

# The PhotoMode



ISSUE 4

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

Cover Image By  
[IrishtheViking](#)



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VP & ME With Virtualtourism  
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The Fourth Focus Art Of Rally  
PhotoMode Review

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# Featured Artists



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## **The Fourth Focus**

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## ***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.



*Always Stijn*



"I love the weather patterns in this game, and capturing atmospheric landscapes is always a joy. In this shot I wanted to capture the ghostly lighthouse, but give it some depth by framing with the out of focus grasses in the foreground"



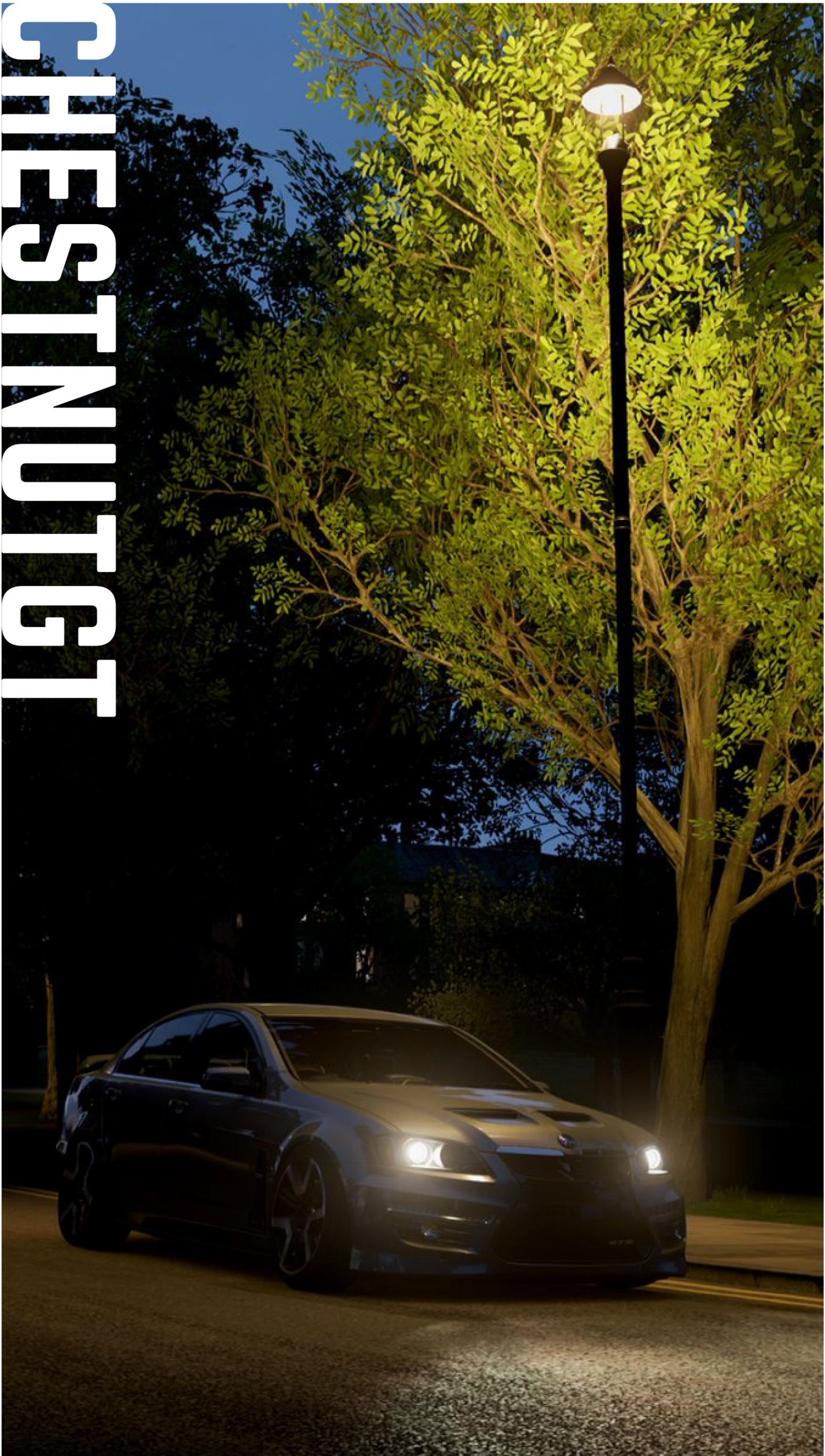
"My name is Cam.

I have been doing VP for over 2 years. Virtual photography has been one of the best hobbies I managed to find, i can't appreciate it enough.

The community is great, people respect other people's work and praises it just like with other art forms, i truly think that VP is one of the newest ever growing art forms to come, it's very accessible and anyone can manage to learn within it.

This shot, was within the first hour of Ghost of Tsushima, a game I have been waiting to play for so long. The black and white style for this shot was reassembling old samurai movies, and even the b&w mode within the game. The title "bleached" was because of the white flower field I was in, everything was whited out and hence why I also made it into b&w too"

# CHESTNUT GT



"I TOOK A PICTURE OF A CAR USING STREET LIGHTS AS LIGHTING. COVID-19 IS STILL SO WIDESPREAD THAT WE CAN'T GO OUT AS FREELY AS BEFORE. SO I'M TAKING VIRTUAL PHOTOGRAPHY OF MY TRAVEL EXPERIENCE IN VIDEO GAMES"



# 1TRACKSIM

"Action shot of the French powerhouse Bugatti Chiron drifting was taken during a film shoot for one of my videos. It is very easy to drift"

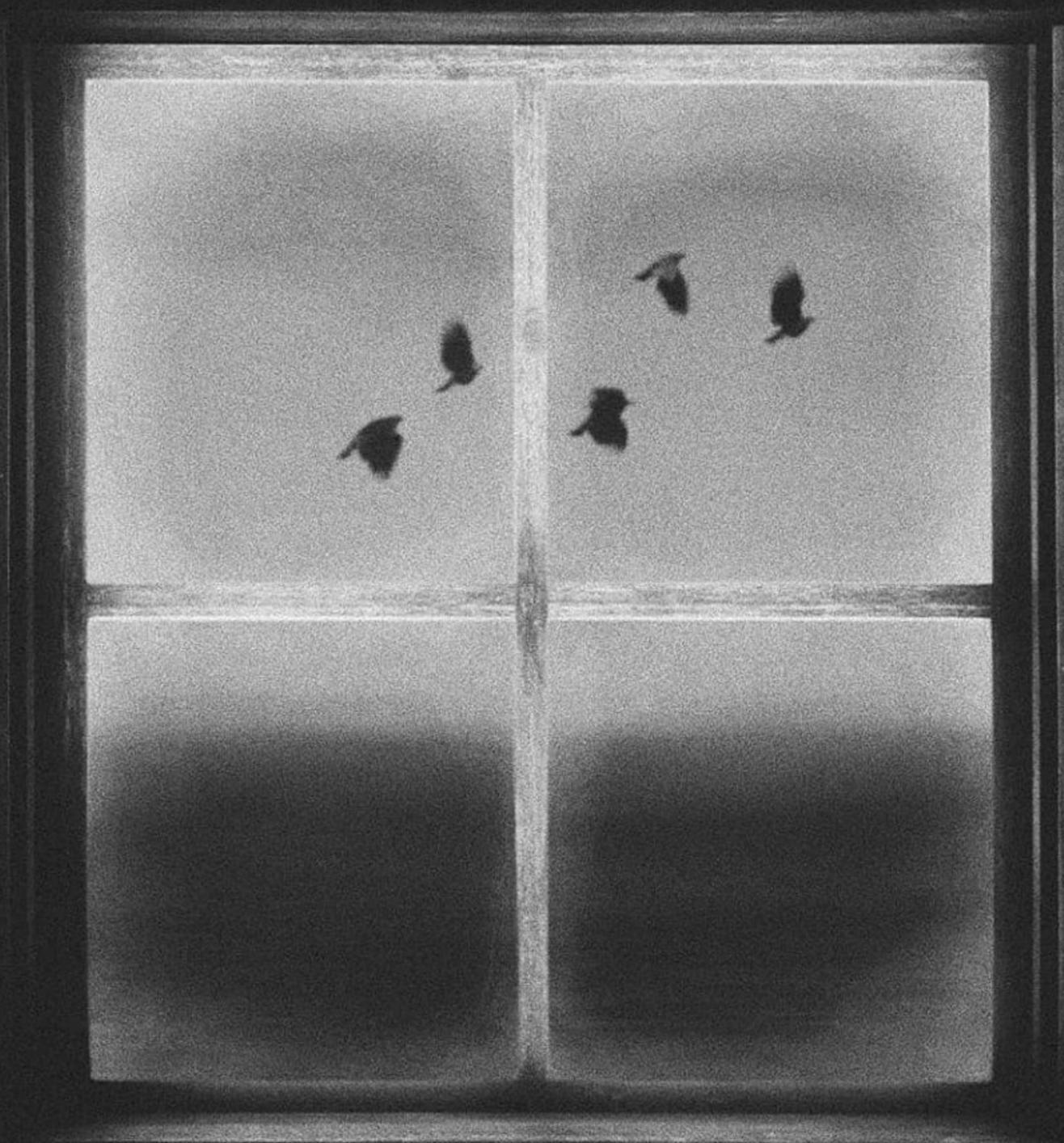


# VIKINGDAD278

"One of my favorite shots I ever captured in Days Gone. The Freakers sign is the first thing we see two years after the outbreak and the game immediately shows you what this world has become. I wanted to capture the essence of that"



LEAGUE OF GAMING



# LANAME.LOVE.II

"I'm lana, 24 yo gal from finland and i do virtual photography purely for self-expression purposes. To me it's a way of coping with my anxiety and endless stream of thoughts, that's why most of my images actually have a meaning behind them.

This image is a great example of that. Someone may see it as a boring window, but what i see is me introspecting my own mad world and emptiness.

When it comes to taking shots, nowadays i know exactly what i want to capture and how to edit it - depending on my mood and feelings tho.

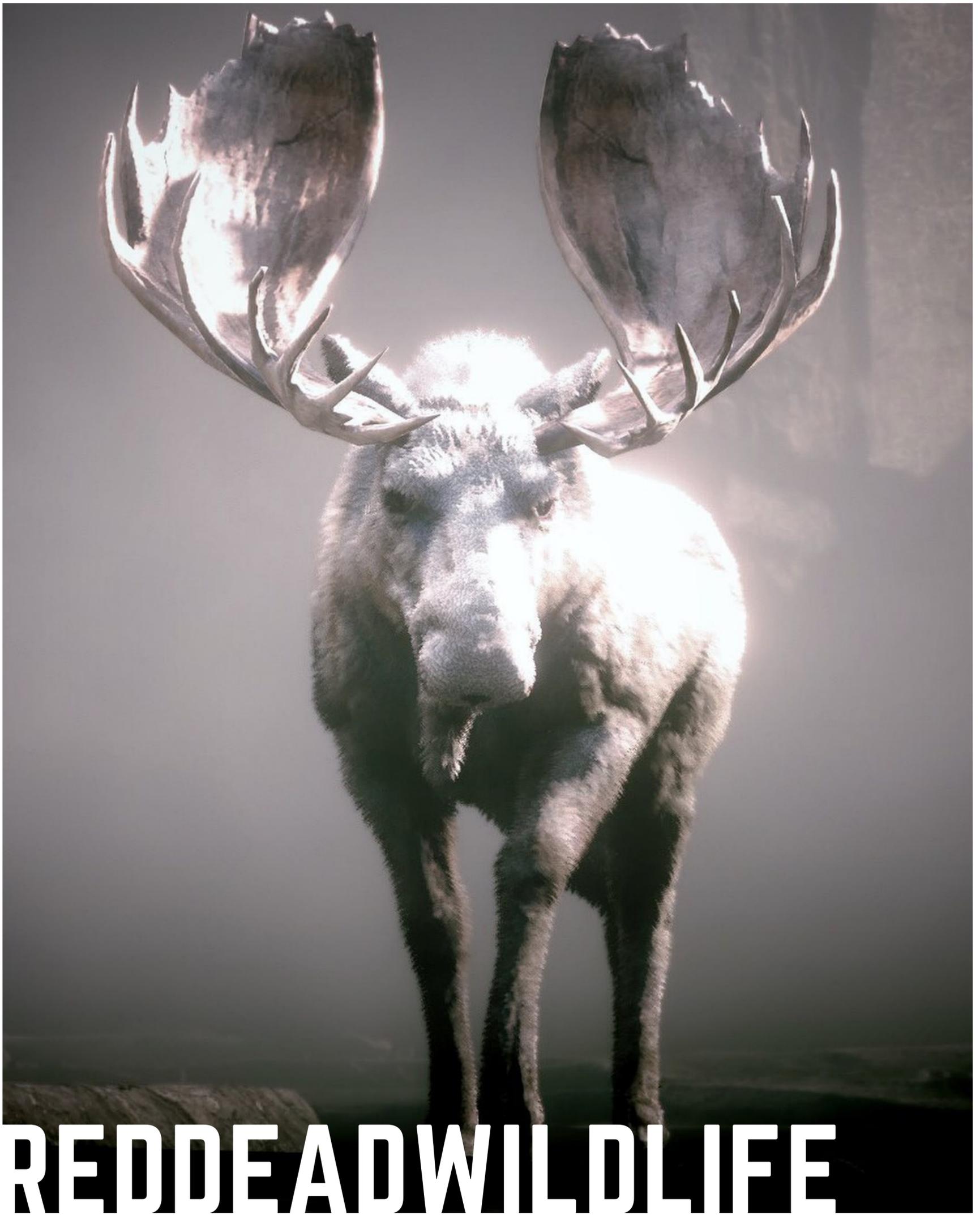
The whole creating process really helps me to silent my mind even for a lil moment, and that's why i really enjoy editing my shots heavily and truly putting my heart and soul into them.

It's like therapy of sorts. Doing what i'm doing wouldn't be the same without the supporting people in the community, i truly love my vp squad to death. They always bring a smile on my face, no matter what"



*Marika*

"Everyone can be a  
Goddess"



"I'm Caroline, 26 years old from Germany.

I'm currently quarantined again because a member of my sports team was diagnosed with covid-19 last week.

Taking pictures in games has always been one of my favorite things to do while playing.

After the lockdown started back in March I discovered the Red Dead Redemption 2 community here on Instagram and instantly wanted to become a part of it.

The animal in his picture is one of my favorites in the entire game and I absolutely love taking pictures of it. As I was trying out different angles it went straight towards me and I was able to snap this picture"



# NOTGARAV

"THIS IS ONE OF MY PROUDEST SHOTS I EVER TOOK."

I JUST LOVE EVERYTHING ABOUT IT.  
THE DETAILS ON NEMESIS, THE WAY THE LIGHT SHINES ON  
HIS "CHEEK", I JUST LOVE IT"



**NATTYDREAD011**

"PART OF THE EXPERIMENTS IN TRYING TO FIND THE BEST WAY OF DOING DOUBLE EXPOSURE LIVE, IN-GAME USING RESHADE SHADERS. LOW IMAGE QUALITY BC IT'S A TEST SHOT. IT DIDN'T NET ME DOUBLE EXPOSURE SO I GAVE UP ON THIS"



JP I E R S S .

"Hello, my name is Jean Pierre, I am from Peru and I love sharing my knowledge with others.

I started with virtual photography a few months ago and at first I took it as a hobby but now it has been trained in something habitual. I say this because I used to take photos without composition, without the rule of thirds and without the focus technique.

So I decided to study basic photography and do research independently.

Virtual photography became something important to me thanks to the creative communities since each of them have different ways of presenting the shots, something that personally inspires me. I decided to choose the God of War game as the way to represent the shots and how I am improving.

One of them is a picture of Faye, Atreus's mother.

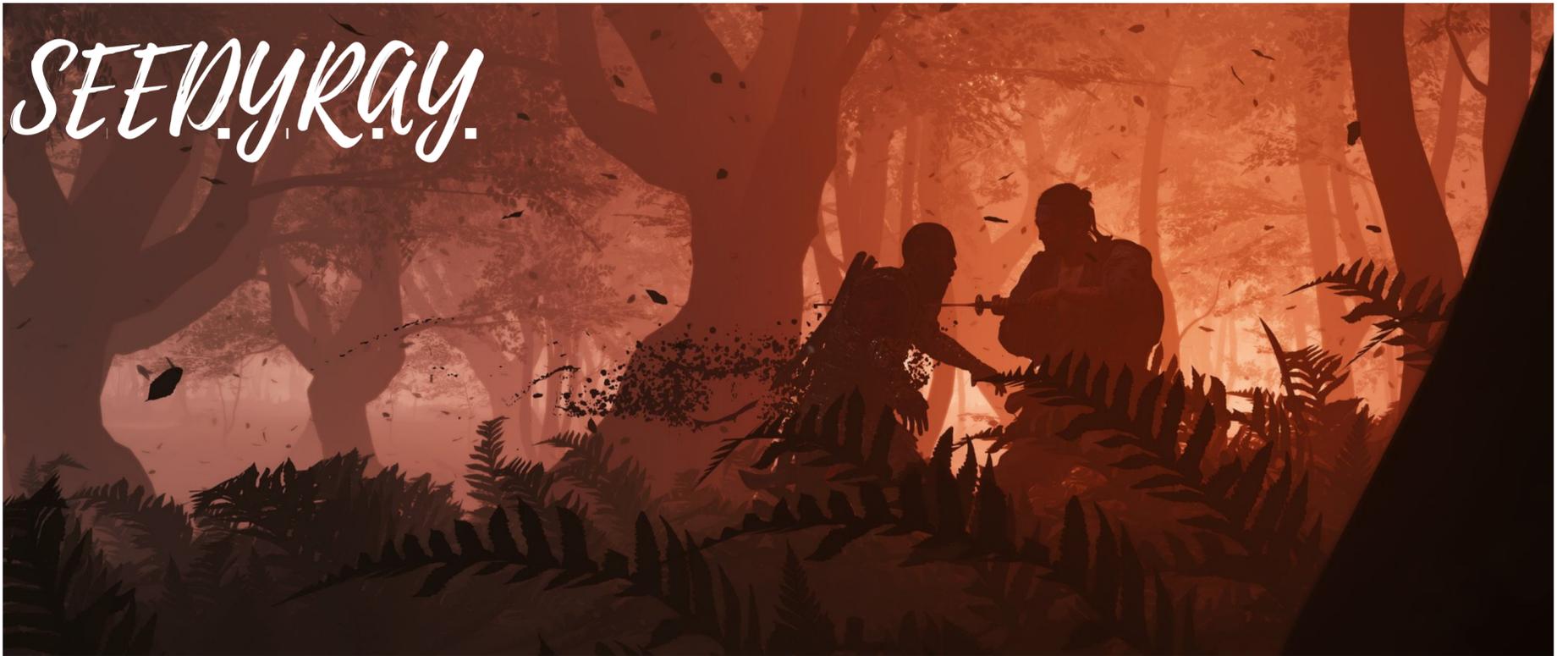
I used the structure of a light elf face, then I started looking for a correct angle and finally lower the brightness level. The particles were added thanks to a photo editor"



# DON JUAN 9211

"When I go for a shot I like to go for portraits, what I love about it is that you can see the details on the character when it comes to the face, weapons, & outfit"

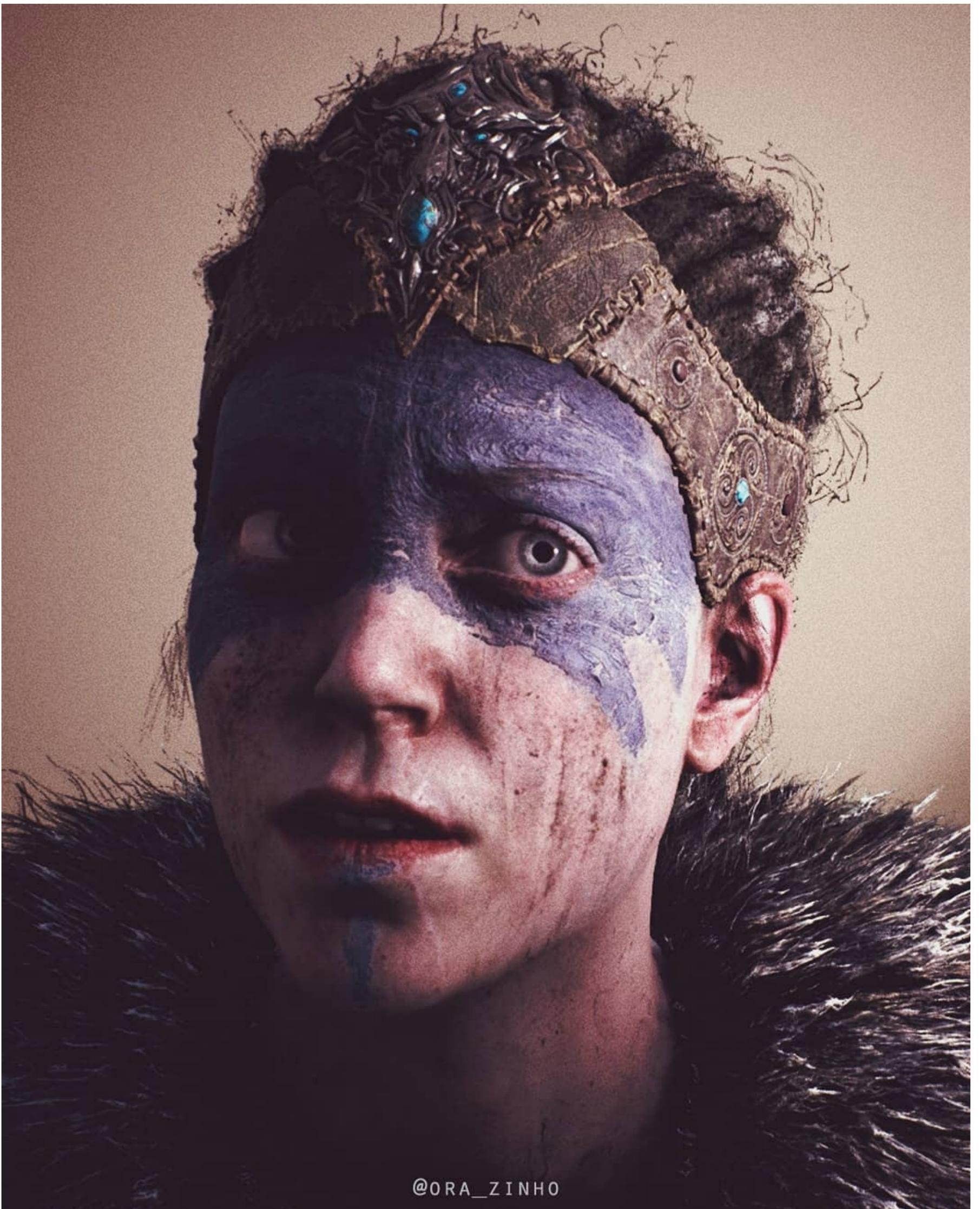
"When I take photos I pretend I'm directing a scene and I took this shot with the iconic fight scene from 300 in mind, imagining a tracking shot of Jin as he slaughters Mongols through the woods"



TIRASGAUNTLET.

"Hi guys , I'm Tirasgauntlet, I'm Italian, I've always had a passion for taking virtual shots in my favorite games so I decided two months ago to share my shots on Instagram.

I didn't think I would find so many guys but above all with so much talent, I think that only by observing others you can improve"



## ORA\_ZINHO

"Hi, my name is Orazio and I'm from Italy.

My two biggest passions in life are Video games and Cinema. About 3 years ago I started to combine these two things together and began making short films (machinima) using GTA V.

Learning cinematography made me appreciate movie stills alot more and I discovered virtual photography and the VP community here on Instagram because of the screen shot capture artist berduuu I decided to give video game photography a try after playing Horizon zero dawn on PS4 and began an account about 4 weeks ago.

The community has been really generous and appreciative and i have discovered some great photographers.

This photo was actually the first one I took of when I started playing Hellblade Senua's sacrifice and didn't think much of it at first untill I adjusted some colors in post and made it come to life, which I'm quite proud of"

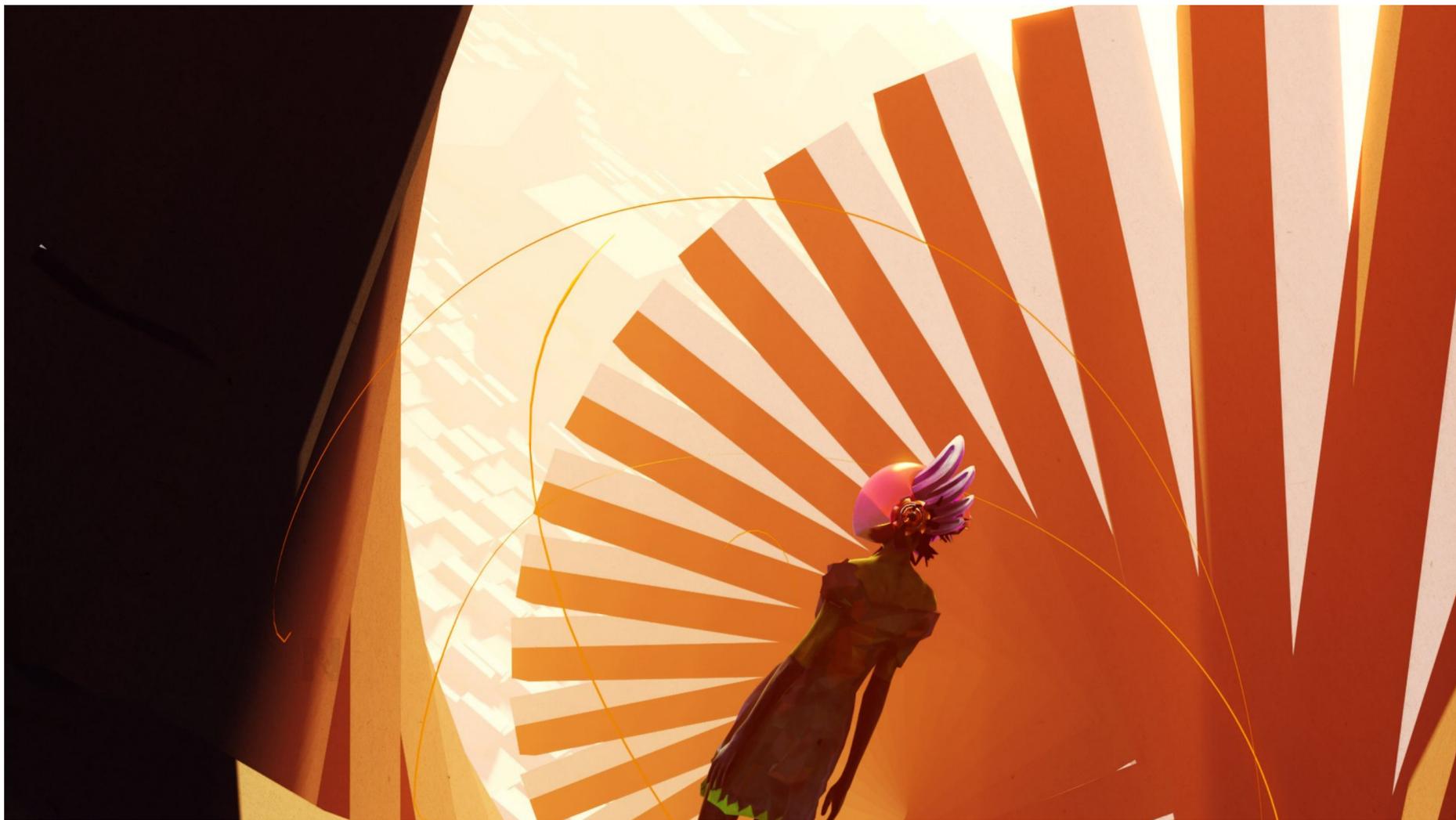
# CAM ISGUI

"I was casually walking through the Embrace when I spotted these two NPCs by a fallen Watcher, probably scavenging for parts.

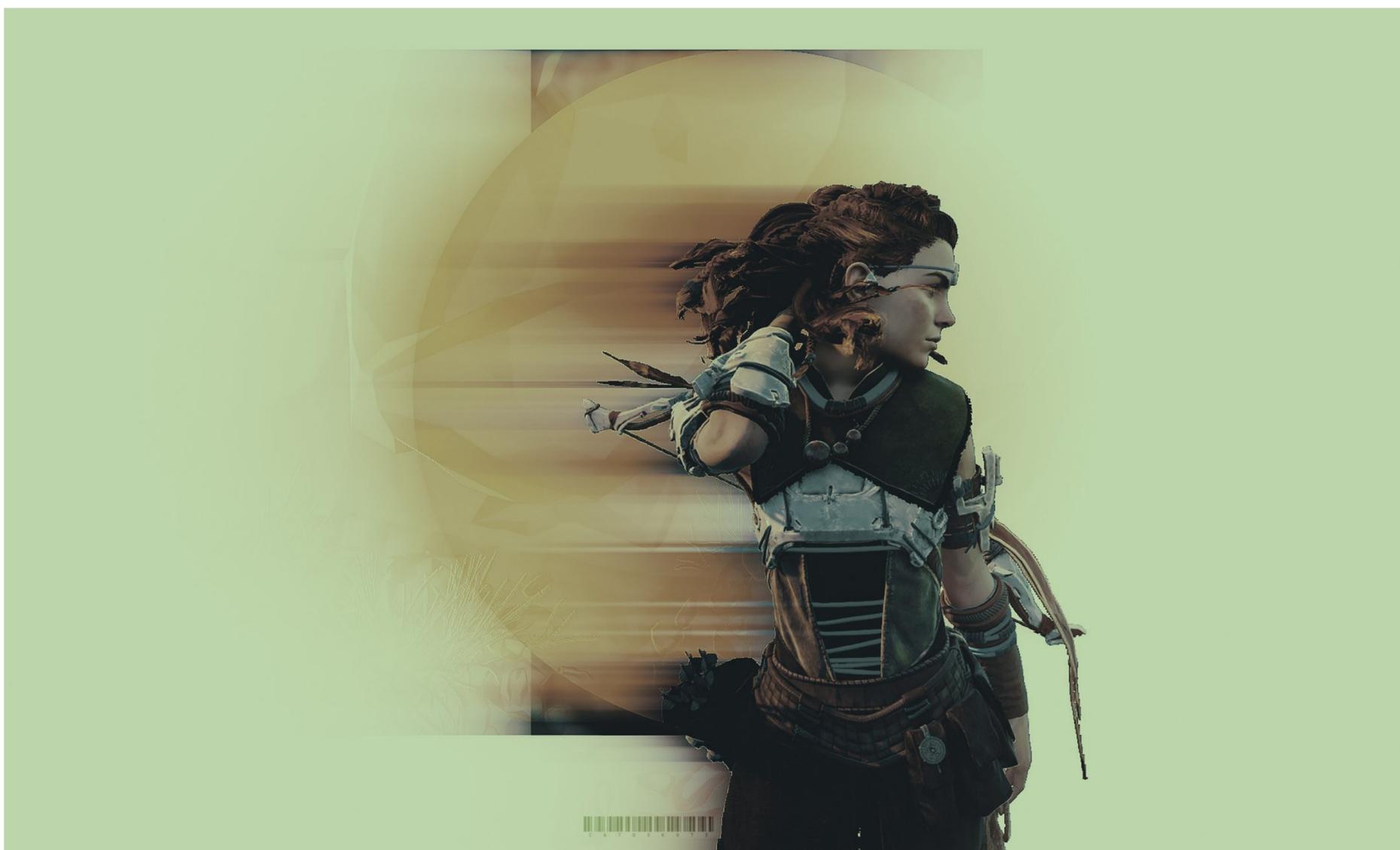
I love these little moments in the game and couldn't miss the chance to capture it."



NOVIKA\_IBA23.



"I'm always looking for interesting geometry or features to take pics of and so I couldn't pass up this huge spiral formation when I came across it"



CAJUKO.II.



# SHADOWS\_WARRIOR003.

"I'm a rookie virtual photographer.

Though I do not enjoy taking photographs in real life, the addition of photomode to games has really allowed me to bring out my creative side and for me to use the necessary skills for the world of virtual photography.

Virtual photography enabled me to perceive things differently. It showed me how much more a game can be and how creative can you really get with the photomode.

It also gave me a platform to express my feelings through the pictures I capture.

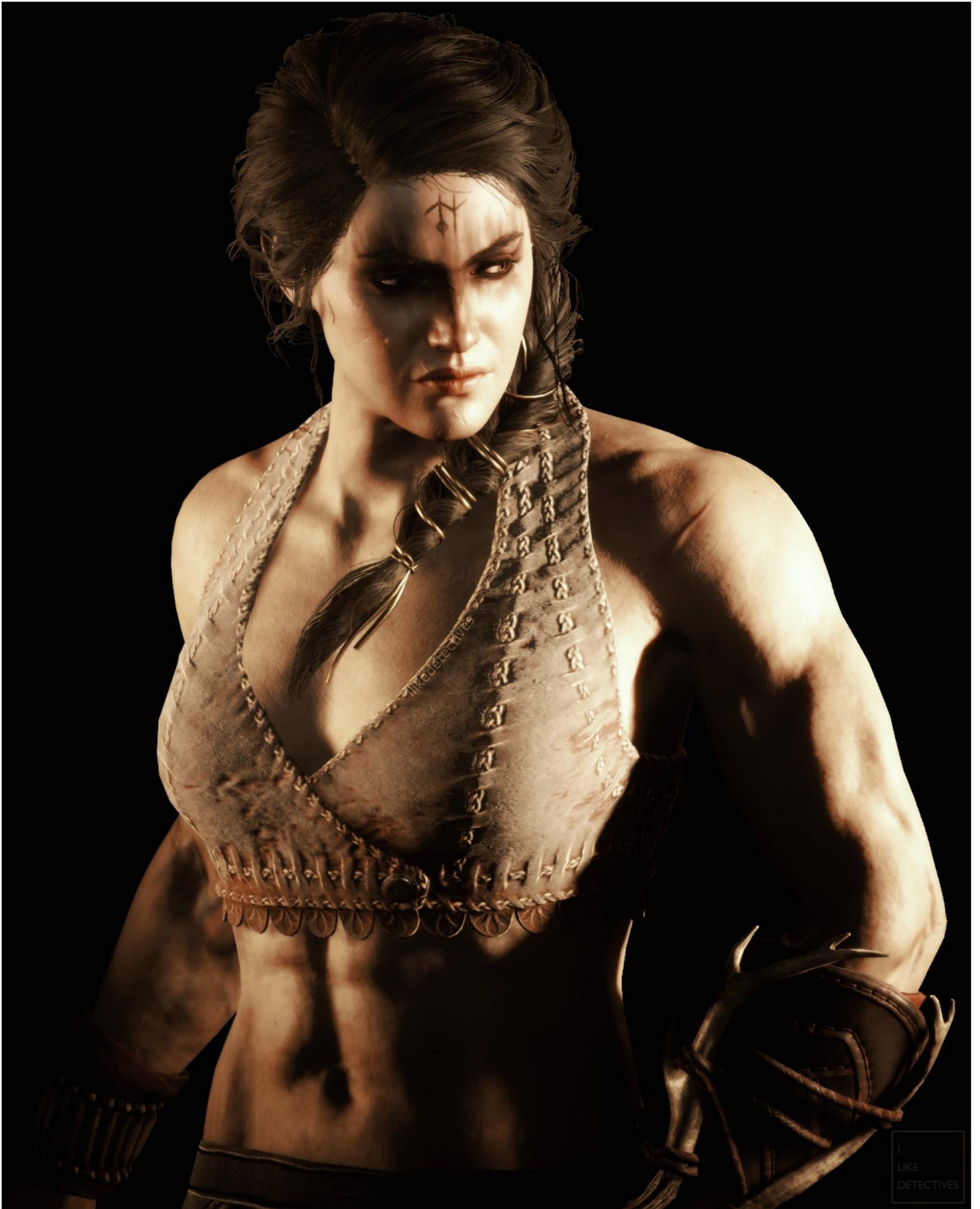
The VP community is absolutely amazing. I've had the chance to meet many great creators from whom I've learned a lot and people who are always supporting me and my work.

I actually stumbled upon this shot. The emptiness of the desert and the heat wave made some ideal conditions to take a picture. Also the landscapes in the uncharted series are mind blowing"

# JUN KAMO NE

"GHOSTS FROM THE PAST"



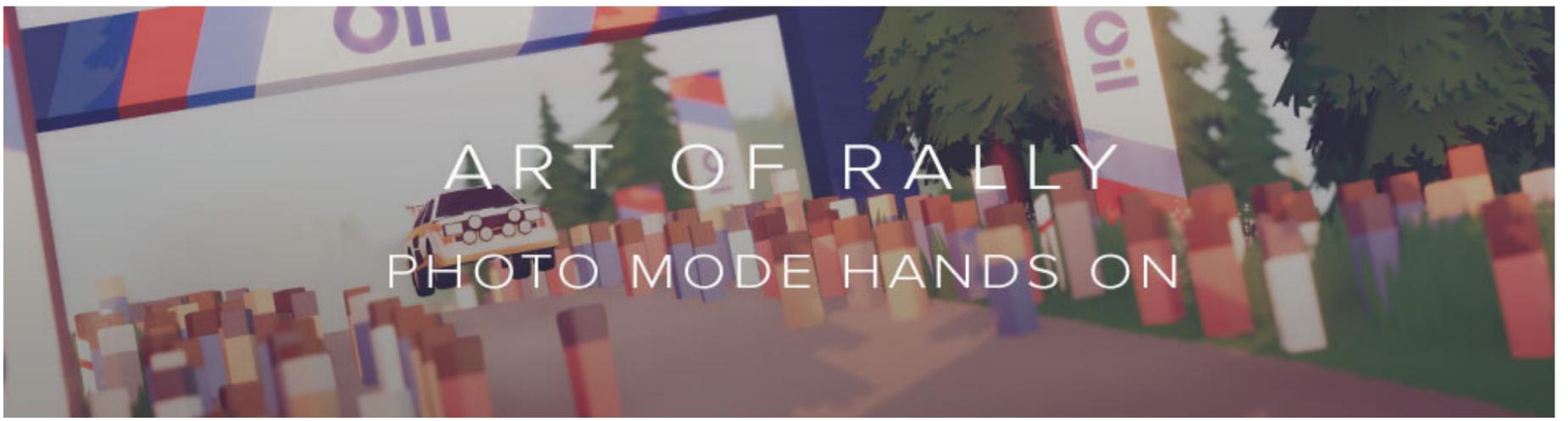


*ilikeddetectives.*

"misthiosvp and I were wondering how Cassandra would look if she spent a year (or two) training for the Olympics. This was the result of that what-if collaboration"



*SuzukaBlack*



Title: Art of Rally | Developer: Funselektor Labs | Publisher: Funselektor Labs |  
Initial Release: 23rd September 2020

Some of the best creations come from people with a real passion for their work and, if one thing is clear, it is that founder of Funselektor Labs, Dune Casu, has a deep love of driving sideways. The follow-up to 2015's Absolute Drift, Art of Rally takes the stylised visuals up a notch and sends its drift-based driving physics on an indulgent nostalgia trip into the "Golden Age of Rallying". With photo mode support included right from the start, here's a hands-on look at what's in store for the virtual motoring photographer.



### Key Photo Mode Features:

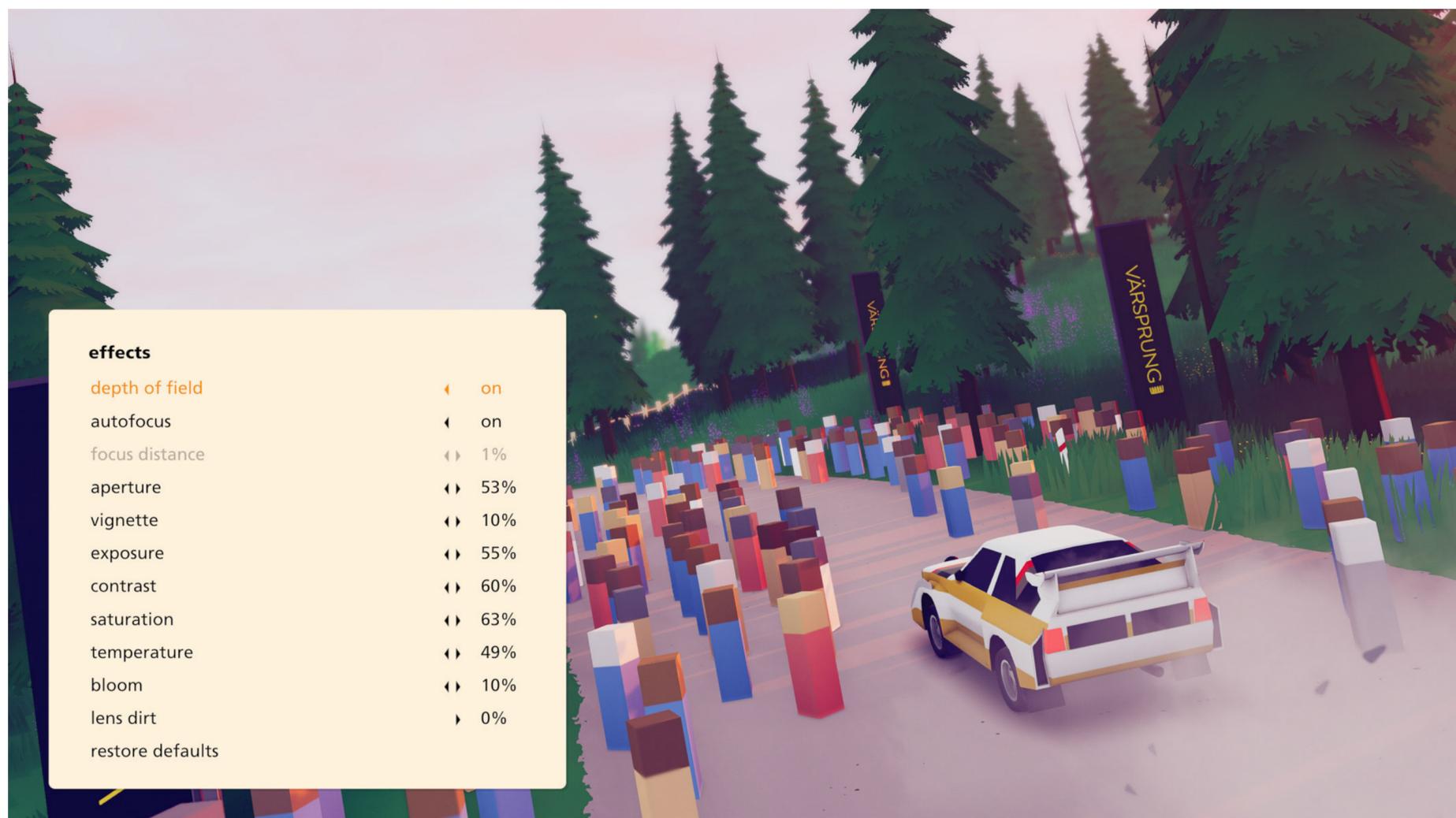
- . Unlimited range of camera movement
- . Distinct stylised visuals
- . Replay mode



### Hands On:

Tucked away in the pause menu is a well-featured set of camera tools that benefit from limitless movement along easy to handle horizontal and vertical axes, as well as full 360° pan, tilt and roll. The default keyboard controls may be somewhat unwieldy, but full controller support makes both playing the game and using the photo mode an altogether more enjoyable and intuitive experience.

By one quirk of design, camera movement and visual effects are separated by different modes and UI overlays, with each one being inoperable from the other. The need to switch back and forth the two can make it slightly uncomfortable while working on an image, though the list of available effects at least doesn't disappoint.



Variable aperture and focus settings provide effective depth of field control, auto focus keeps you locked onto the car and several basic processing options, such as exposure, contrast, saturation and colour temperature, each combine well to tune the look of a shot. Added imperfections including vignette darkening, highlight bloom, and even a little lens dirt, also go some way to adding a sense of authenticity to shots from an otherwise visually-stylised game. The game's inherent style remains dominant though, and the effects serve more to compliment the already beautiful art rather than trying to deviate much from it.

Perhaps one of the most novel features lies in the replay mode found at the end of a stage, from where you can not only enter the photo mode while free from the demands of driving, but are also able to fast-forward and rewind the car's movement on track from within the photo mode itself. This makes a huge difference to timing shots and essentially giving you no excuse for missing the moment.

Available now on Steam, Art of Rally provides you with some of rallying's most iconic cars and liveries in almost caricature-style. The opportunity to capture them hurtling past amusingly bold, block-like spectators and benignly familiar advertisement boards, is surely one not to be missed.

**[This review excerpt was provided by TheFourthFocus.com](#)**



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A dark, atmospheric virtual environment. In the center, there is a structure resembling a tower or a monument, illuminated by a bright light source from above, creating a dramatic beam of light. The surrounding area is dark and textured, suggesting a virtual landscape or a complex architectural space.

-VP&ME-

*Virtual Tourism*



**Hi Jack aka Virtualtourism It's an honour to have you with us for this months VP&ME.**

**Tell us, whats your earliest gaming memory?**

My earliest gaming memory would have to be myself and a few friends huddled around the smallest TV in the house playing the Addams family on the snes.

**Do you prefer to game alone or with friends online?**

Alone for sure, I dont mind gaming online now and then, but I'm more of a solo campaign guy.

**What was the 1st game you ever found a photomode built into?**

It would have to be Dragons Dogma (2012) it was so incredibly bad, but the game itself was great.

**Out of all the games you've played, whats your favourite to take shots of?**

Definitely Assassins Creed Origins, it was the game that sparked my love of VP and its always the game i go back to whenever i hit a creative slump.



**Is there a moment in any games story line that really hit you in the feels?**

(spoilers for those who will moan about it) when Arthur died in red dead redemption 2, that hurt for weeks even though it was obvious he wasnt going to make it.

**You're well known within the community for your unique view and style through your works but what shot of yours are you most proud of?**

This shot from The Witcher 3, I had been playing it for months and could'nt get a decent picture of Geralt and on one of my last play through's I managed to capture what i think is one of my best portrait by a total fluke.



**Do you consider cutscene sceenshots to be Virtual Photography?**

It depends, on console its a strong hell no, regardless of whatever crap filter someone throws on it. On PC with camera tool? sure why not, but i wouldn't personally take a picture within a cutscene, regardless of tools but each to their own.

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

Where do I start? Dishonoured 2, Watch Dogs 2, Assassins Creed Unity, Assassin's Creed 3, Mafia Definitive Edition, The Witcher 3.

The list is much longer, but these ones would be great.



**Which photomode do you think has the best selection of tools/settings available to the VP?**

That's a tough one, there are quite a few but for me it's probably Ghost of Tsushima and Days Gone. They are both great, even if Days Gone is tied to the character a bit too much for my liking.



# DO YOU DRAW INSPIRATION FROM OTHERS?

100% I DO! ANYONE WHO SAYS DIFFERENTLY IS A LIAR. WHO ISN'T INFLUENCED BY ALL THE AMAZING VP WITHIN THE COMMUNITY?



## **What tools/settings would you like to see implemented into other games?**

So many.... time of day, weather, facial expressions are all at the top of the list.

## **Would you like to see photomodes standardised, so we have the same controls across all games?**

That would be great, but we would have to be careful what game we would use as the example. If we could take various features from various photomodes, that would be the dream.

## **What do you feel is your biggest achievement in the virtual photography scene?**

My biggest achievement? Probably being followed by Ubisoft, although after their current actions, or lack of action, it has left a sour taste in my mouth.



## **You're an admin for GamerGram\_GG right, what's your main role there?**

I am indeed, my role is working as part of the amazing team to help support the ever growing VP community, my main role is to help take care of the twitter side of things.

## **How long have you been supporting the community in total? Because you did help run VPinspire too.**

All in all, about 2 years now as we started VPinspire back in 2018.

## **What happened with VPinspire?**

There was a lack of interaction towards the end, we felt rather than beating a dead horse, we would call it quits and rethink our approach. Watch this space.

## **What's your favourite thing about the virtual photography community?**

My favourite thing about the community is even though we don't get along all the time on a personal level, most of us can come together and support each other as fellow artists. We can't grow as a community if we're all constantly bickering.

## **Where do you see the art form and the community in the next few years?**

That's a tough one. It would be great to see VP attend more photography shows, it would be great to see people profit from their work (i know, i know its a tough subject) because i know not everyone wants this to remain a hobby forever.

How good would it be if those people could earn from something they love doing? I'm also loving what accounts like dotpone, chrisinsession and of course ThePhotoMode, to name a few, are doing with their podcasts, streams and magazines, they're all brilliant ways of getting VP to reach a wider audience, so hats off to them for pushing it forward.

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

I am only really excited about Cyberpunk in the near future if I'm honest, and the next God of War.



**IT'S BEEN AN ABSOLUTE PLEASURE HAVING YOU ANSWER OUR QUESTIONS JACK BUT ONE LAST THING, WHAT ADVICE CAN YOU OFFER TO SOMEONE JUST STARTING OFF ON THEIR PATH IN THE WORLD OF VIRTUAL PHOTOGRAPHY?**

Thanks for having me, I really appreciate the opportunity to have my voice heard.

My advice for anyone new would be....  
follow community accounts to help grow your account and to grow your skill set by taking part in community themes, be inspired by others, don't be afraid to ask questions, give back to the community, but most of all have fun.

If you've gotten this far, thanks for reading. Peace. Virtual Tourism.



# **ANDREWCULL**

**"Ellie's journey is overwhelmingly dark. Dark story, dark tone, dark environments.**

**I wanted to create a shot that was full of light. I also wanted to show how she'd changed, become a distorted reflection of herself"**



*vps* h a r i n g p a n d a

"Ellie and Dina share a special bond, which is shown throughout the game. This shot encloses the trust (Dina's grip on Ellie's side), protection (Ellie's hand on Dina's thigh) and love that they have for one another"



## *M.I.S.S.G.A.M.E.U.S.E. V.I.R.T.U.A.L.P.H.O.T.O.G.R.A.P.H.Y.*

"Hi, I'm 23 years old.

I started virtual photography 2 or 3 years ago, I created this account to share my photos.

I love taking pictures in video games, looking for and finding places to photograph, I find the virtual photographer community is a very nice community, you can discover many different styles of photography and artists.

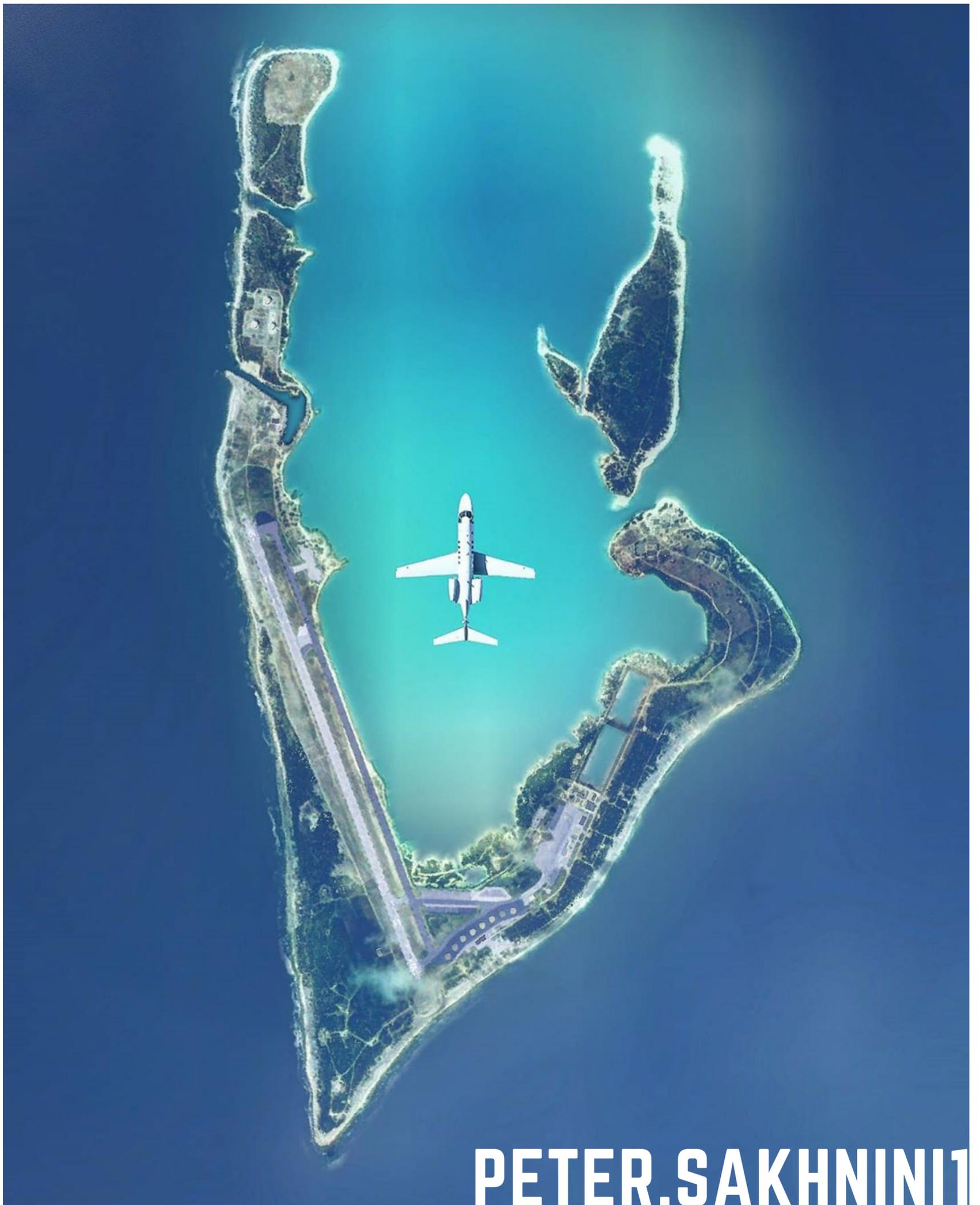
When I saw the reflection in the water I had the idea to take this picture, what makes this picture so beautiful is the reflection of the sun between the trees"



"Eyebots are always on the move in 76, but you can see them coming.

## *S.L.E.E.P.I.S.F.O.R.T.*

Was happy to set up and capture this one... I used a high key filter with a green tinge because it reminds me of FO3 and that first eyebot encounter in Springvale"



"My name is Peter, I go by PeterSMK2, I used to do freelance photography and I enjoy doing Virtual photography on my free time.

I began doing Virtual Photography sometime in 2016 when Battlefield 1 came out, I was always fascinated by videogame graphics and technology and my goal is to share how beautiful many games out there are and show people how much technology has developed to the point where talented studios can deliver visually stunning and photorealistic levels to the players.

I was flying around in Flight Simulator and decided to visit videogame maps which were inspired by real locations so I did this shot as a tribute to a classic map and one of the most iconic from the Battlefield franchise which is Wake Island, first introduced in Battlefield 1942 and has been introduced in several other Battlefield titles and recently reimaged in Battlefield V.

I have seen many talented people in this community who manage to utilize the photo mode and other creation tools to the fullest to share fascinating and inspiring shots. Always love seeing the content people create in this community regardless of what game it is"



## afiyat pearce

"I'm Afiyat, 25 years old man from Indonesia. Video games is my number one hobby since I was a child. Taking screenshots in video games always fun, we can show our creativity through it.

At the beginning, my friend asked me to join the vp community on instagram, told me the community is great. And it's true. I found new friends in this community and we all here support each other. So I created this account and it's currently dedicated to one of my favourite video game protagonists, Lara Croft.

I clearly planned to take this shot. From this angle, it's more than just showing the beautiful detail of the character (especially her hair), but also showing that Lara as a determined, strong, tough young woman"



## J.C.M.C.J.H.U.M.B.V.P

"I only recently started VP although video games have been my passion for as long as I can remember. I was in awe at some of the moments people could capture from video games and wanted to try it out myself. This community has been so welcoming and I'm grateful to be a part of it.

I spent literally hours testing out different animations and lighting until I came across this animation and I love this idea that she is hurt, physically and mentally. But is preparing herself for what she knows, could be her last moments.

There's something in her face that says "this is it" and I just fell in love with it"

# VFAEV1.



I try to capture shots that not only portray a scene but my personality through them. I think a lot of people do that and it's what I enjoy most about our VP community.

To me this feels calm, even a little shy, quite like myself.

# CAJCHMEGAMIN



“My goal was to spotlight the beautifully crafted environment in the game which to me feels like the star of the show.

Appreciating the details is very important to me.”



# Toringtino

"Stumbling across scenes of natural beauty in Ghost of Tsushima is easy, capturing the perfect shot can be less so! But with practice, and the constant support/encouragement of the VP community, that's getting easier too"

# Is Virtual Photography Art?

We were told in conversation that virtual photography is not art, we put it to you, here's what some of you had to say...



**JPR** @JPRphotogamer8 · Sep 10

Replying to @ThePhotoMode

When you see a shot in Photo Mode, you're not just seeing a screenshot, you're looking into the eyes of a Gamer.



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**Lady\_SnipeShot** @Lady\_SnipeShot · Sep 10

Replying to @ThePhotoMode

Can I be honest? I've come to not like this question. Not because its a negative question, but because its a question that won't go away. I believe VP is both real photography and art. Yes, someone else made the world, the characters, lighting, textures and even the photo mode...

Tweet



**Lady\_Snipesnot** @Lady\_Snipesnot · Sep 10

But you can say the same about Architecture, fashion, and product photography. You can also say the same about Warhol...though he too is controversial...or Marco Bambrilla. Art is so subjective, but how could someone not look at VP and say it doesn't stand on its own?



**Black.Laevatein** @BLaevatein\_AI · Sep 10

Replying to @ThePhotoMode

All the various types of photography are art...it's always the result of a person creativity and imagination,there is not much to discuss in my opinion 😊



11



5



**Brokenvegetable** 🎮📷 Photographer for Hire @Broke... · Sep 10

Replying to @ThePhotoMode

You can't let one person dictate what is or is not... your perception of something is whatever you perceive it to be. Do not let anyone change your perception it's yours you decide what you see.

I choose to be open to all forms of art. Therefore I see #VirtualPhotography



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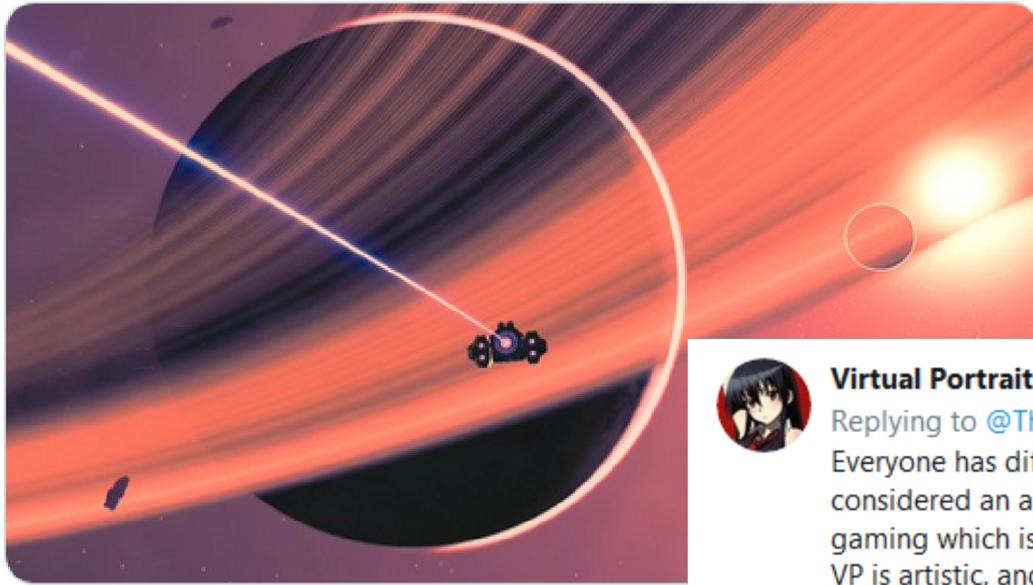


**Mostly Harmless VP** @MostlyVp · Sep 10

Replying to @ThePhotoMode

Most definitely crazy.

The visuals are the IP of the developer but I've used a unique angle, lighting, filter and position of the sun to leave questions in the viewer's mind, such as: where is the ship going, what is on that world? This can't be found in-game.



2

12



**Virtual Portraits** @loothunter\_dave · Sep 10

Replying to @ThePhotoMode

Everyone has differing opinions on artistic artforms. Photography is considered an art form, and it is literally fully digital now. Now we have 4K gaming which isn't far from photo realism. 1 + 1 = Answer. VP is artistic, and anyone who thinks it isn't well...



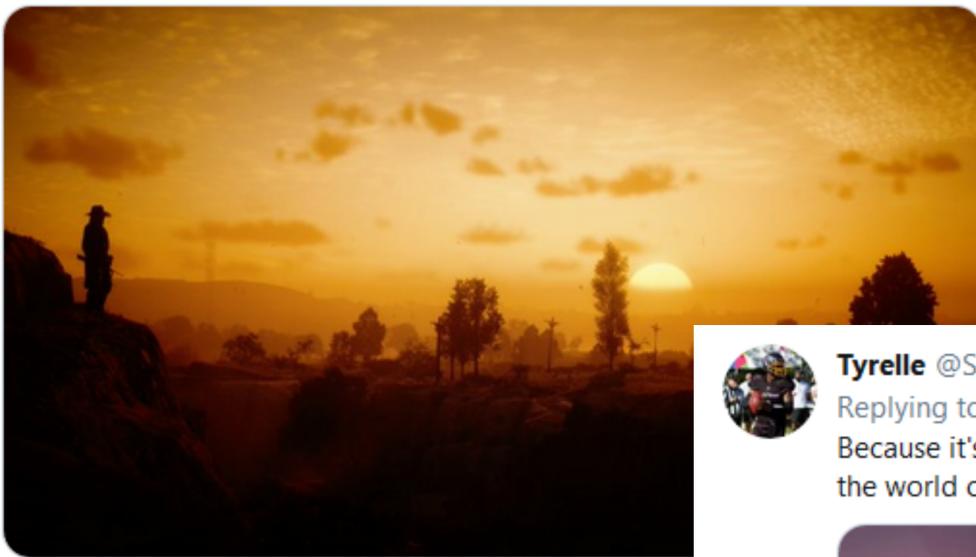
7



**Poachii** @PoachiiN · Sep 10

Replying to @ThePhotoMode

What can qualify something as art? Expression in a visual medium? A point of focus that invokes something in the observer? If these are qualifiers of what an art form is, then VP is an art form.



1

9



**Tyrelle** @StealthTurtle3k · Sep 10

Replying to @ThePhotoMode

Because it's a real treat when in game landscape allows you truly delve into the world of what you are playing as opposed to simply playing it.



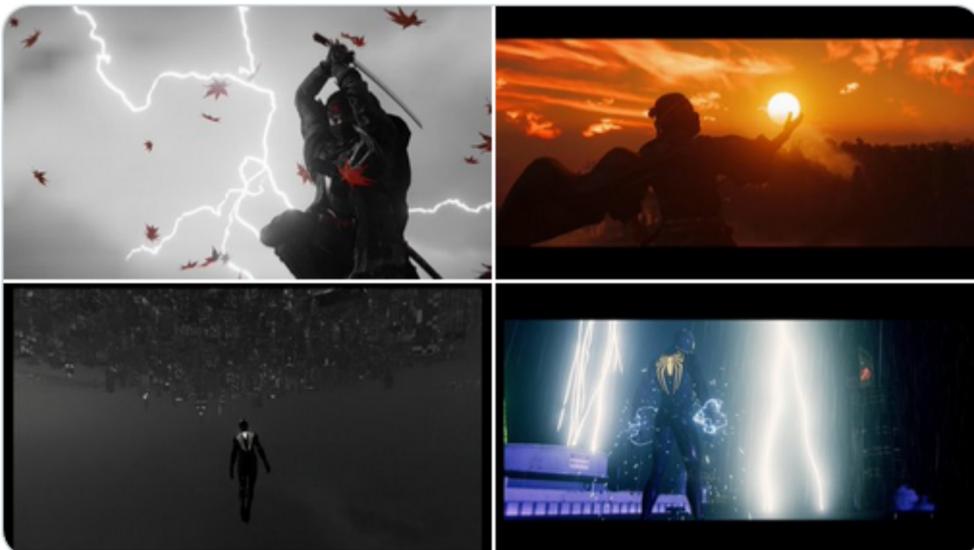
4



**Drew needs a PS5** @theotherlaser · Sep 10

Replying to @ThePhotoMode

Because photos like these take so long to get just right. Combined, I must have spent at least an hour and a half on these #GhostOfTsushima #SpiderManPS4 #ThePhotoMode #VirtualPhotography



2

1

7

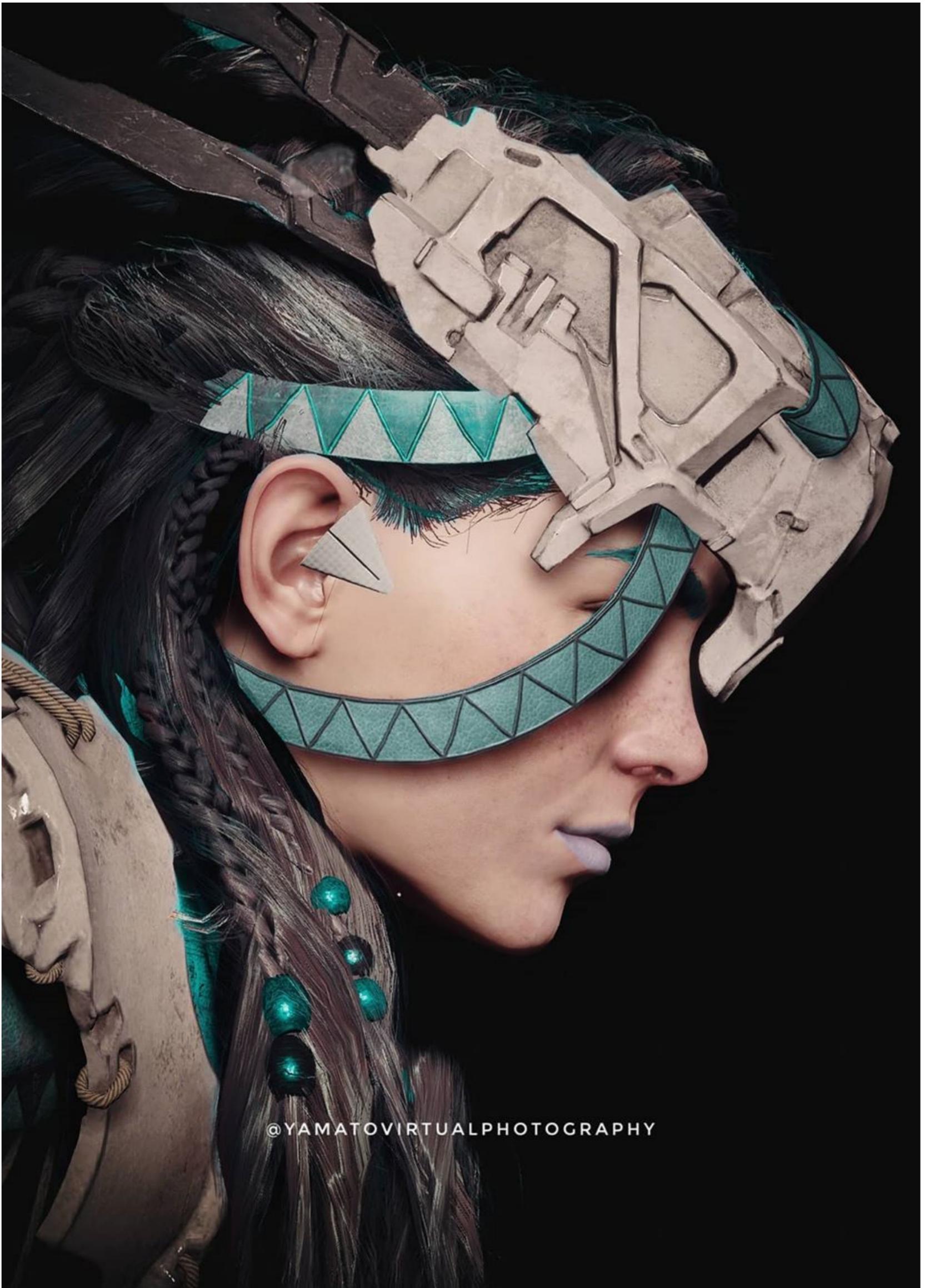


A Buddha statue is shown in profile, facing right. The entire scene is bathed in a deep red light, creating a dramatic and somewhat somber atmosphere. The statue's features are partially obscured by the shadows and the color. In the background, there are faint, out-of-focus shapes that suggest other statues or architectural elements.

*catdix3.*

"The owner of this statue is less than virtuous, so naturally I felt I needed to capture it in the most imposing way I thought possible.

There's irony in a killer following the teachings of buddha"



*yamatorvirtualphotography.*

"Im a 25 year old virtual photographer and gamer from Bosnia. Virtual photography and its community means a lot to me, its my hobby that i spend a lot of time on, and it makes me happy to be part of this amazing community. I wanted to make a good side profile shot and then i wanted to make something unique, so i wanted to edit the colors and see how would Aloy look with different colors, i really like how it turned out and ive shared with the community to enjoy my work"

# KEM ONO MIMI

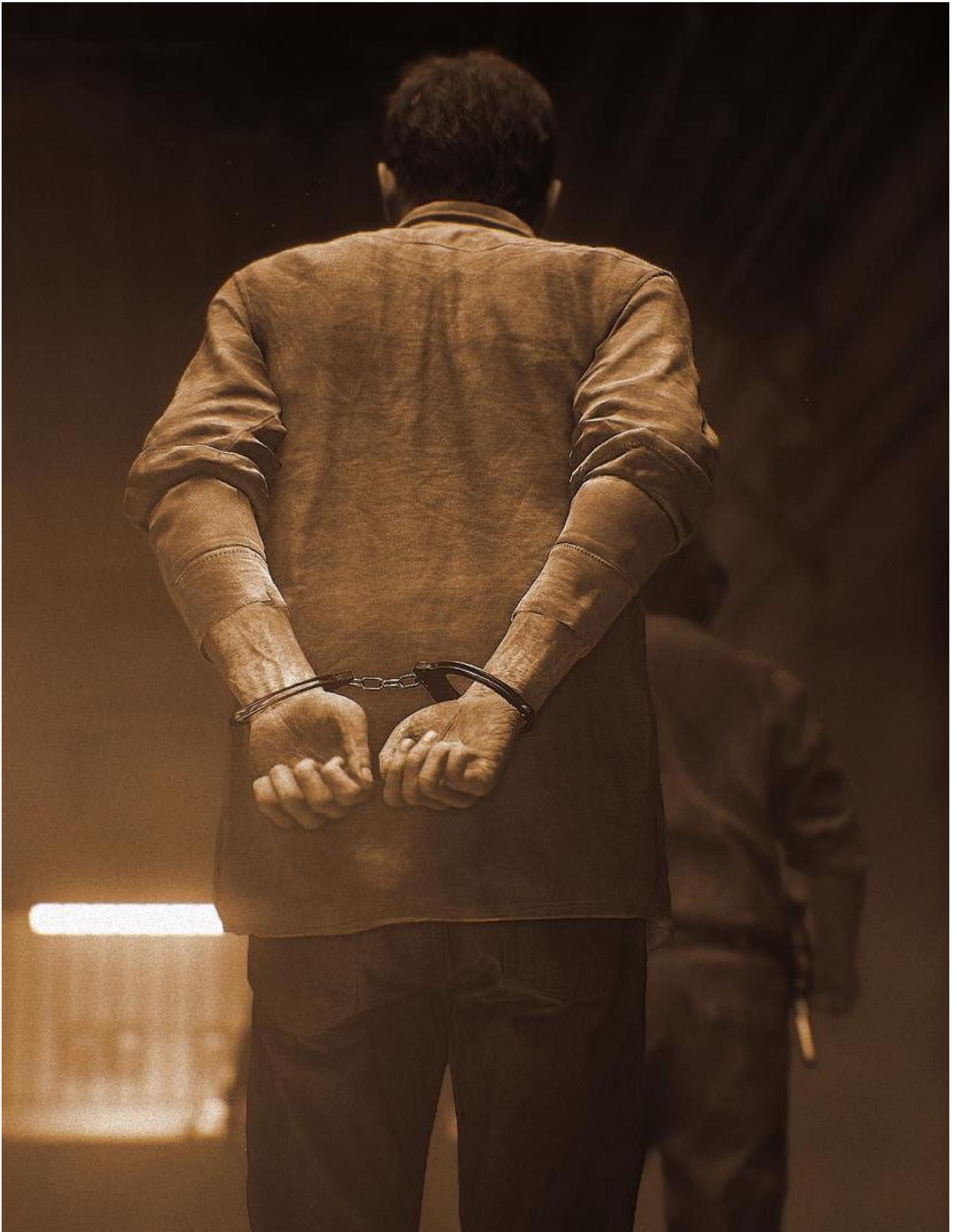


"I WANTED TO TAKE ICARUS SILHOUETTE SHOT.  
AS A RESULT OF TRIAL AND ERROR, I WAS ABLE TO TAKE A PICTURE OF A  
FANTASTIC ATMOSPHERE.  
VP COMMUNITY BRINGS ME NEW DISCOVERIES EVERY DAY!!"

# FLEXIBLEFELIX



"MY FAVOURITE EXPERIENCE IN THE VP COMMUNITY IS FINDING THAT ONE  
SHOT THAT TRULY BLURS THE LINE BETWEEN VIRTUAL & REALITY.  
THOSE PICS ARE WHAT REIGNITE MY LOVE & EXCITEMENT FOR IT ALL OVER  
AGAIN."



*MC.JC.GAYMER*

"I'm new to the VP community and am enjoying capturing pivotal and interesting moments in my favorite video games"

*sean anstett.*

"MY GOAL WAS TO CAPTURE THE MOST REALISTIC  
MODEL OF THE CHARACTER POSSIBLE.

THE LIGHTING MADE HIS SKIN COLOUR APPEAR  
ORANGE, SO I LOWERED THE SATURATION & RAISED  
THE CONTRAST GIVING IT THAT PALE SKIN WE ALL  
KNOW SO WELL"



Take Part In

FRIDAY  
VIRTUAL  
HORROR  
SHOW

This October

To Feature

In Our

TPM Halloween Special

Gory Details...

# 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>

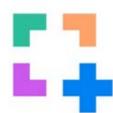
Your destination for virtual photography Features, News & in-depth Reviews. Find tips, guides & photo mode contests to get the best out of your creativity, plus free 4K downloads to enjoy.

**#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

*Jet Blackgaming*

