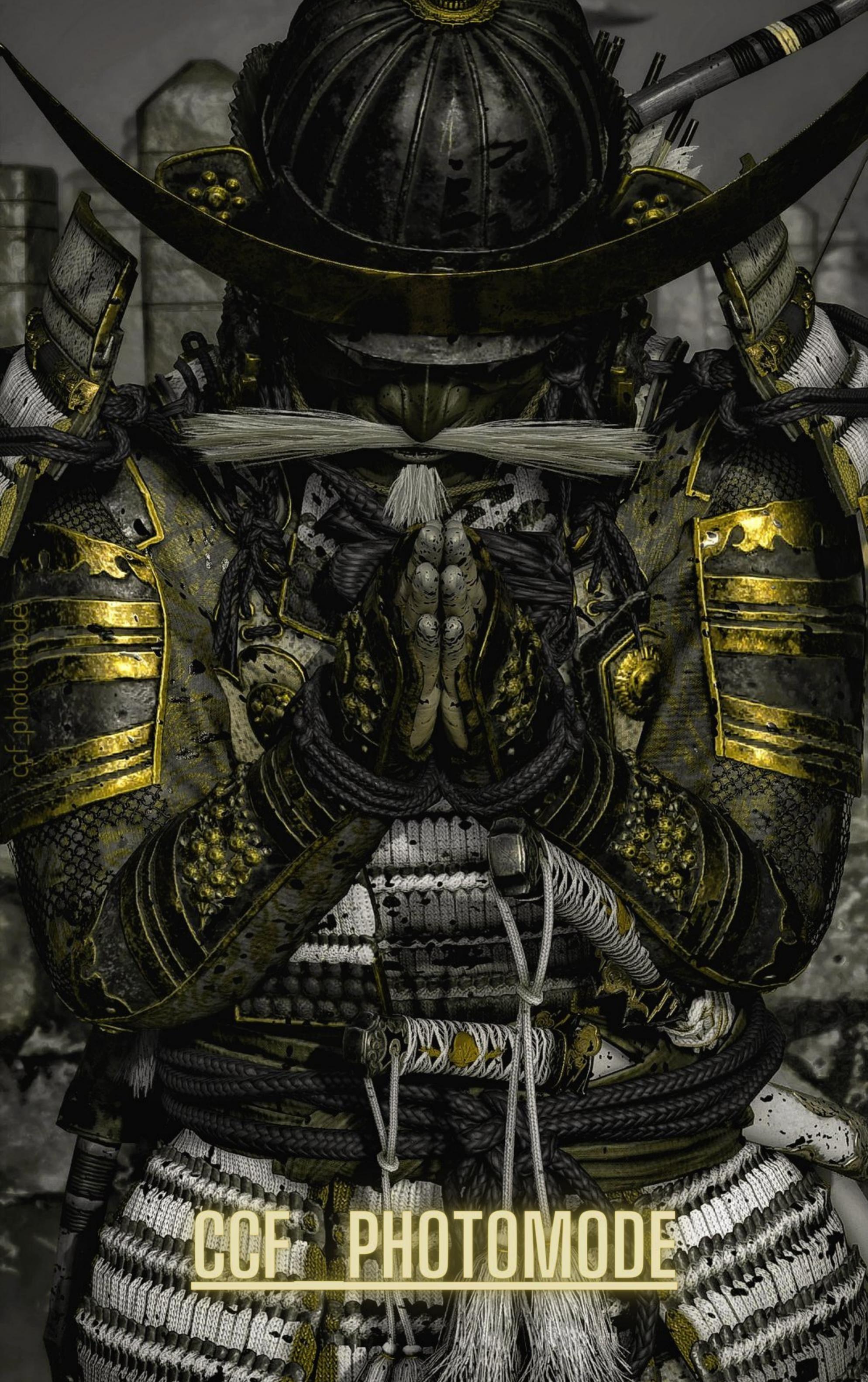
***#ThePhotoMode***

***#GamerGram***

***#TheCapturedCollective***

***#VGPUnite***

Drop some love, uplifting comments and follow people you connect with, it's the fastest way to grow your page and also, that's how to build real community support network.



ccf\_photomode

**CCF PHOTOMODE**



"This is my third time playing The Witcher 3 and after finish game two times, I think you have some special locations to take photos in your mind. And after i struggle about 20min in one of these special locations this picture taken"



## *Miss Misthios.*

I adore how she focus when she uses her bow. In a such demanding world, Aloy can always find her way by simply believing in herself and in her skills  
And, oh. The colours of the landscapes of this game are amazing!

# PIXEL TOURIST



"Though I've played through most of the series, I can't recall how I actually became interested in the original Assassin's Creed in the first place, I've never been big on stealth action games.

To be honest I don't much care for the plot or characters anymore, but I love exploring the beautiful architectures and mythologies of each new game.

I used to manage an Instagram account for work and really enjoyed it.

When that ended, I needed a new creative outlet and figured maybe I'd try combining it with video games, my favourite hobby and document what I was playing I never would have believed how many other virtual photographers were already out there waiting to greet and befriend me!

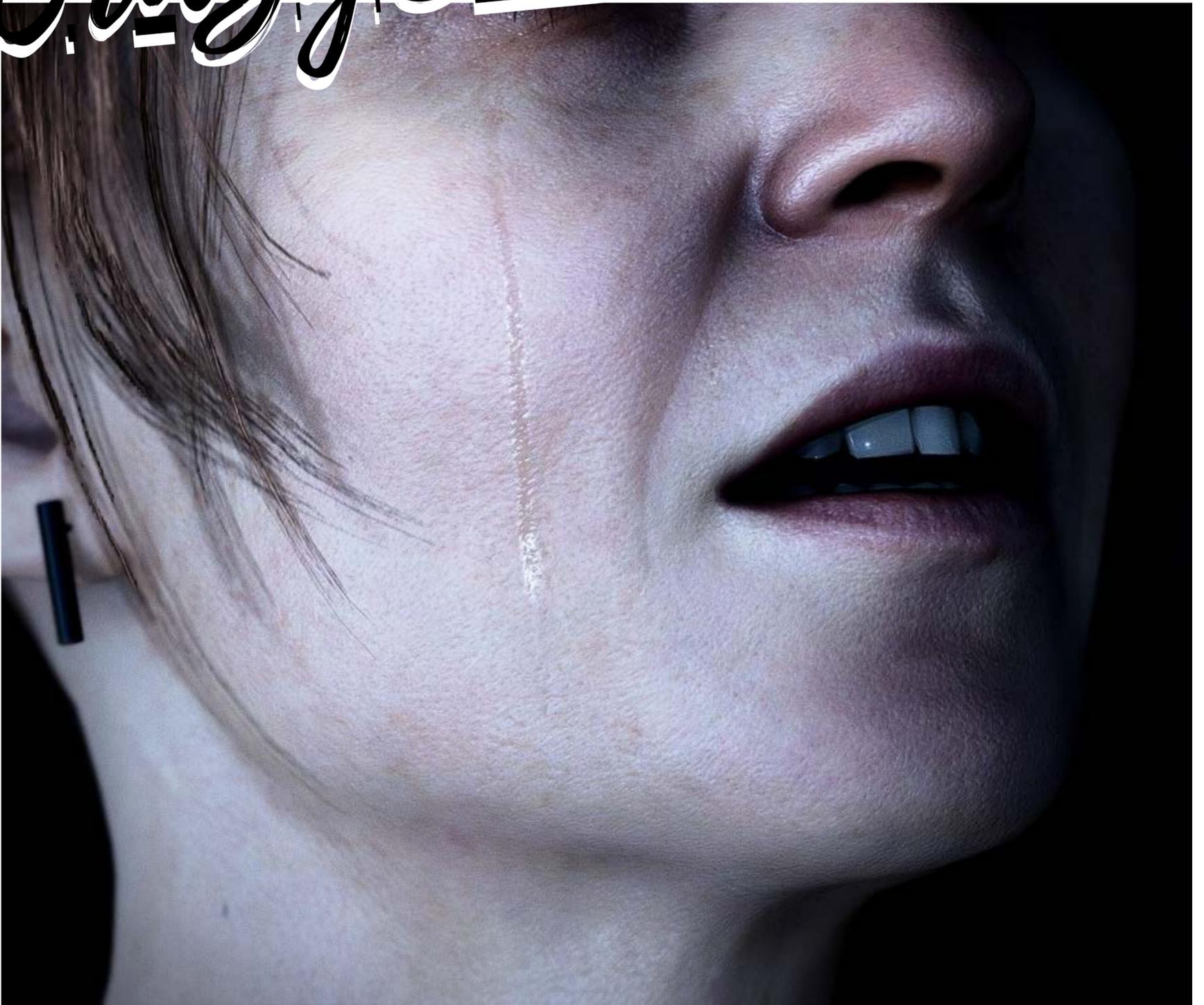
As for this particular shot, it was semi-planned, I guess. Once I found the petrified forest I knew Medusa had to be at the heart of it and set out to complete the quest ASAP so I could try to get a photo. Once we started fighting, I just hid behind cover and repeatedly activated the photomode to see how she moved. I was amazed by how detailed her character model was, all those textures, and tried to highlight those aspects"

# LEROMIR





*Crazy Shark 38*





# ArtOfVG

"So glad to be part of this creative community and share all these beauty"

ArtOfVG



# **DARKLINKN7**

"This was something that caught my eye while capturing some interior shots from this beautiful game and had to take a photo of it.

Virtually Photography started as a experiment for me as I love photography & Gaming and wanted to bring the two together. My passion for both has helped me improve my skills as a photographer.

It is a pleasure to part of this new art form and have meet some many talented and inspiring artists .One of the best, most supportive community I ever come across and a pleasure to be a part of"



# **FADEBLACK**

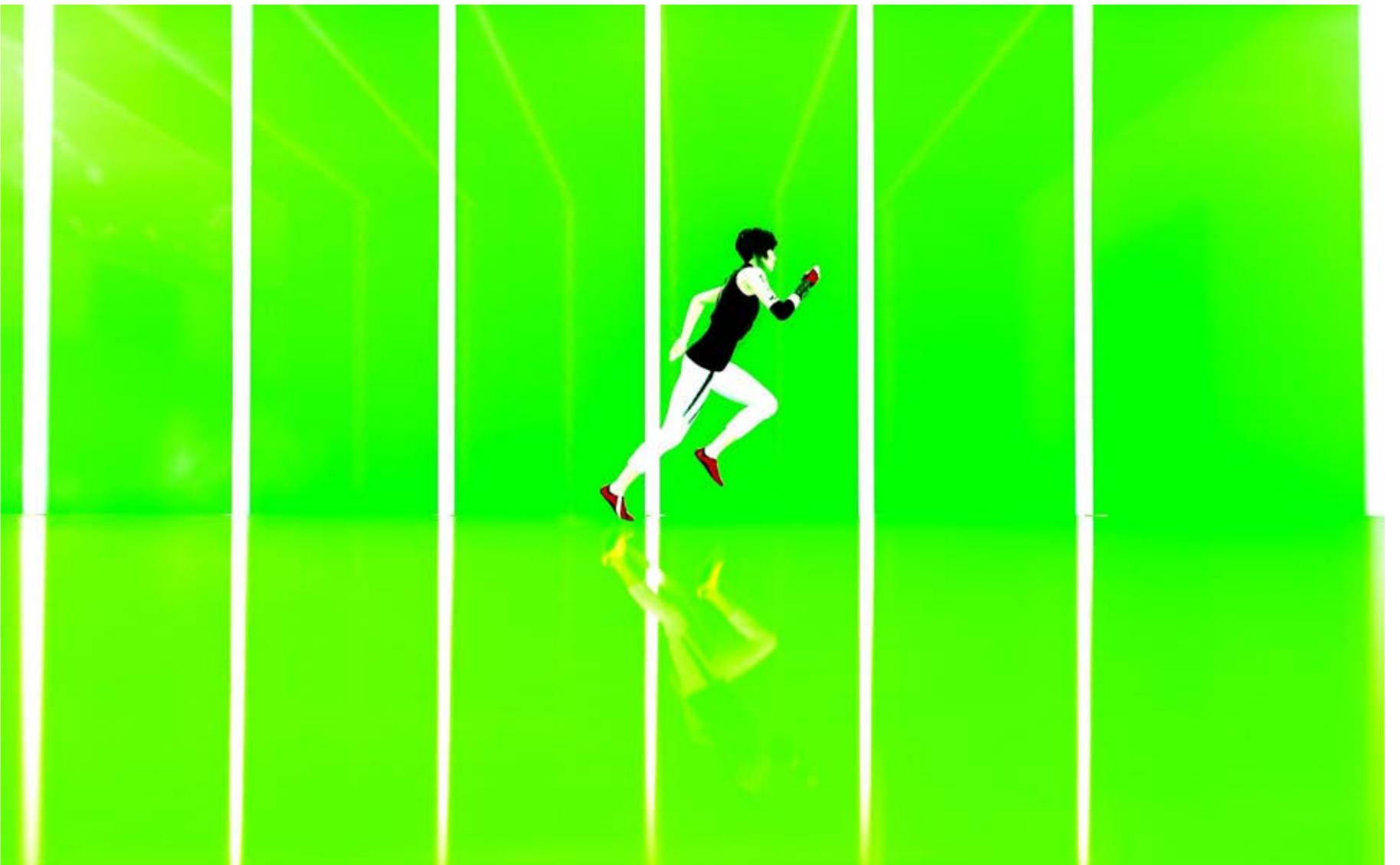
"B&W PORTRAIT OF ABBY."

"I JUST FOUND HER TO BE SO  
CAPTIVATING TO CAPTURE"



## **GAMINGPHARM**

"THE EYES COULD TELL US STORIES AND ABOUT THE SHOT SIMPLY I USED A CAMERA TOOL BY FRANS BOUMA AND ABOUT THE COMMUNITY IT IS GREAT IT SUPPORTS ME ITS SUPPORT ISN'T LIMITED I APPRECIATE THAT AND WITHOUT THAT NO ONE COULD SEE MY SHOTS"



## **SEFWICK**

"THE PHOTO IS TITLED "NEON HALLWAY". IT WAS TAKEN WITH NVIDIA ANSEL ON PC. AFTER THE PHOTO WAS TAKEN FILTERS WERE ADDED TO MAKE IT LOOK LIKE VECTOR ART"



AJCM X

"Hi Everyone...

In 2013, I put my iPhone 5 up to my tv screen and took a screenshot of my gameplay and posted it to a twitter account I had at that time. That pic was the start of how I began exploring the world of Virtual Photography.

I am always trying to push the envelope of my PS4 Assassins Creed photo mode to it's limit.

I captured my game character against the bright sky behind him and desaturated the capture until it was almost a black and white shot.

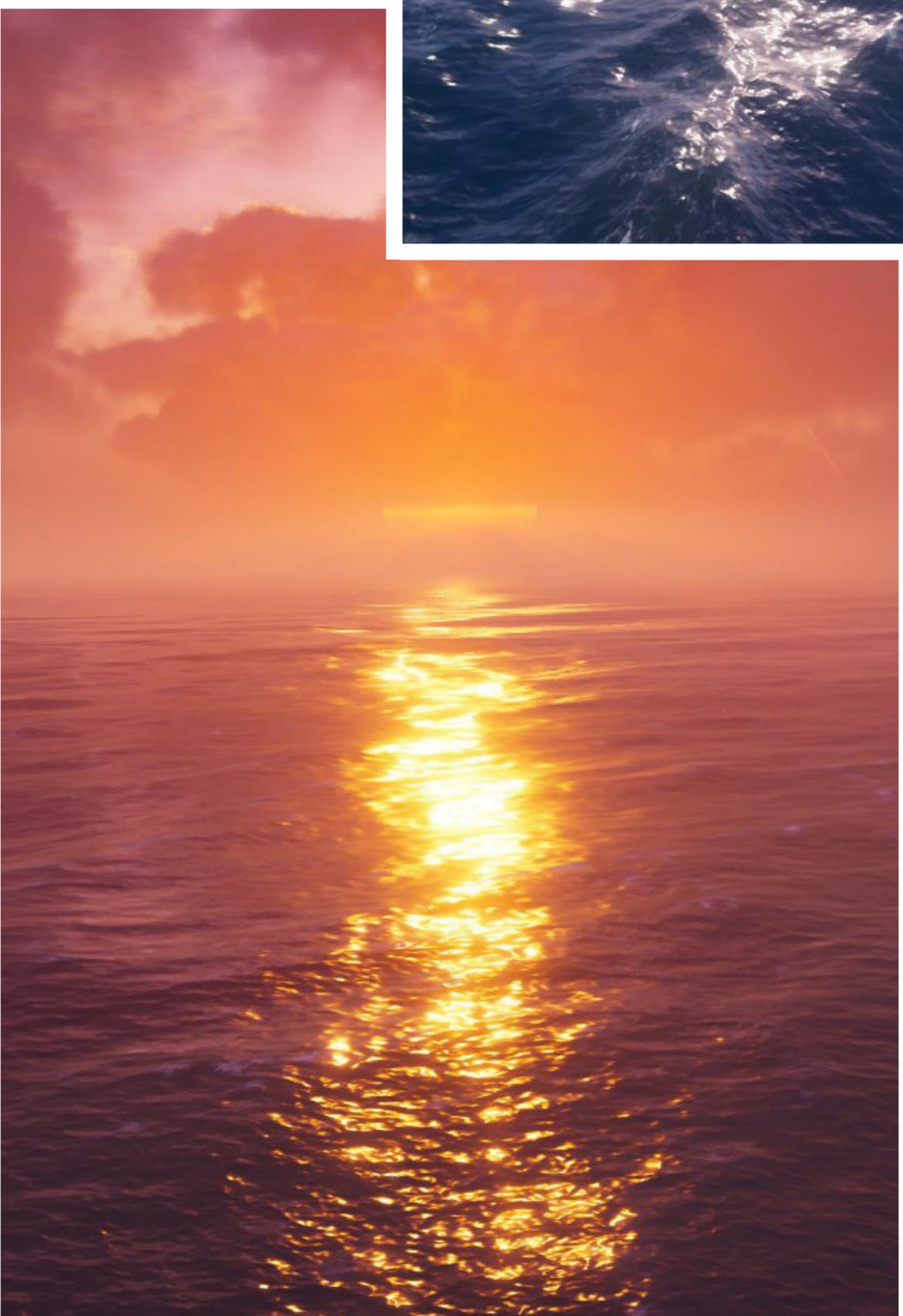
Then I cranked up the exposure and played around with the contrast until I got the desired look. I then sent the shot to my iPhone.

With the use of a totally free iPhone mobile app called Snapseed, I added a white vignette and turned that hard right to 100. This eliminated any grey and shaded areas out of the bottom half of the photo until I had a solid white background.

Virtual photography is therapeutic for me. It is not only a passion of mine but I found an amazing community here with all of you and I'm here to stay"



# LONERED ASSASSIN





"This game has some incredible lighting and there are so many ways to utilize it for portraits. I used a small light beam that lit up one corner of the room for her face and added a high DoF to give the portrait a softer look"

**VOLDSBY.**



# WISEGUY8202

"I'VE ALWAYS BEEN A FAN OF SYMMETRY IN PICTURES, SO WITH GHOST ALLOWING YOU TO TWEAK THE SUN, CLOUDS AND WIND SPEED I WAS ABLE TO ACHIEVE THE REFLECTION PHOTO I WANTED. THANKS TO THE VP COMMUNITY FOR GIVING IT SOME LOVE"



# V1ADAM

"I'M SHOCKED BY HOW FRIENDLY THE VP COMMUNITY IS AND I'M GLAD TO BE APART OF THE COMMUNITY. AFTER TAKING PHOTOS JUST TO LOOK AT THIS BEING ONE OF THEM I LOVED HOW THE NEON LIGHTING LEAD LINES RIGHT INTO THE CAR!"



# **KRATOSMEMORIES**

"I ENJOYED GOW SO MUCH THAT I WANTED TO CREATE A PAGE JUST FOR THIS AMAZING GAME AND TRY TO SHOW ALL THE BEAUTY, DETAILS, LOVE AND CARE THAT WENT INTO THE MAKING OF THIS GAME.

MY FAVORITE SHOTS ARE KRATOS PORTRAITS, HE'S GREAT FOR THAT.

I LIKE THE ACTION PACKED SHOTS, WITH FIRE AND CHAINS FLYING AROUND, BUT A MORE SERENE SHOT LIKE THIS ONE FITS HIM WELL, ESPECIALLY AFTER ALL THE CHANGE AND GROWTH THE CHARACTER HAD BETWEEN THE LAST GAME AND THIS ONE.

THIS WAS TAKEN INSIDE KRATOS HOME, GREAT PLACE FOR SOME DARK BACKGROUND AND DRAMATIC LIGHTING"



**"FOLLOW YOUR SOUL.  
IT KNOWS THE WAY"**

**NEONHAWKE**

"THIS SHOT WAS SOMETHING THAT JUST HAPPENED WHILE I WAS ROAMING AROUND.

I GOT SO IMMERSSED IN THE GAME THAT I SWEAR I COULD SMELL THE RAIN... SO I HAD TO TRY AND CAPTURE IT. USUALLY I PLAN THE OUTFIT TO SUIT THE LOCATION, AND THEN FIND THE BEST LIGHTING/ANGLE.

I ABSOLUTELY LOVE TAKING PHOTOS, BUT FOR ME THE BEST THING ABOUT VIRTUAL PHOTOGRAPHY IS THE PEOPLE.

THIS COMMUNITY IS FILLED WITH SUCH LOVELY AND TALENTED PEOPLE"



**RDR**  
**CINEMATOGRAPHY**



"HOW I GOT TO THIS SHOT WAS INSPIRED BY ANOTHER VP WHO TOOK A SIMILAR SHOT AND I WAS AMAZED BY IT FOR HOW DETAILED THE LANTERN WAS AND I WAS SHOCKED WHEN THIS POST MADE IT TO THE PLAYSTATION SHARE OF THE WEEK"

**AJGAMINGPICS1**



**TORQUE99UK**

"I CAPTURED THIS IMAGE TO SHOW THE MUD AND WATER SPLASHES AROUND THE CAR.

BY USING THE SHUTTER SPEED OPTION THIS MADE THE ROAD AND WHEELS SPIN TO GIVE A GOOD SENSE OF SPEED. THIS GAVE AS AN AMAZING PHOTO MODE AND SETTINGS"



## ingamess.\_posts.

"Hi. My name is Anastasia. I am from Russia, from Saint Petersburg. I've always been interested in games and photography.

When I found out about virtual photography, I was very excited! VP is a great opportunity to look at video games in a new way. You can see the painstaking work of the developers, all the details and capture it. VP means a lot to me. I'm a creative person, and VP quickly became my new hobby. I love learning to take even better pictures and try new things. Thanks to this community I met very talented and wonderful people all around the world. I am so happy to be a part of this community.

So what about my shot.. I wanted to take a shot when the character is in motion and make his robes beautifully flutters.I used a smoke bomb for the background and get somewhat mysterious picture in assassins style"



"WHAT DO WE DO WHEN WE FALL DOWN?"

"WE GET BACK UP."

THESE WORDS RING VERY TRUE BUT SOMETIMES WE NEED SOMEONE TO HELP US BACK UP.

IT DOESN'T HAVE TO BE A BIG THING EITHER.

A CALL, A KIND NOTE, A CHECK IN.

BE SOMEONE'S HERO TODAY.

**BADGAMERELITE**



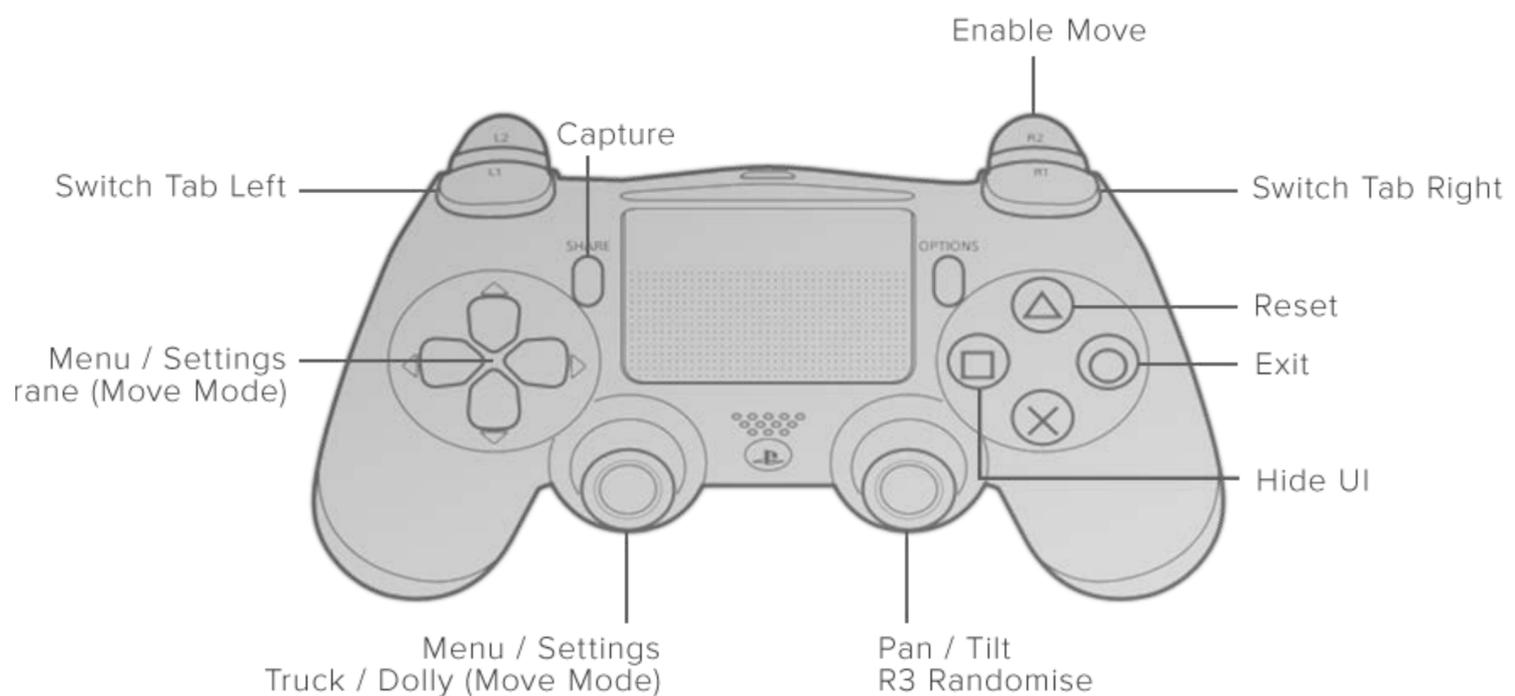
Title: Manifold Garden | Developer: William Chyr Studio | Publisher: William Chyr Studio |  
InitialRelease: 18th October 2019

Originally titled Relativity, Manifold Garden is a beautifully intellectual puzzle game that challenges your perception of the world around you. The infinitely repeating, Escher-esque spaces are filled with impossible architecture and physics-based puzzles that bring new ways to traverse a law-breaking environment.

The mind-bending gameplay and rewarding logic constantly have the player thinking outside the box, but it is the highly distinct art direction that makes the inclusion of a photo mode intriguing. Freed from the bounds of any normal game world, Manifold Garden brings with it the opportunity to capture unique and abstract work, the likes of which you will struggle to find anywhere else.

#### Key Photo Mode Features:

- . First-person or orthographic camera view
- . Highly abstract art direction
- . Edge outlines & glitch mode

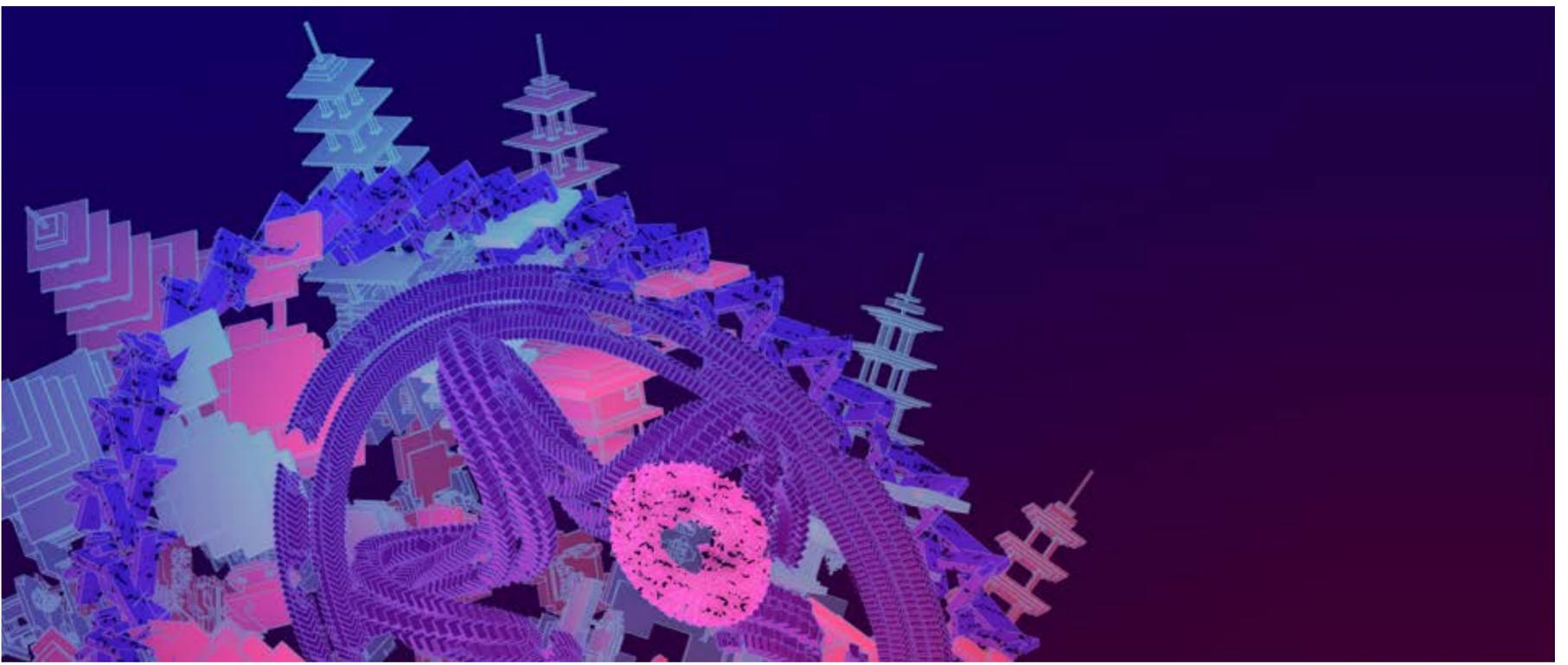


#### Controls and Implementation:

Basic camera movement, enabled by holding R2, mirrors that of the game by using the LS & RS for horizontal movement with full-range pan & tilt. Vertical craning is added via the D-pad but the likes of manual focus or depth of field are omitted completely and the default camera benefits from little more than adjustable field of view.

The true potential though, lies in a series of novel creative options such as Orthographic projection; HSV colour wheels; and Glitch mode that are perfectly suited to the abstract and minimalist style that exudes from the game.

An approach perhaps epitomised by the Randomise button, where a single click instantly changes every setting to a random value, learning to forgo convention and experiment with these versatile options can have some enjoyable outcomes as you discover the vast array of possibilities.

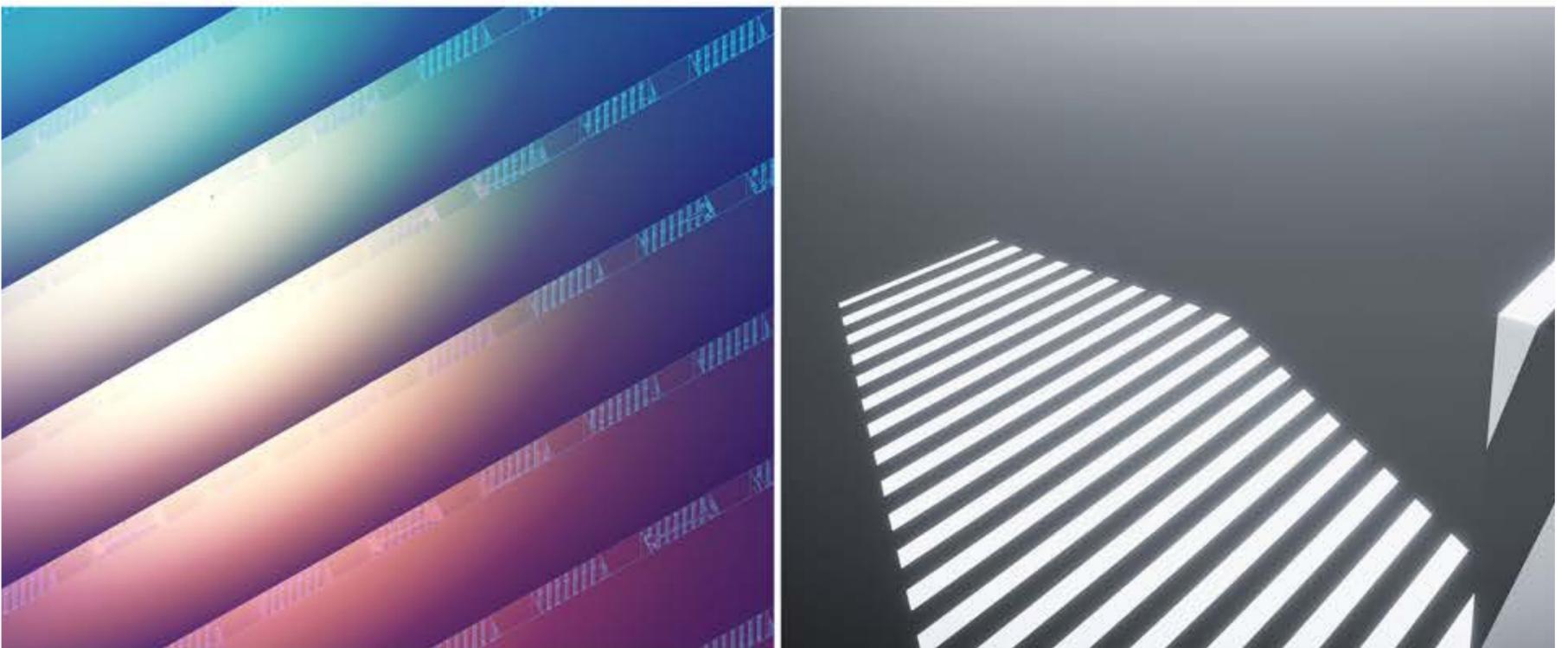


### Photographic Opportunities:

There are obvious limitations to Manifold Garden with no characters to use for portraits; no action to capture; and no intricate details to focus on. The visuals may even look basic or outdated at first glance but, like all good artwork, there is more here than initially meets the eye.

The reality-challenging level design and propensity to form optical illusions are an obvious draw and the time you spend exploring the possibilities of this virtual world will plant the seeds of new creative ideas.

Just as the normal rules of relativity are literally turned upside down, the limits of what you expect from a photo mode are completely reset and Manifold Garden becomes an almost unmatched resource for surreal and abstract capture art. The unfathomable structures and unique display modes mean that you will produce shots that seem both beyond your control and yet perfectly within your grasp.



Click through to read the full in-depth review and see the final verdict on Manifold Garden's Photo Mode...



**This review excerpt was provided by**  
**TheFourthFocus.com**



A TALK WITH...

**CHRIS25551**

VP & ME

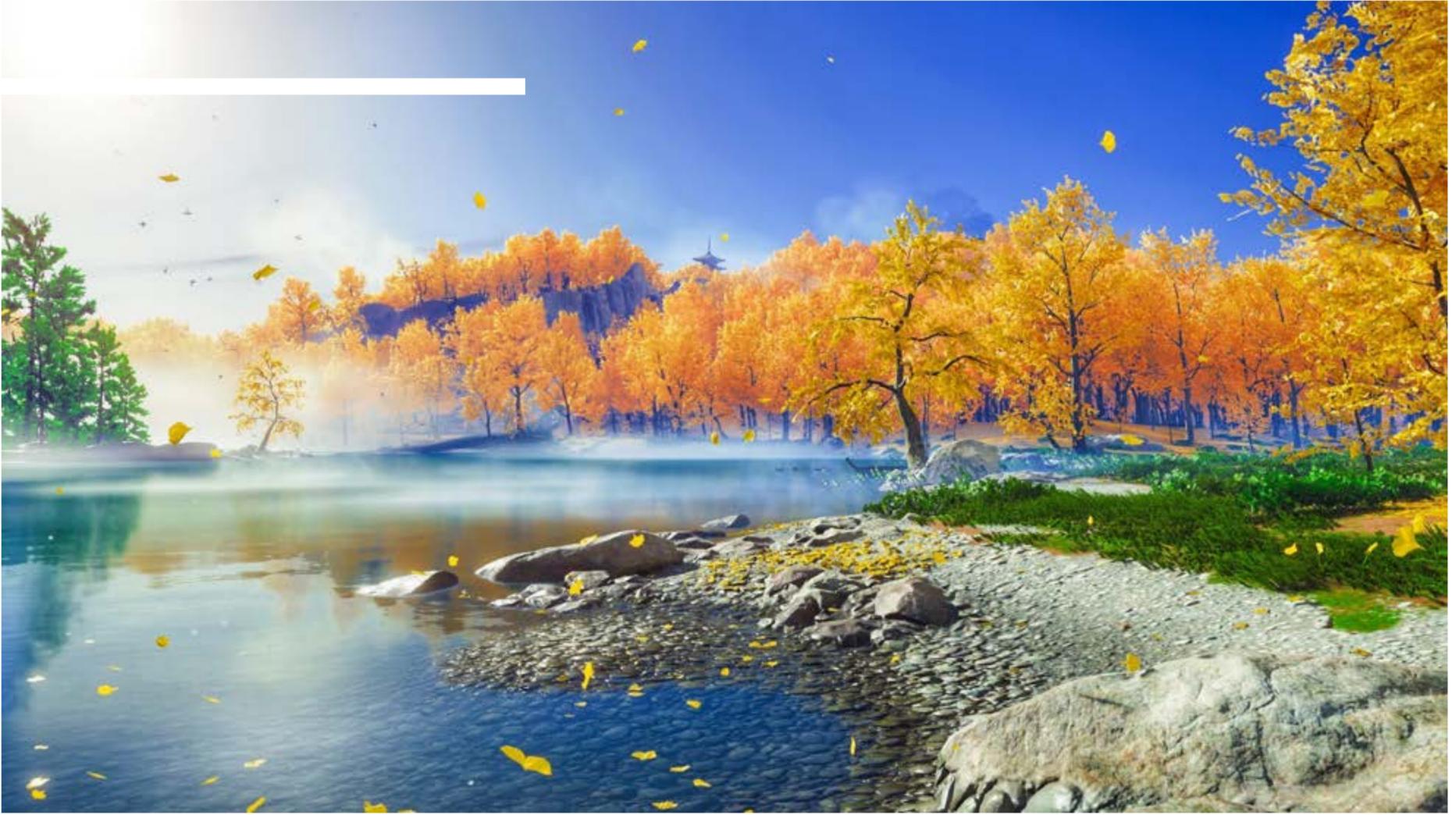
**Welcome Chris, we want to thank you for joining us in this month's VP & Me chat, its a pleasure to have you.**

**What would you say is your favourite shot you've ever taken is?**

This picture is my favourite because it just calms out to the abandoned beauty I love in horizon zero dawn.

**That is a beautiful capture, we understand you're well known for taking beautiful shots but how do you perceive your own work?**

If I'm honest I love my work. But not because I believe it's good enough for everybody to love. I just simply love taking landscape pictures!

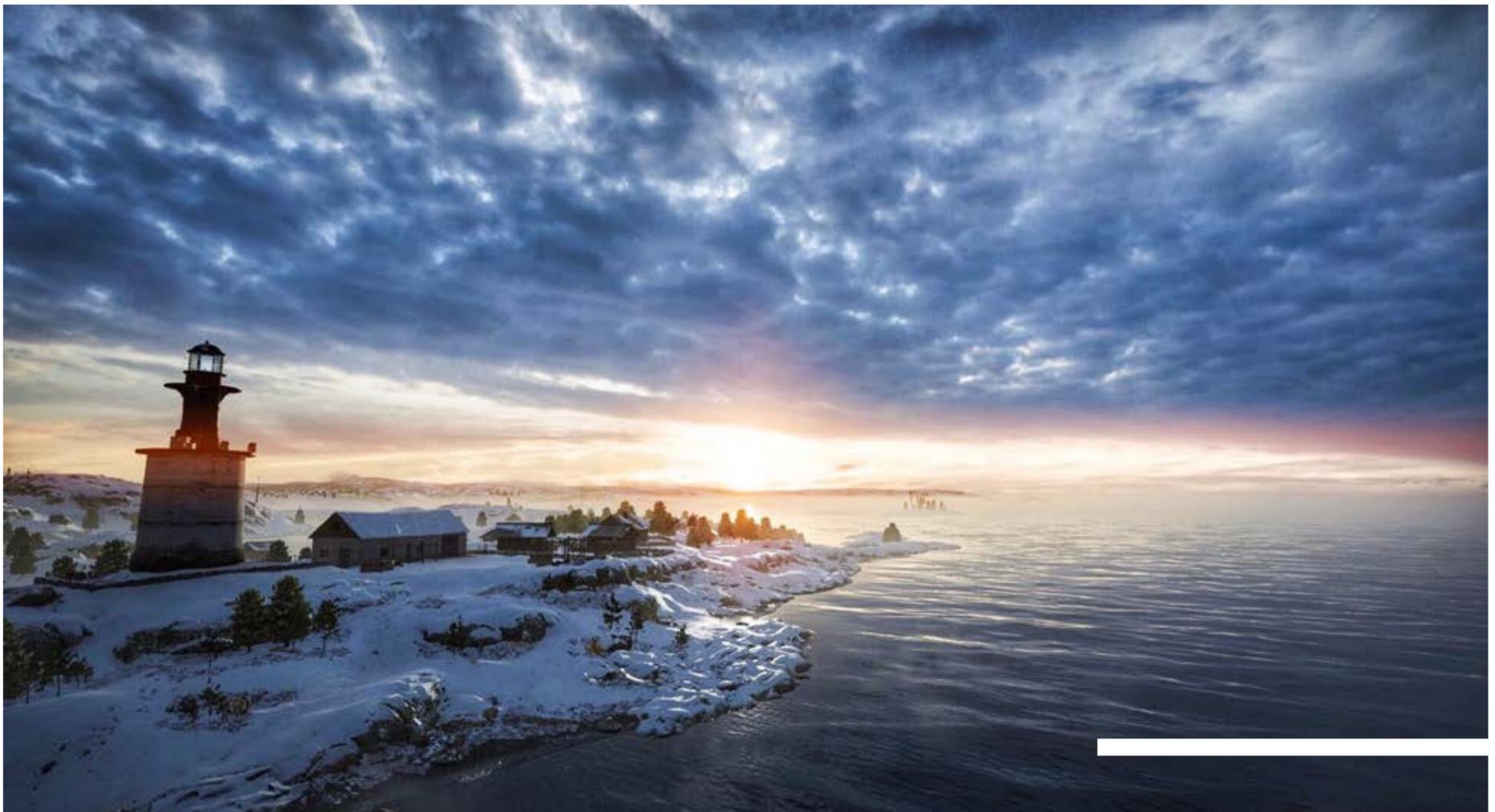


**You show great support to Virtual Photographers from all walks of life, do you think more should do the same?**

I believe so yes. I feel the vp community is an awesome community and it can be very proud of itself. We all support each other but there is always room for more.

**Do you go into a game looking for anything specific to shoot or do you snap what ever catches your eye at the time?**

Sometimes I go in with an aim to shoot something specific. Most times it's not the case for me. I feel it fits my style to go into a game on the fly and snap whatever catches my eye.

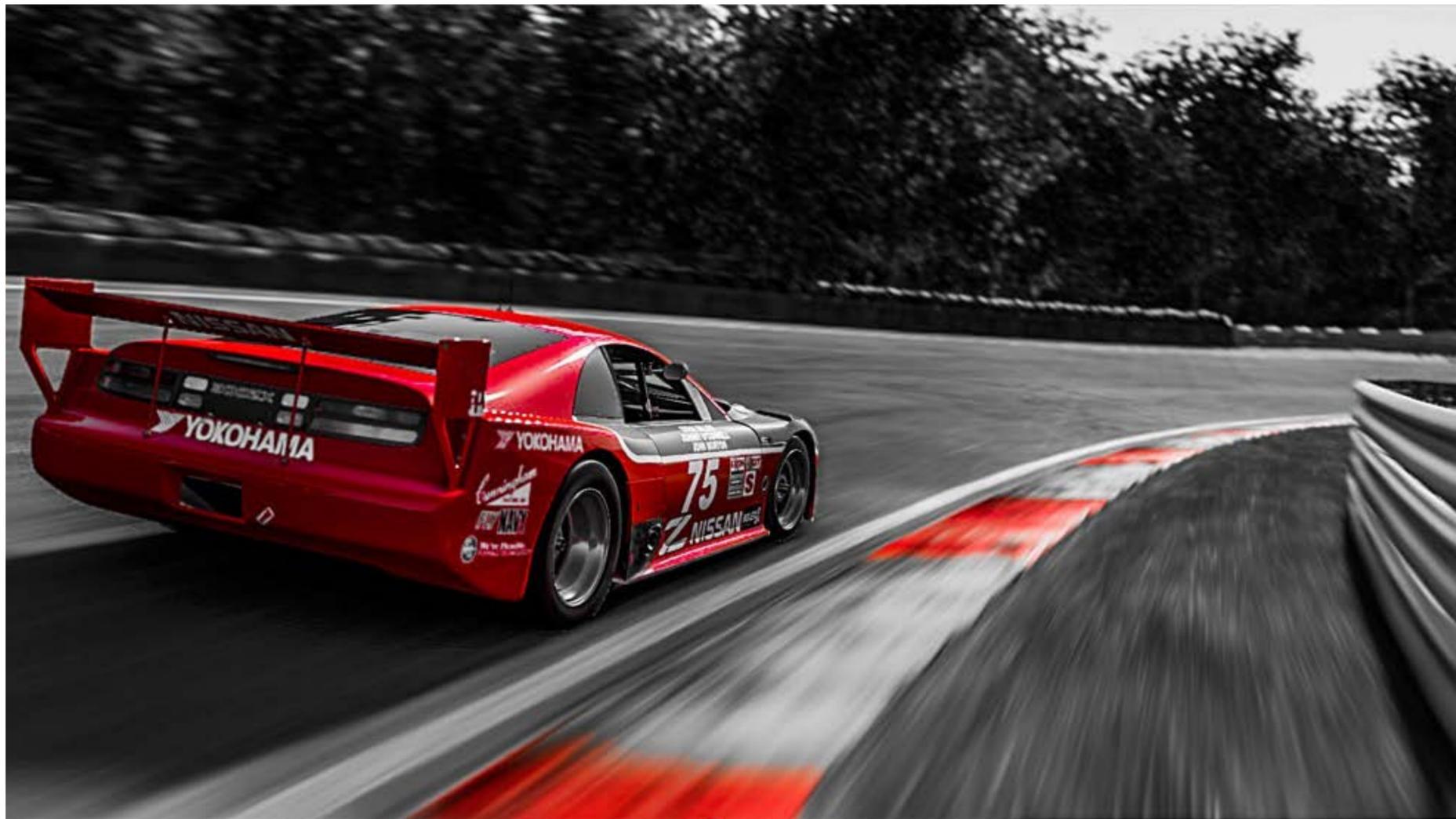


**What other tools would you like to see added to more photomodes in the future?**

I'd love all photomodes to add a day and night tool. Character facial expressions would always be welcome, (The first hellblade needed this).

## What game got you into Virtual Photography originally?

It's a toss up between hellblade and anthem. I always thought the world of anthem was beautiful and how I want to take shots of it. But hellblade I think made me open up the photomode and really think about it. Also a little shout out to project cars 2 for definitely making me want to snap the beauty of cars.



## What games out now would you like to see a photomode patched into?

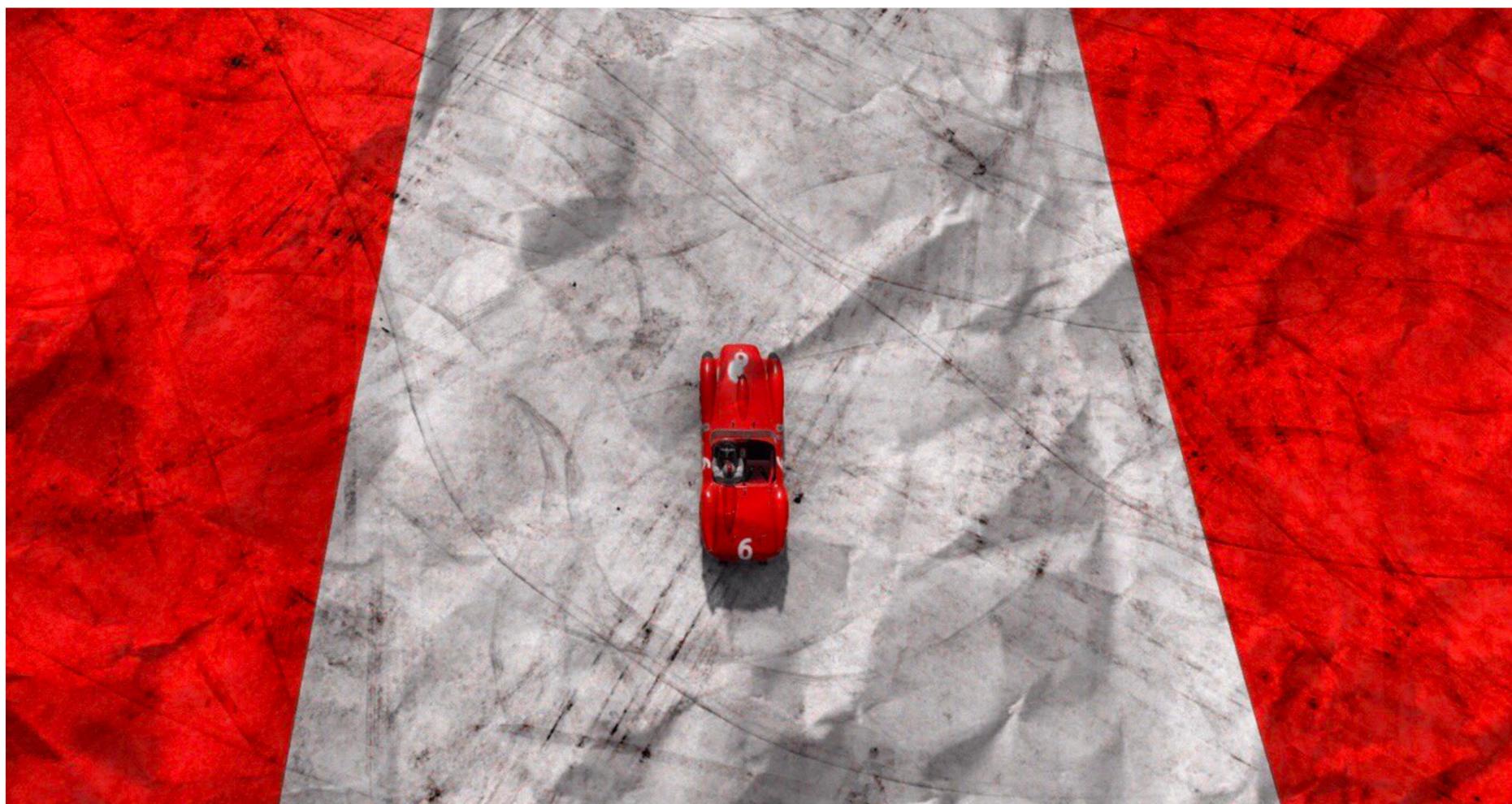
I would love anthem to get a photo mode. Hopefully in the new version of the game it will have one. That for me would be a dream.

## What coming soon games are you most excited for?

Definitely AC Valhalla and cyberpunk. Those games I feel I can get some awesome shots from! But also project cars 3.

## Do you think games with photomodes are more appealing than games without?

For me yes they are. That's not to say I won't get a game if it doesn't have a photo mode but it will definitely call to me more.



## When did you first notice there was a community built up around Virtual Photography and what went through your mind?

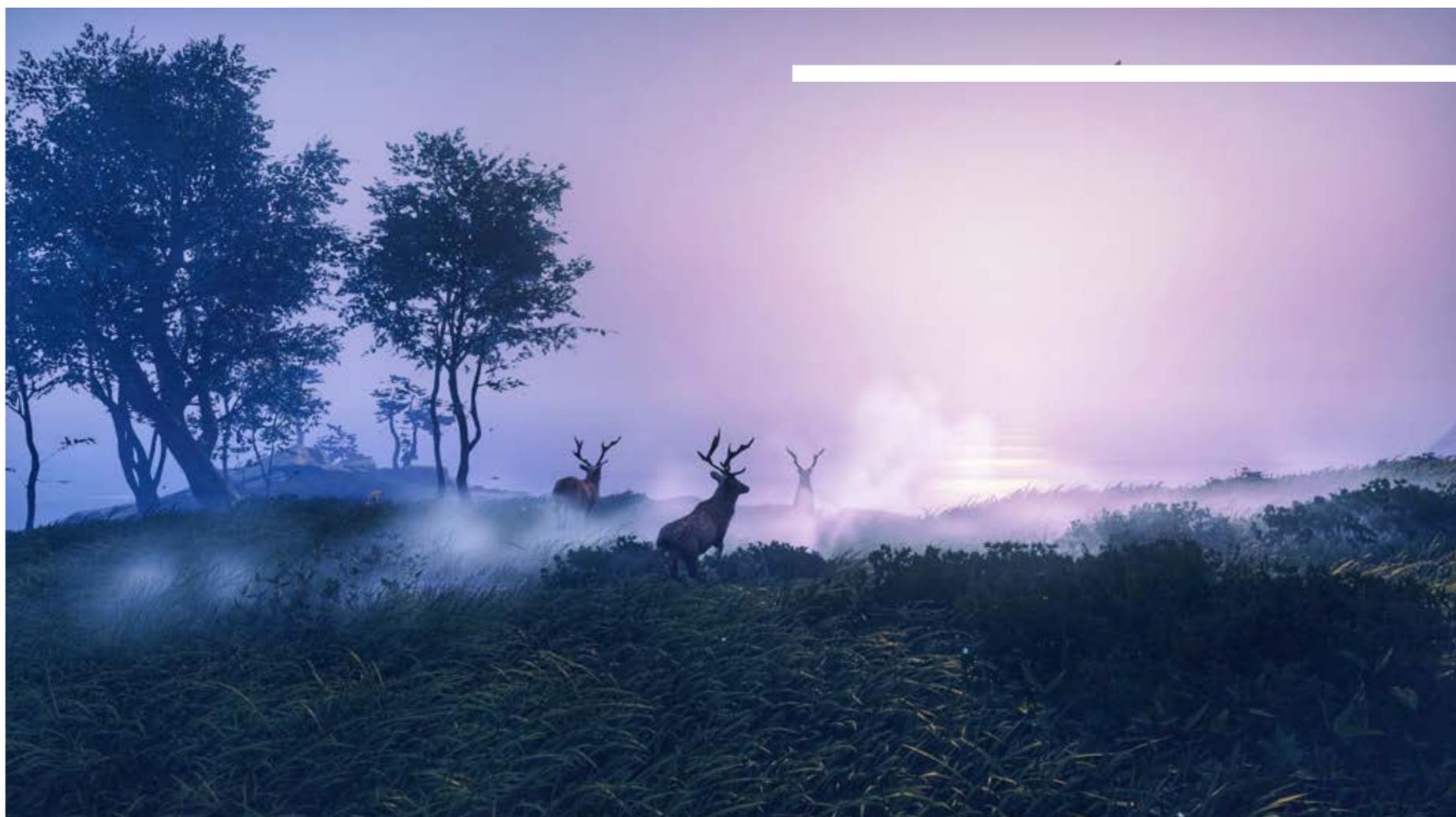
I think I just followed a few people and saw that vp was an actual thing. I never joined twitter with the intention to post pictures to be honest but now I'm hugely glad I joined this awesome community.



# WHO IN THE VP COMMUNITY DO YOU THINK INSPIRES YOU THE MOST AND WHY?

I FEEL TO NAME A SINGLE PERSON HERE WOULD BE AN INJUSTICE. I FEEL EVERYBODY HAS THEIR PLACE IN THE PAST COMMUNITY.

SO TO SOUNDS CLICHE , EVERYBODY INSPIRES ME.



## **Have you've ever planned a shot and did it turn out like you imagined it would?**

I've planned them sure but I'm often distracted by other things.

It's in my nature to just wing it a bit I think. In open worlds so much can happen.

## **Whats your favourite game with a photomode & why?**

This is a tough one but I think I'm going to have to say Horizon Zero Dawn. The variation you can get from even an hour in the game is outstanding. The colours are sublime and It's going to take me a long time to get over the beauty.

## **Do you consider Virtual Photography to be an art form?**

I definitely believe it's an art form. I believe it's showing creativity and imagination to the same degree as any artist.

## **Do you feel what we do inspires other people to buy the games we're showing off?**

I myself have been inspired to buy games from what other vp artists have done. So this is a huge yes from me.

## **Have you noticed an increase in numbers of people uploading VP content?**

Oh I've definitely noticed an increase in vps joining twitter etc. The community is growing and that can only be a good thing.



## **What do you think are your greatest achievements within the scene?**

Getting followed from ninja theory and a few retweets from them was a big achievement for me. As they are a hometown developer for me it means so much more. Also being featured by Ubisoft and bend studio is awesome. Something I probably love more is getting recognition from the actual people that worked on the game. Environment leads etc, people like that.

## **Do you think Virtual Photographer's should get more recognition from game developers?**

This is a tough one for me because I've never aimed for their attention. Sure we tag them etc but never expect a like or retweet. That's my way of thinking. For a dev to show attention all the time kind of takes the charm off it. So I'll say both yes and no.

## **If you could work for a developer taking snaps which dev would that be and why?**

I'll go for guerilla. They seem to match my ambitions with open world design. I'm in my element in horizon zero dawn and I can't wait for forbidden west!

## **You're a family man, what do your kids think about what you do? Do they catch you doing the head tilt for a vertical shot?**

My boys take a very keen interest in games and the beauty of them. My eldest is a very good little artist and recently has been drawing the javelins from anthem. Also yes they have asked what I'm doing tilting my head for the verticals! But I've also caught them doing the same.

**LASTLY, IF YOU COULD OFFER ANY ADVICE TO SOMEONE JUST STARTING THEIR VIRTUAL PHOTOGRAPHY JOURNEY WHAT WOULD IT BE?**

"Advice to give would simply be have fun! If it becomes a chore and isn't bringing you happiness don't force it. I love this because I simply enjoy it. Don't expect to get disheartened over numbers or Interactions with devs. Honestly I enjoy an Interaction with a developer but for me it's interacting with the community as a whole that brings me most of the joy"



# SOMNIUM TIMES

"EGO CONFIDO IN SOMNIS" - covering the news in the social, persistent VR world -Somnium Space-



Something is brewing in Somnium Space. Or maybe we should say 'burning'. Something has been ignited and soon it will be raging throughout this amazing virtual land. Before you think disaster will strike, it is quite the opposite as preparations are in full swing for a truly mind blowing event.

The name? It's dubbed Take Me To Your Burn. To lift the curtain a bit more, Take Me To Your Burn will be a virtual Burning Man event. And what better place to do it than in Somnium Space, the open, persistent and highly immersive virtual reality platform.

## **Burning Man 2020**

You probably heard of Burning Man, which is an event that is held annually (since 1986) in the western United States. Since 1998, the event has been located at Black Rock City, a temporary city erected in the Black Rock Desert of northwestern Nevada.

For 2020 the next Burning Man event was planned at that exact same location. But then COVID-19 raised its ugly head. As a result, Burning Man 2020 has been cancelled.

So no event at all? Think again

## **Black Rock City in the Multiverse**

Black Rock City will be build in the Multiverse. Black Rock City goes virtual! The current situation offers a unique chance to explore new ways of connecting and convening online. An important consideration here is that Burning Man should not be seen as a place or a thing. Rather, it is a culture that is shared and continuously reinvented.

And this is where Somnium Space comes in. Immersing yourself in Burning Man culture while being immersed in virtual reality in Somnium Space; it is as good as it sounds. It's going to be unique, it is going to be mind blowing. Somnium Space and the Metaverse are alive. And so is Burning Man. Their combined magic will create history.

## **Take Me To Your Burn**

So what exactly will happen during Take Me To Your Burn in Somnium Space? "Well, folks, fasten your seat belts. It's going to be big"

The concept and aim is to have nothing less than 50+ parcels, multiple solo camps and workshop areas in Somnium Space actively participating in this grand scale event. See below for the multitude of activities that will take place throughout this VR world.



## Collaborations

The cool thing is that Take Me To Your Burn is one huge collaborative experience with artists, musicians, labels, party organizers, guides, teachers and lecturers. Burning Man culture is alive and this particular project is a clear manifestation of that. Somnium Space is alive as well and offers the virtual, immersive platform that deepens the sense of connection with the world and its experiences and especially between everyone who joins. Collaborators, contributors, fans and VR enthusiasts alike.

It's an experience the world has never seen, but which reflects the true spirit of Burning Man.

### **To get a sense of the huge scale, check the following list:**

40+ artists will present different kinds of digital art, builds and installations in specially prepared 30 or so galleries in the virtual world.

150+ DJ's are going to play at 5 stages dedicated to records, labels and big projects and at special open stage for solo DJ's. Every set will be streamed live or on demand at our platform.

30+ Musicians and bands will play live music at Main concert stage and at open mic stage for solo musicians.

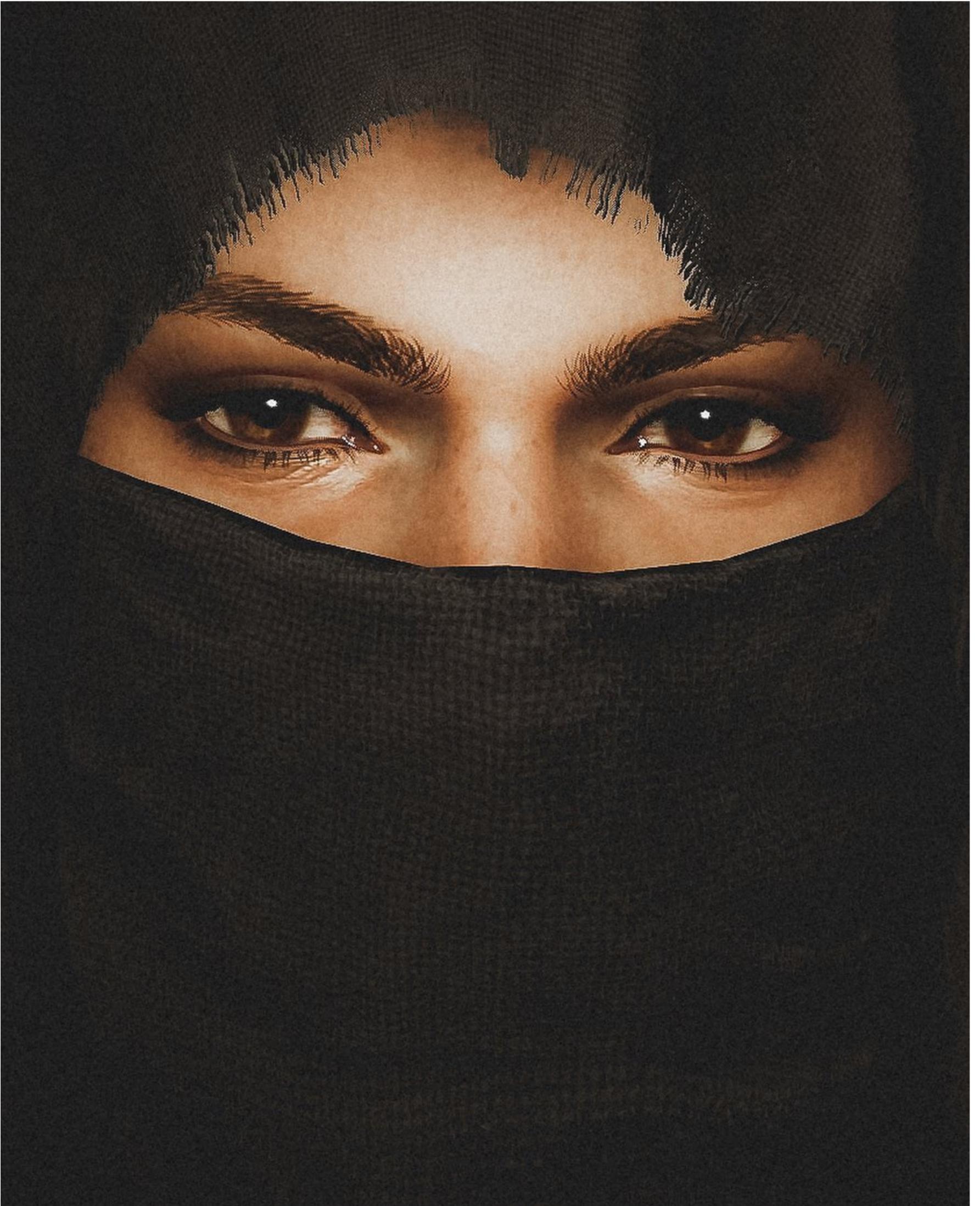
20+ workshops and lectures with different topics like spirituality, eco-living, health and fitness, at 4 special stages and installations that we built for the event.

We have a dedicated team of 10 people and many co-operations in order to create this event, raise awareness and promote it. Collaboration with record labels Kamino Records and Mindspring Music. Collaboration with party/festival organizations Fusion Culture and Own Spirit Festival

Note that the above list isn't exhaustive.

**Sound cool? Want to know more? Hop over to SomniumTimes to learn more of the event and catch up on all the latest news for Somnium Space.**

**<https://somniumtimes.com>**



## **JAYMCLAUGHLIN\_VP**

"I'M A FASHION PHOTOGRAPHER IN REAL LIFE, SO BECAUSE OF LOCKDOWN I HAVEN'T BEEN ABLE TO DO WHAT I LOVE.

VIRTUAL PHOTOGRAPHY HAS GIVEN ME THE CHANCE TO PRACTICE MY PHOTOGRAPHY SKILLS IN A NEW AND UNIQUE WAY. IN MY USUAL WORK, I'M ALWAYS TRYING TO CAPTURE A CONNECTION AND EMOTION WITH MY SUBJECT. THIS HAS PROVEN TO BE QUITE THE CHALLENGE WHEN IT COMES TO VIRTUAL PHOTOGRAPHY.

WITH KASSANDRA IN ASSASSIN'S CREED ODYSSEY, I DO FIND THAT IF YOU GET THE ANGLE JUST RIGHT, HER EYES SHOW REAL CONNECTION, WHICH IS WHAT I WAS AIMING FOR HERE.



# **GAMEONFOCUS**

"I LOVED THE ADDITION OF A PHOTOMODE TO DEATH STRANDING, IT REALLY ADDED TO MY EXPERIENCE OF THE GAME.

I TOOK THIS SHOT AS SOON AS ZIPLINES WERE AVAILABLE IN THE GAME, THEY'RE SO COOL, I WENT AHEAD AND CREATED MY OWN SMALL QUEST OF DOING A ZIPLINE ACROSS THIS GIANT WATERFALL. IT TOOK A WHILE TO COMPLETE IT, BUT IT WAS WORTH IT, IT GAVE ME THIS NICE SHOT AND SAVED A LOT OF HOURS OF TRAVELING BACK AND FORTH"



"One thing I've been missing from ACOdyssey is "emotion".  
I've discovered Alexios can be more expressive by adding shadows.  
I'm so happy I am able to see great art you're creating in this community.  
Thank you so much for sharing"

*Lily Gul*

# **SKRILLEX123**

"HONESTLY I CAN NOT WALK 5 MINUTES IN THIS GAME WITHOUT WANTING TO CAPTURE SOMETHING ALSO THE ENVIRONMENTS AND JIN IN HIS AMOUR JUST BEG TO BE PHOTOGRAPHED"





# THE UNDEADPIXEL

"HEY, THIS IS ZUBER FROM INDIA.

I'VE ALWAYS BEEN WHAT YOU WOULD CALL A SCREENSHOT SPAMMER. I HAD GB'S WORTH OF SCREENSHOTS FROM GAMES I HAD PLAYED EVEN BEFORE SOMETHING LIKE PHOTO MODE CAME ALONG. ONCE IT DID THOUGH, IT REALLY STARTED TO SCRATCH MY CREATIVE ITCH.

IT HAS GIVEN ME THE OPPORTUNITY TO CAPTURE ALL THE BEAUTIFULLY DIRECTED AND CURATED GAMING WORLDS AT MY OWN PACE, LEISURE AND COMFORT OF MY HOME. IT'S SOMETHING THAT REAL WORLD PHOTOGRAPHY (WHICH I'M FASCINATED BY TOO AND PLAN TO TAKE UP AS A HOBBY SOME DAY) MIGHT NOT ALWAYS BE ABLE TO AFFORD.

I STARTED ACTIVELY SHARING MY PICS ON INSTAGRAM JUST A COUPLE OF WEEKS AGO (ON MY GIRLFRIEND'S ADVICE) AND I'VE ALREADY COME TO SEE THAT THE WHOLE VP COMMUNITY IS ABSOLUTELY AMAZING, WITH FOLKS BEING VERY APPRECIATIVE AND SUPPORTIVE OF EACH OTHER'S WORK. NOT TO MENTION HOW INSPIRING EVERYONE IS WITH THEIR INCREDIBLY CREATIVE SHOTS WHICH HAVE OPENED MY EYES TO SOME REALLY UNIQUE MOODS AND PERSPECTIVES.

COMING TO THE SHOT ITSELF, I LOVE THIS PARTICULAR SECTION OF THE GAME WHICH IS VERY ATMOSPHERICALLY DIFFERENT FROM EVERYTHING THAT CAME BEFORE IT. ELLIE'S OUTFIT HERE IS BADASS TOO AND REMINDED ME OF JOHN MCCLANE FROM DIE HARD. WHEN I CAME ACROSS THIS LITTLE PATCH OF TALL GRASS, THE DUSKY EVENING SUNLIGHT WAS HITTING IT IN A WAY THAT GAVE IT A NICE HUE. I QUICKLY HAD ELLIE DO VARIOUS POSES AND TOOK QUITE A FEW SHOTS. BUT THIS IS THE ONE THAT REALLY STOOD OUT TO ME. IT MADE ME LOSE A PRECIOUS ARROW BUT IT WAS WORTH IT. I'M QUITE PROUD OF THE PUNNY CAPTION THAT I CAME UP WITH TOO"



# RAFFU42

"Taking portraits of Senua is really interesting as she have so many good expressions with strong emotions. She draws you in with her eyes, and BAM - suddenly you have taken 2562 portraits!"



## MESOPOTAMIAN\_MEOW

"I STARTED VIRTUAL PHOTOGRAPHY OVER A YEAR AGO AFTER PLAYING RDR2, I WAS SO AMAZED BY THE BEAUTY OF THIS GAME THAT I DECIDED TO SHARE MY PICTURES ONLY TO DISCOVER VIRTUAL PHOTOGRAPHY, I CAN'T IMAGINE PLAYING WITHOUT TAKING PICTURES NOW, I LOVE TO CAPTURE THE BEAUTY AND DETAILS OF GAMES.

THE VP COMMUNITY IS THE BEST, IT'S SO GREAT TO FIND PEOPLE WHO SHARE MY LOVE FOR GAMES AND PHOTOGRAPHY.

THIS SHOT WASN'T PLANNED LIKE MOST OF MY PICTURES, I STUMBLED UPON THIS SPOT WHILE CHASING A CLICKER, I MOVED AROUND THE SPOT UNTIL I GOT AN ANGLE THAT WORKS WITH COLORS I CHOSE"



## PHILGPT

"THIS IS AN ALTERNATE VERSION OF AN OLD SHOT I TOOK, FOCUSING MORE ON THE HIND OF KERYNEIA IN THIS CASE.

I TRIED TO FRAME IT SO WE COULD SEE KASSANDRA'S SINGLE SPEAR AGAINST THE LEGENDARY DEER'S POINTY ANTLERS"



LEGENDARY  
GAYMER

# FIRESCORPIOG



"WHEN DOING A SET I ALWAYS TRY TO EMULATE MY INSPIRATIONS, ON OTHER SHOTS IT WAS KUROSAWA, MIFUNE HERE I FELT LIKE GOING FOR SOME NARUTO VIBES WHICH GAVE ME THE IDEA TO MAKE IT FEEL AS AN EPIC FIRST APPEARANCE TO A HOKAGE"

# LEFRANZINE



"I LOVE THE THUNDERSTORMS IN THIS GAME. TRYING TO CAPTURE THEM IS A CHALLENGE BUT SOMETIMES YOU CATCH THE RIGHT MOMENT AND IT MAKES THE WAIT WORTHWHILE"



## Earthlybaune

"A DARK JOURNEY OF PAIN AND  
BRUTALITY BUT ALSO OF FORGIVENESS  
AND LOVE"

*majorcrafter.*

"SOMETIMES ALL IT TAKES FOR  
INSPIRATION IS A COLOR, A  
MOVEMENT OR A LARGE FIELD OF  
FLOWERS"





"HELLO! MY NAME IS KIRILL. I'M FRONTEND DEVELOPER FROM MOSCOW.

I LOVE PHOTOGRAPHY AND VIDEOGAMES, THEY'RE ONE OF MY HOBBIES, AND THEY COMPLEMENT EACH OTHER PERFECTLY WHEN COMBINED PHOTOGRAPHY FOR ME IS A WAY OF CREATIVE SELF-REALIZATION.

I WANT TO SHOW THAT EVERY GAME IS ITS OWN WORLD, ITS OWN ECOSYSTEM.

I LOVE TO EXPLORE THIS WORLD AS MUCH AS POSSIBLE AND SHARE IT WITH YOU. AND THE BEST COMPLIMENT FOR MY WORK IS YOUR COMMENT " WOW! IS THIS REALLY A SCREENSHOT FROM THE GAME?"

THE IDEA FOR THIS SHOT CAME TO ME DURING THE DEPRESSING MOSCOW WINTER SEASON. AND I DECIDED TO TRY TO CONVEY THIS MOOD, THIS GRAYNESS THROUGH THIS FRAME"

# **KR1KS.PHOTO**

# maras traum



"My virtual photography journey started 7 years ago with Skyrim and its modding community which gave me the freedom to express myself in a virtual world.

Since then, virtual photography has been my way of escaping into another world and creating personal meaning through its art. I want to create a mood that draws you in, and makes you get lost in the photo for a second.

I treat this game like a hiking simulator, and that is how I come across most of its beautiful scenes. I stumbled upon this view during one of my exploration sessions and saw something in it that I wanted to capture"

# mr geralt.



"Well, in fact, the idea that I had in mind for this image was to show Jin's defeat by a greater power and stepping into the unknown (moving away from the samurai path and becoming something more than that)"



#VPINSPIRE **love**



#VPINSPIRE **windows**



#VPINSPIRE **femalelead**



#VPINSPIRE **ruins**



#VPINSPIRE **woodland**



#VPINSPIRE **horror**



#VPINSPIRE **underwater**



#VPINSPIRE **sky**



#VPINSPIRE **2019**



#VPINSPIRE **curves**



#VPINSPIRE **distance**



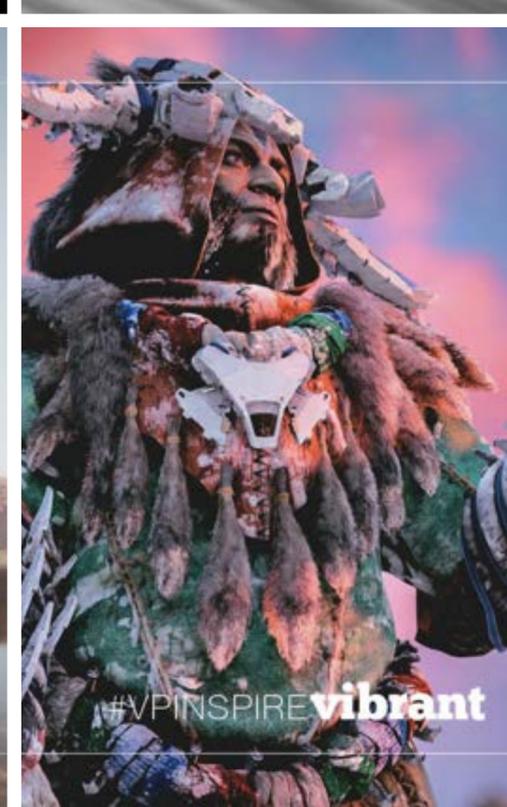
#VPINSPIRE **reflection**



#VPINSPIRE **monuments**



#VPINSPIRE **freedom**



#VPINSPIRE **vibrant**

# Virtual Photography Community Pages



## **The PhotoMode** <https://thephotomode.com>

We are an all inclusive VP community with members from all over the world.

We dedicate our time to **#ThePhotoMode** monthly magazine release. We held the **#VRVPgallery** comp where we tokenised and featured 10 VP's work in the virtual reality blockchain based world **Somnium Space**.



## **GamerGram GG**

"What is **#GamerGram**?", the answer is - YOU are.

GamerGram exists for one simple purpose - to support the VP community

We wish to provide a safe and progressive place for the Virtual Photography community to thrive.

We strive to make Virtual Photography a mainstream art.



## **The Captured Collective**

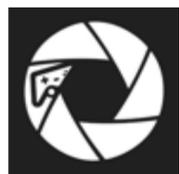
"HUB supporting Virtual Photography, & Visual Arts. We provide community news and a new theme every Monday, and we share our weekly favorites on Friday. Use **#TheCapturedCollective** for support and checkout our feature page **Featured Collec**



## **The Fourth Focus** <http://TheFourthFocus.com>

Your destination for virtual photography Features, News & in-depth Reviews. Find tips, guides & photo mode contests to get the best out of your creativity, plus free 4K downloads to enjoy.

**#VPNewsletter** (fortnightly) | **#VPChooseDay** (Tue) | **#VPArchiveHour** (Sun)



## **VPChallenges**

Organized as Moments, VP Challenges keeps you up to date with all weekly, monthly and on-going challenges from the whole community. Every week, we involve the community to honor a specific game with the intention of choosing four favorite shots from four different virtual photographers. We call this the Game of the Week **#VPchallenge**



## **phomodecom** <https://phomode.com/>

"Developed and designed by two close friends, phomode is the first ever dedicated gallery for Virtual Photography including visual arts and cosplay.

As a young project, it's still in development with a lot to come."



## VGPNetwork

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



## Gametographers

The Gametographer's Mission: To provide a supportive and loving community that fills the need for a place of belonging to the unique creatives known as Virtual Photographers. Use #Gametography for support.



## FridayVHS

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



## Visual Moods

Post a photo, image-series, video or artwork with music you feel suites the mood. Use #TheMoodChallenge and tag Visual\_Moods. Dont forget to link the music, moments are created when enough entries has been reached.



## VPCONTEXT

#VPContext wants to establish a culture in Japan where the VP culture has not yet taken root, and support great photographers!

And we will connect you with great communities and photographers abroad!



## VPGamers

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



We at TPM accept BTC & ETH donations



Dawn X 90

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