The PhotoMode

VP & ME With MidnightHyp3

The Fourth Focus Playstation 5
& XBOX Series S Review

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CUS

Featured Artists

Twitter

stabbed_jawa

chavageddon

coalabr14

junkyardvertigo

Ulllabritt

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Matty47v

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the_no_mans_sky_guy

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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.

coalabr14

"My favourite part of this game is capturing the combat during duels!
You can get a complete different moment every time!"

elliethesneaky.

"Im 21 years old from Spain and I have been taking pictures in video games for just over 2 months.

Thanks to the photos I have met very nice people and the community is very affectionate with me.

I like that room and its lighting, I didn't think it was something unforeseen and it was very good"

CHAVAGEDDON

"WITH THIS EDIT I WAS TRYING TO EMULATE A
TWEET WITH 4 PHOTOS, AND THE SHOT LENDED
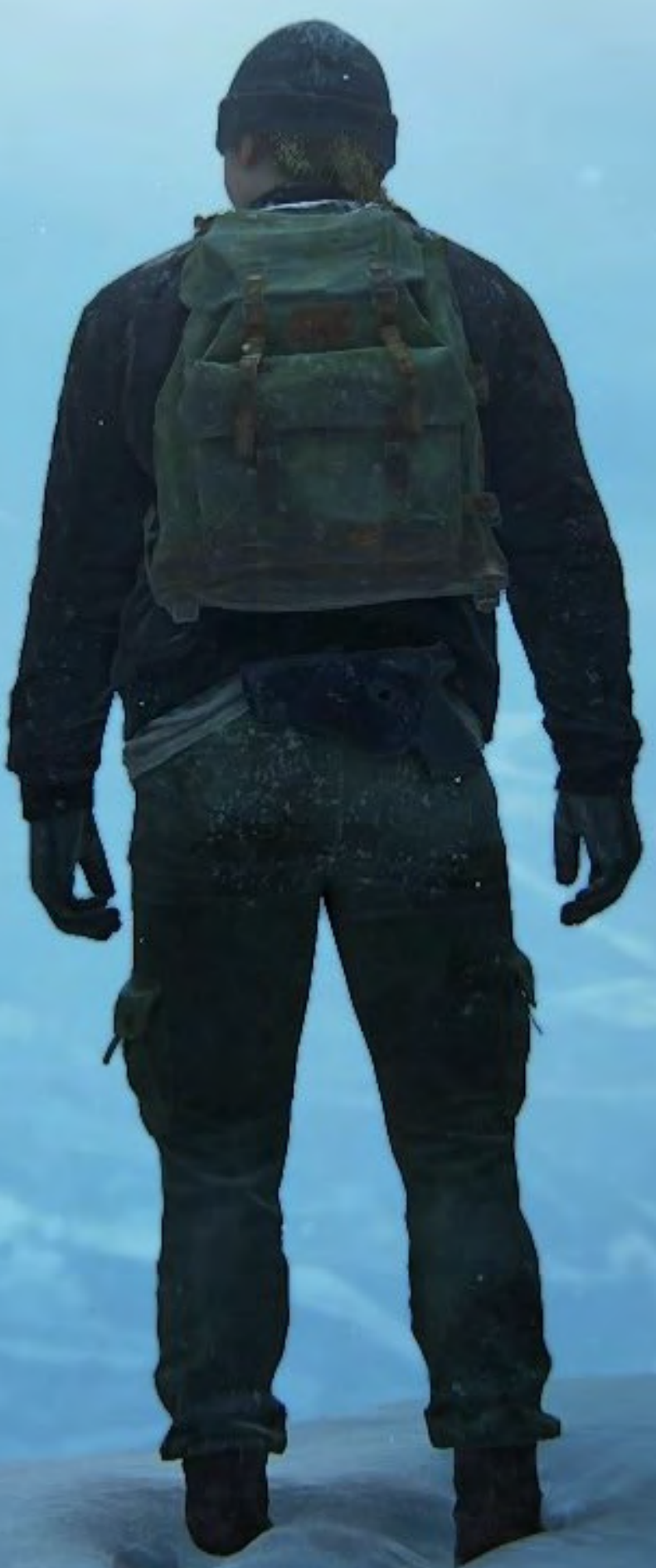ITSELF FOR A LITTLE PLAY ON PERSPECTIVE"

MATTY47V

"LIGHTS OUT"

PEZET.GAMING

"My name is Peter and I'm from Germany. I got into virtual photography about 9 months ago.
I started this account in order to create my own platform where I could talk about games I love and connect with other people who share the same love.

But with time the importance of talking about games lessened and I began to look at my work as some kind of art.
That's why I now put way more effort into my photos than I've done some months ago.
So, in the end I discovered virtual photography as a form of art with which I can express myself and my love for gaming.

And this shot is an example of what I'm trying to do.
I put a lot of thought into the positioning and angle of this picture and the rest of my work, it does not happen randomly.
I want to capture photos with as little motif as possible but as much as needed to tell some kind of story. Aloy herself has a wonderful story about loss and darkness which still features elements of joy and hope.It's the dark and the bright side of life"

OO.PNG

"My names is Lucas, 22.
I'm from Brazil and since I was little I love to play, I am from the
Playstation era and soon after photography came into my life and in the
pandemic these passions came together.

Virtual photography has become my greatest ally to overcome isolation and
lack of leaving home.
This game is very beautiful and exploring the planet Ilum I came across this
region at the top, it wasn't even for my character to be there, but after a lot
of jumping and buggy feet the position worked, then I just edited a little bit
inside photomode's own functions"

ciri.filter

"Im a big ol' fan of the Witcher in all its forms.
My take on VP: just a fun pastime, nice to see other people enjoying content I and similar accounts make.
Bit of a plague doing it on Instagram given the hostility of the algorithm.
Typically always have some idea of the shot I wanna take.
That applies in this instance.
Basically just wanted to max out coloured lighting in game and amplify it in editing"

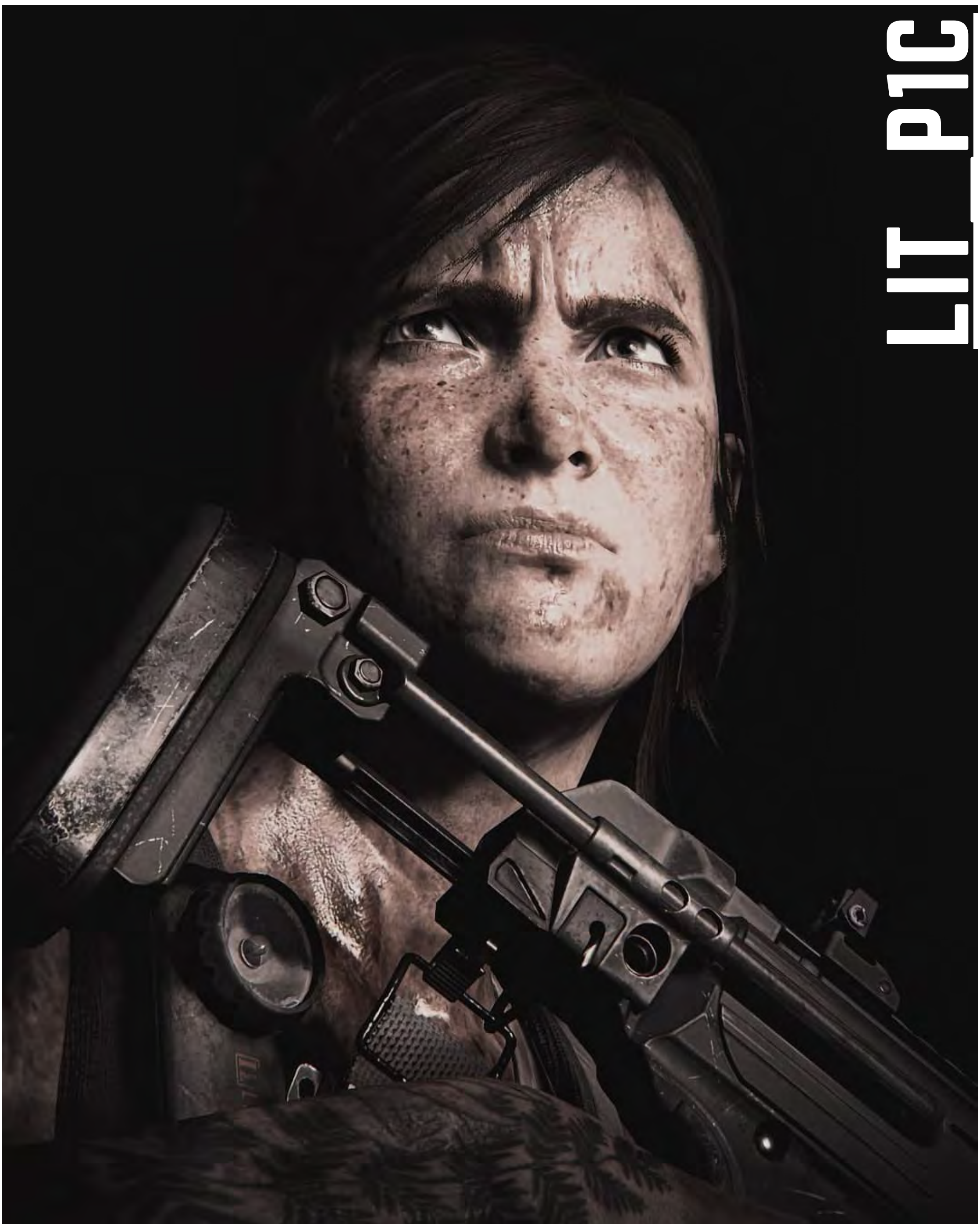A HIDEO KOJIMA GAME

DEATH STRANDING

ULLLABRITT

"The idea comes quickly without planning... for all my shots.
In IRAQ We don't have enough electricity to play, just two hours
to run the generator.... all my shots are done in seconds and
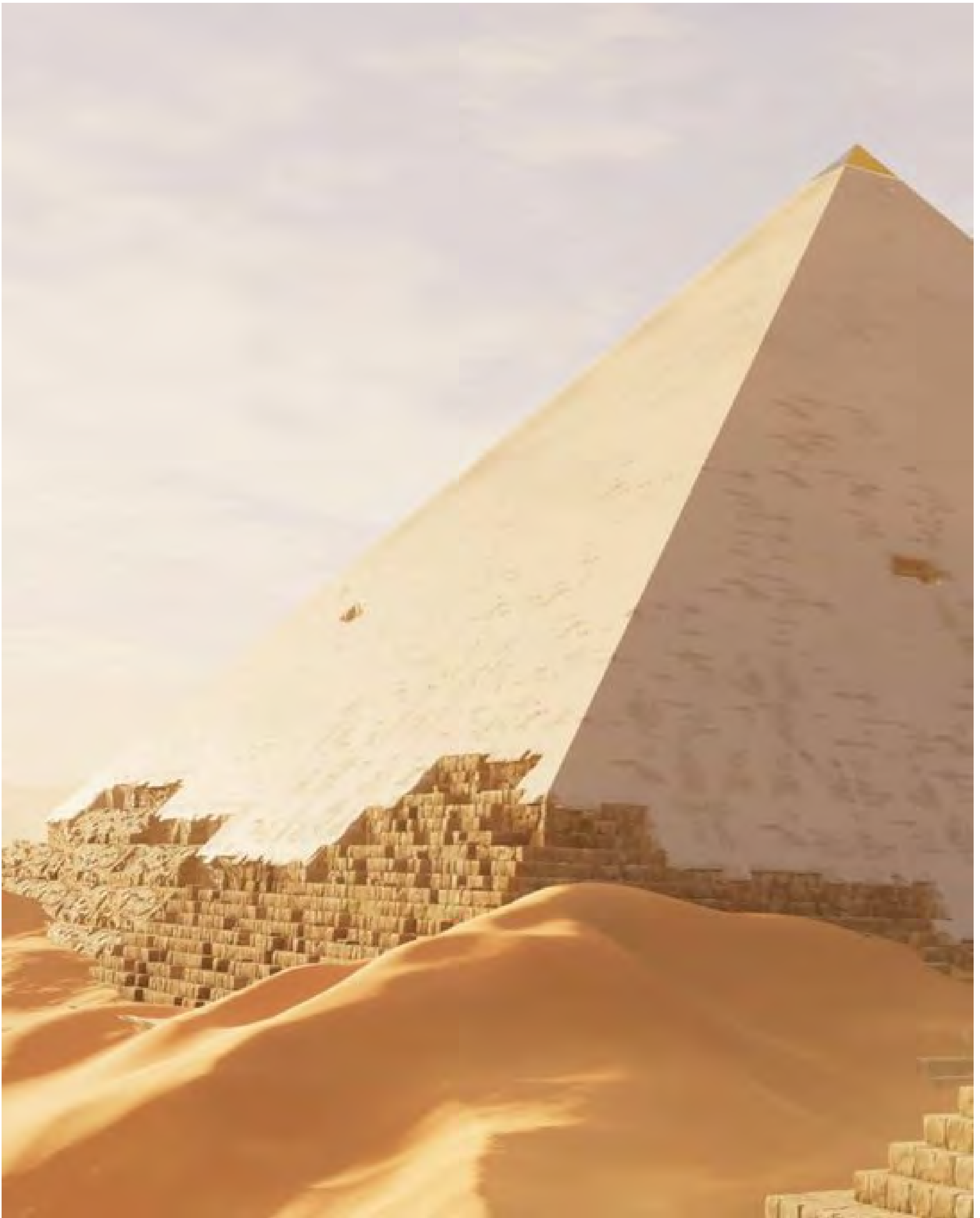minutes"

LIT_P1C

"My name is Tomás, I'm from Argentina and I'm 18 years old and I study psychology.
All my life I have been attracted to video games thanks to my brothers.
Video games became an art for me because they showed me that you can tell amazing stories like any book or movie, that can make you feel, experience.I discovered virtual photography by researching in instagram about my favorite videogames and I saw how people made incredible captures, showing details that I had overlooked in the games and I was amazed by the idea since photography in general is one of my greatest pastimes than videogames.

In general I have an immense affection for the people who only come to see what I do, I thank everyone for giving me so much love and telling me what they think of what I do, that makes me very happy and one of the great reasons that this community and virtual photography quickly became my favorite place because I feel very loved and appreciated.
I am very grateful to the virtual photography community also for sharing my work and making it reach more people, the truth is that I will never have enough words to explain the happiness and love that everyone in this community gives me are the best and everyone deserves the best because they proved to be great people!

Photography came about thanks to many ideas that I have seen in the community and how the black background with a foreground can generate as much, as a simple image can demonstrate a feeling. My most current images are intended to demonstrate some feeling or several images to explain a situation or a moment that is lived in the video game or also different angles of a single image. My images always include a general idea that many people feel or get to perceive and that's what I want to convey, feelings, quality, and that people are always impressed in some way or another to see my photos, that's my goal and also because it is my great hobby like the study in this pandemic that we live.

GAMINGPHARMOFFICIAL

"I am a student love to snap and share my shots in games
in my free time usually love to capture pyramids of Giza they are
special landmarks they still until now 4,500 years ago and of course
Assassin's creed Origins is a masterpiece and my thanks to all virtual
Photography community for the continuous support to me and to my
friends"

QTSECRETT

"FOR THIS SHOT I WANTED IT TO HAVE A DARK VIBE, SINCE THE SUIT IS INTIMIDATING I WANTED TO GIVE IT THAT CONCEPT"

SNOY_80

"I tried to represent the feeling of daydream of the song brighter days by San Holo, the color orange reinforced this feeling and manage to make the pic easy and sweet to watch like the song"

VADER007BR

"I started this account in order to show my photos of my favorite games to all possible people, first I started on Twitter, but now I am here on Instagram and I intend to grow here, I know it will be difficult but with a little determination I can.

The virtual photography community is very important to me, as I have already met several nice people who enjoy the same things as me and who share the same ideas, and the VP community is a very close-knit community.
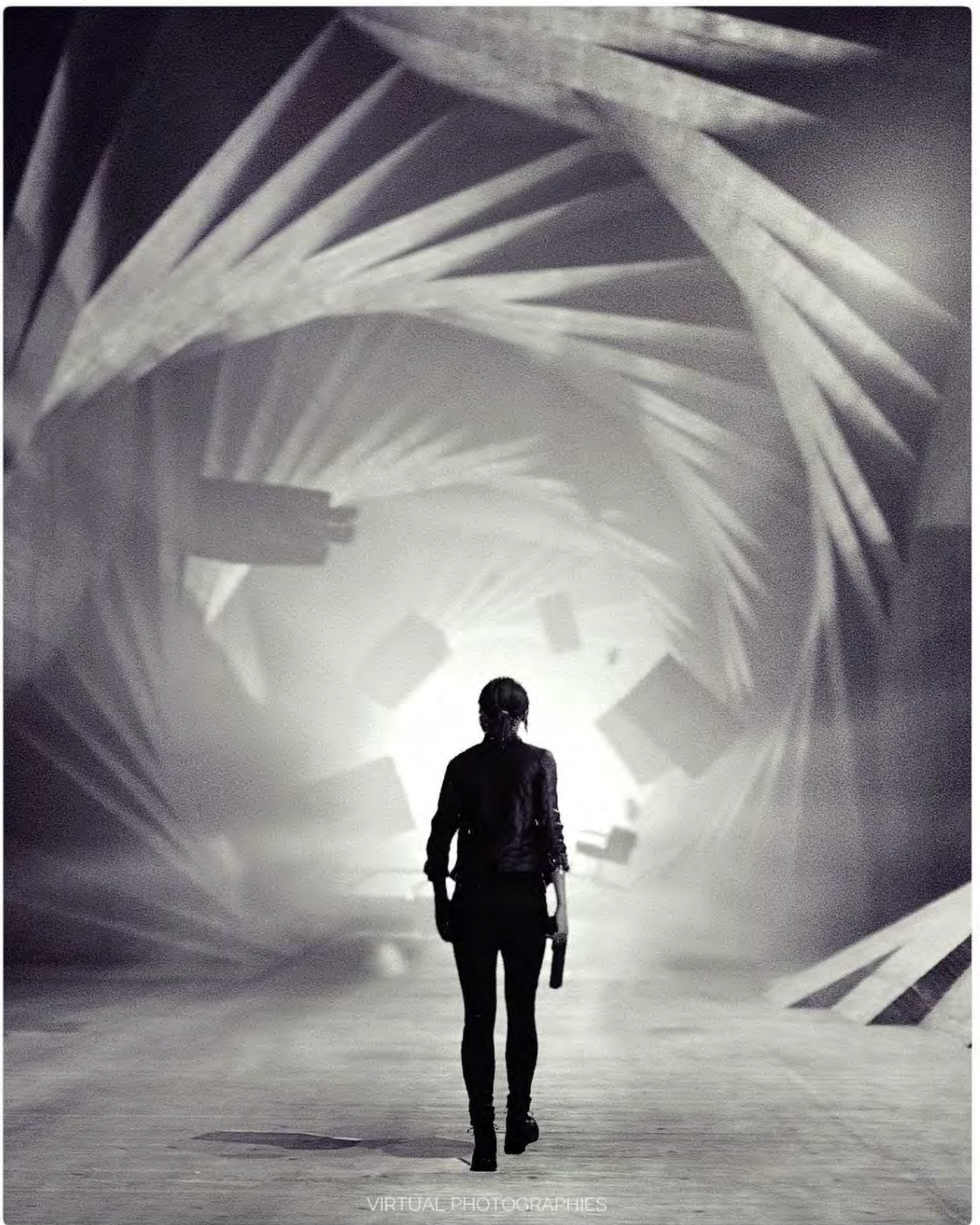
NOSTALGIC_FORTUNE.VIP

"Hey everyone! My name is Tyler, I'm a college student in the US.
I've been taking screenshots in games over the last several years.

As time went on I've turned into one of those people who spends as much time in photo mode as the game itself so I've built up a large library of shots.
I always wanted to share them but never really put any effort into actually doing that until quarantine began. So i made this account and began to follow others whose work i liked, learning everything slowly from there. Now here i am(arguably still have a long ways to go lol).
I have found a lot of enjoyment being a part of this community over the last few months and really look forward to being able to grow my own style and contribute to inspiring others.

The photo mode in GOT is probably the best I've ever seen so I've been spending a ton of time in it since the game was released. When i came upon the Heavenly Strike mission i spent way too much time dying on purpose to get shots during the duel.

For this shot i kept trying to anticipate a lightning strike to capture the instant of the flash until i finally got it. I absolutely love the way the lightning makes the rain glow and the shot overall is just so intense.I let the music play in the photomode as i messed around with the shot because it was all just so epic. This is definitely my favorite shot so far. Thanks for being an awesome community"

VIRTUALPHOGRAPHIES.

"I always try to capture an emotion, a vibe or just beauty.
For this shot I wanted Jesse to walk with her gun in the middle of this spiral.
She looked so determined that's what I liked.

This place pretty much shows what Control is : a game with an architecture constantly shifting, something supernatural and almost psychedelic.
I really love Virtual photography, it embraces my two passions : gaming and photography.

I always take shots even if I don't post them, I like to keep them it's like memories of my journeys in every virtual worlds. The VP community is really kind we all share the same passion here. I really enjoy seeing games trough the eyes of other artists.

U.V.I.O.L.E.T.R.A

"The Virtual Photography community has been so kind and supportive.
I started about two weeks and I've received nothing but love"

O.N.E.F.O.R.T.N.I.T.E.S.H.O.T

"Back a few years ago I discovered the work of George Byrne and was making vp on Fortnite for the fun.
I was wondering what to do when a space in the game made me think it would be fun to do a George Byrne like photography"

FRTLUAN92

"I've always loved shooting in games, especially racing games because of my love for motorsport, this photo is with a car that I admire a lot, in fact one of my favorites in the world"

NAMI EL SUSHI

NAMIELSUSHI

"This shot took me time to be honest I had a concrete idea of what I wanted.
It had to show the anger, the pain and how hard this adventure had been.
I wanted the photo to be black and white with only the blood in red to have this brutal vibe.

I started taking shots with GTA, I thought it was fun.
At the time I couldn't even put a word on what I was doing. One day I decided to post some shots on Instagram and then time after time I discovered the community.
Everyone is really supportive here. We all share the same love for Video games and Photography.
I love to see other people's perspectives, they all have their own style that's what is really interesting about vp.
We all play the same game but the result is always so different.

VIRTUALHEDA

"A little about myself, I think you already have a lot lol so let's say I always seek for more and always try to do more and better every time.
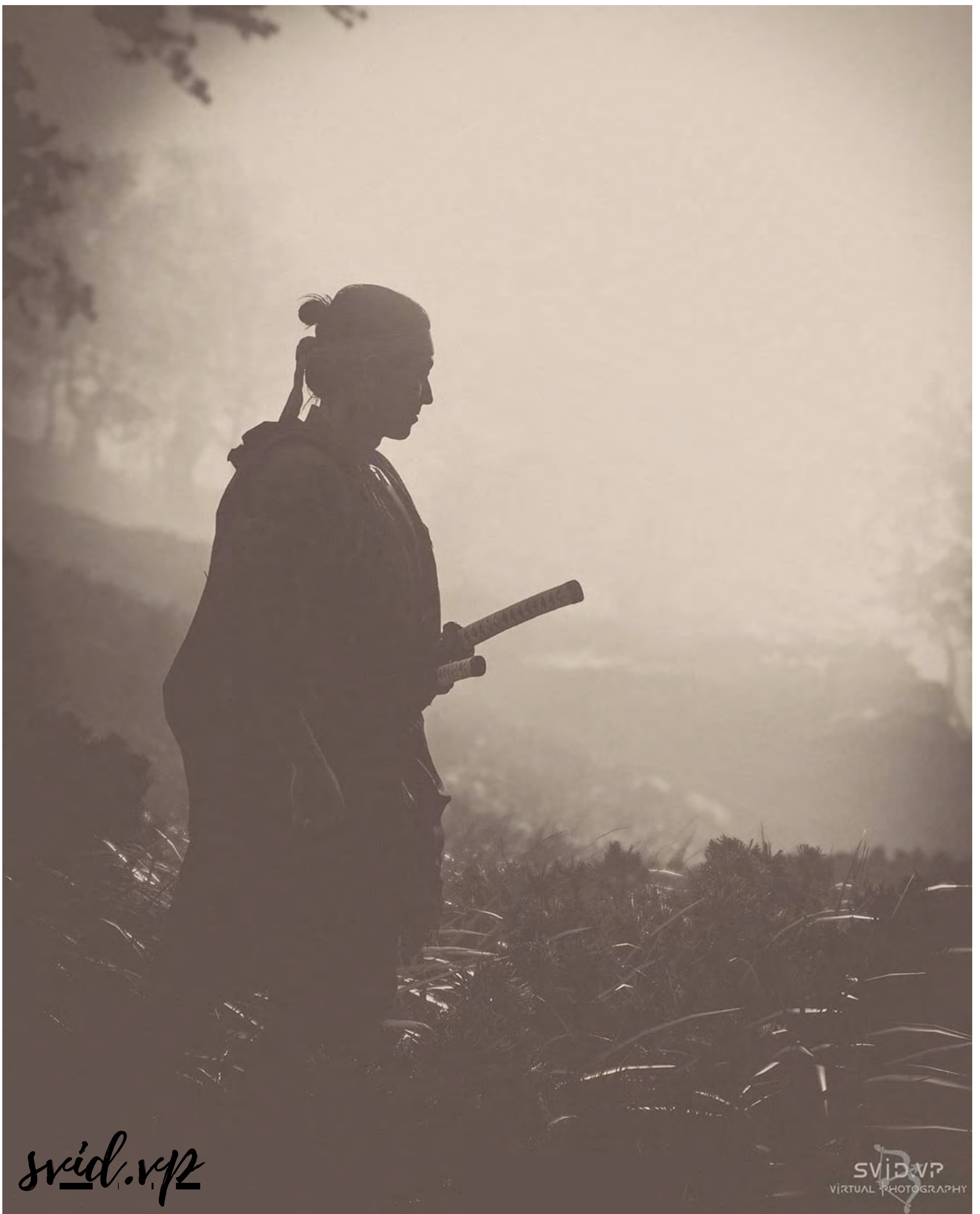I'm a hard core tryout.
What the VP community means to me is kinda hard question these days... As an individual, I'd say it's finally a community I fit in. I'm not very popular or so but as I see it, I finally found something I'm good(ish) at. I'm glad I'm part of this community.

This shot was a bit of an accident.It was taken from one of my favorite cutscene of ROTTR, in Syria. The lights and shadows are perfect for VP, here and as she goes up the stairs, her face meets a lot of emotions at the same time.Apprehension, joy, surprise and a bit of sadness.
You gotta be quick to pause the exact image you want. But this one, I was aiming for something else, I don't remember what, and when I turned the camera around her, that's when I saw her eyes were closed and she had this really small smile.
I don't remember if it was before or after she said "We did it, Dad." That's what I tried to say in this composition, a sentiment of relief and excitement at the same time. That's the Lara we love"

svid.vp

SVIDVP
VIRTUAL PHOTOGRAPHY

"Hey, my name is yuri i'm 29 years old from Israel.
I love playing games but most important i love to snap pics in games and so far i pretty
much love it.

Virtual photography can resemble in many ways real life photography because many of the
elements from the real world can be put into use in virtual worlds from lights, composition
and many more.
The community itself is amazing and supportive and i'm happy to be part of such an
amazing community. This shot i was inspired by old samurai movies that i've seen a few
years ago and their monochrome style really amazed me so i decided to mimic it into ghost
of tsushima as i can't find any game better in recreating such atmosphere.

This shot is more or less in a random location as i still explore the game and what it has to
offer"

BBURADORI

"I wanted this picture to feel like an illusion of outer space and the wonders it holds so I used freeze arrows to create this effect"

"Revenge comes with a cost"

maxharr.

R0adkill7.8

"Love taking VP in this game and sharing it with the amazing and
supportive community.
So much love and positivity!"

"I am French, passionate about games and cinema, I have been taking game photos for a few months. For me the virtual photography allows to have an infinite imagination and to completely rediscover a game in detail, I also like to associate a music with a photo.

I took this photo by wanting a single tree representing the wilderness in the morning with the fog and a total realism"

PIRoWoK

"I really love to play with light and smoke bomb in this game to get shots that unusual.
I try to make dream effect when you saw a something familiar but it's too foggy to recall the details."

FOOLOFATOOK88

"I jumped back into God of War to find out how my VP skills have grown. It's really fun, going back into a game, even after a few months, and seeing how your photography skills change as you gain more experience"

MRTJ_808

"I fell in love with Control and just wanted to showcase my feeling of playing the game through Photomode.
This shot captures layers that I feel this game has many of.
A deep story, with loads of suspense and intense action"

DREWMTAYLOR

"I'm interested in details, unanswered questions and graphic design.

This shot has it all: the jagged movement rips; the ambiguity of Jesse's pose and what she's doing; the striking environmental barcode of light and shadow"

Jet_Blackgaming

"It was a opportunity to take this picture with the lighting and the shadows in the background and also Ellie's expression.

Taking shots like these you have to be patient and imagine"

PLAYSTATION 5

HANDS-ON

XBOX SERIES S

The PlayStation 5 delivers a real sense of commitment to console generations with an ultra-modern design that commands attention, and all the latest advances such as SSD, 4K, 120 Hz, ray-tracing and even 8K at some point in the future. For all the specs though, it is perhaps the DualSense controller that makes the biggest "next-gen" impression straight out of the box with its uncanny recreation of material feel through its waveform haptic feedback, and the incredible adaptive triggers.

More in-line with the ordinary, the PS4's successful SHARE button makes a return as the newly branded Create button. Similarly placed next to the touchpad but now slightly raised, the Create button is an ergonomic improvement on its virtually flush predecessor with features that offer definite but subtle improvements over those on PS4 though.

A single press brings up the new Create menu, pressing and holding captures a screenshot and a double press saves a 15 s - 60 min video clip of recent gameplay. Button mapping options allow for this to be changed so that screen captures are taken more conveniently with a single press, and for the recent recording clip function to be replaced with a PS4-style start / stop for manual recording with a double press.

The Create menu itself appears as a dark overlay across the bottom of the screen that is reminiscent of Sony's smartphone camera interface and serves mostly as a GUI version of the button shortcuts. Along with file format options, settings for recording mic audio, and quick links to start a live broadcast, the Create menu is ready to cater for the various basic needs of creators, whether it be capturing stills, recording video clips or streaming gameplay.Captured content is accessible through both the Control Centre cards and the Create menu, or perhaps with most familiarity via the Media Gallery app found on the main home screen. As well as the usual options to export and share content (though there are no cloud storage or HDR-compatible export options), the PS5 now also includes a selection of minor image editing features. The fairly basic but nonetheless useful tools include crop, rotate and simple text overlays and, while there is no post-processing in terms of brightness, contrast or colour adjustment, this could easily be the basis for a more advanced feature set later down the line, especially taking the updated version of Share Factory Studio into account as well.

Sony had a solid base on which to build and have made a few key improvements while stopping well short of anything particularly ground-breaking with the PS5 when it comes to content creation. A sense of familiarity and just enough upgrades will mean that the new system fits straight into an existing virtual photography workflow and even adds the odd new route to producing content.

The next generation of console gaming is finally upon us and the Xbox Series S offers the most affordable, and arguably one of the best looking routes into the future of living room gaming. Microsoft's diminutive box is a beautifully clean and simple hardware design that loads up games at lightning speeds thanks to the same Xbox Velocity architecture as the more powerful Series X, and supports native rendering at 1440p with upscaled output to resolutions of up to 4K at 60, or even 120 FPS if your display permits it. Along with the broad selection of titles on Game Pass, there is plenty of potential interest for this to be a handy photo mode tool.

Included with the console, the updated Xbox controller now includes a useful Share button. The central positioning puts it in reach of either hand, though it's actually more convenient for the left thumb to reach past the low profile D-pad rather than the RS. Behaviour is straightforward enough with a single press capturing a screenshot, while press and hold records a short clip of the last 15 - 60 s of gameplay. These actions can of course be swapped around or replaced with a third option to start / stop a full length video recording via button mapping options in the capture settings.

Accessing capture media on the console is not entirely obvious with no gallery on the main dashboard, but a double-press of the Share button will jump straight to a list of recent captures.

It seems Microsoft would rather that you use your phone to access them though, with everything being synced automatically to Xbox Live by default. It is still possible to manually export to OneDrive, or to save directly to a USB device, but the convenience of having original PNG versions of every shot synced to your other devices in under a minute really is hard to ignore.

The Series S is well equipped to handle your virtual photography needs then, thanks to more convenient capture and share features, plus the ability to hop from one game to another with minimal delay. Should you want native 4K resolution then the more powerful Series X is ready to step in, but this little white box can do a lot to increase your capture art productivity, especially with the variety of Game Pass thrown into the mix

Click through to read the full version of each hands-on review at TheFourthFocus.com
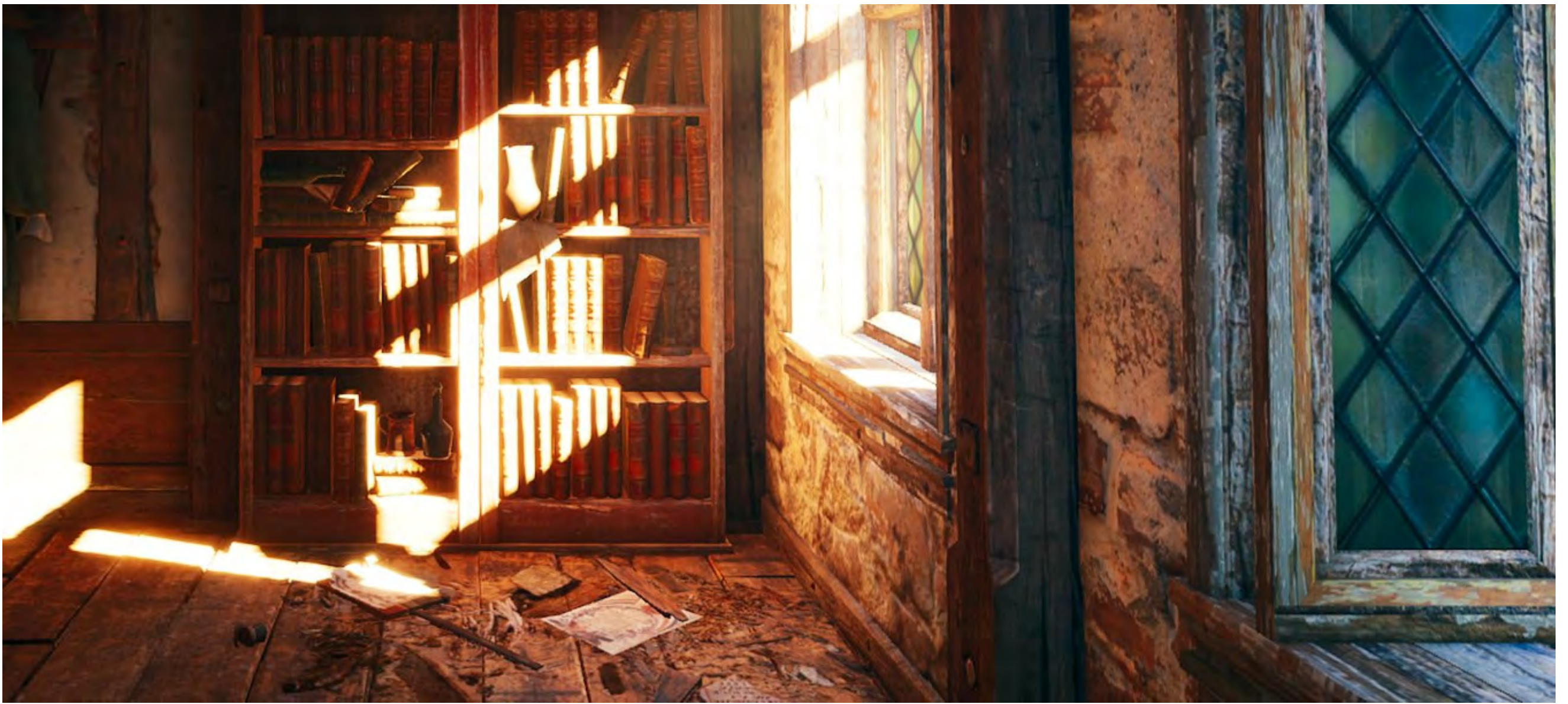**PlayStation 5 Hands-On Review | Xbox Series S Hands-On Review**

Subscribe to the fortnightly newsletter to keep up to date with all the latest features and posts.

-VP&ME-

midnitehyp3.

It's a real pleasure to have you with us and for you to let the community get to know you a bit more...

So looking back what is the 1st game you really got hooked on?

Pokémon for sure! I remember being a little girl and spending hours on gameboy advance, Nintendo DS playing the various ones that'd come out. My family, and most importantly my brother, introduced me to games like Mortal Kombat, PES, Resident Evil, Prince of Persia.. And the list goes on!

When did you 1st realise, "yep this is me, i'm a gamer"?

There was a certain period in my life, when the first Assassin's Creed game came out and I started playing it, it left me with a feeling of " I need more of this ". I broadened my horizons and played literally ANY game I could, and that was when I knew. I couldn't get enough because every game would let me live different stories and to this day,it's my favourite aspect when calling myself a gamer!

How long have you been a gamer now?

If we're talking proper gaming, it's been 10 years now. I've loved every second of it and still loving it!

What's your favourite gaming genre?

I would have to go with action-adventure. My best memories are definitely from games like AC, God Of War, The Last of Us.

What game do you think you have sunk the most hours into overall?

Probably Death Stranding or AC Origins/Odyssey. I'm a beginner platinum
hunter, and those games taught me a lot about patience! They're huge
worlds with a lot to do, I'd say that combining trophy hunting and VP has been a great choice so far.

What was the 1st game you used a photomode in?

AC Origins. Could have been HZD but didn't know about the photomode until I joined this amazing community.

How would you rate that PhotoMode out of 10, 10 being the best?

Hmm, probably 4 out of 10. Don't get me wrong, the game is gorgeous and I think it was the most beautiful one of the franchise, but the photomode is so limited! There's no full tilt, DoF and FoV are limited and, even though that's a thing in many photomodes, it'd be nice for the cameras not to be tied so much to the characters..
But there are limitations that come with console VP and I guess that's part of it!

What games PhotoMode would you say is the best available and why?

Ahh love this question ! I'd definitely go with Ghost of Tsushima, Days Gone, Death Stranding ! They're all unique in their own ways, Ghost of Tsushima has those features where you can control weather, have animated environment and it's just overall so easy to use! The environment is gorgeous too. Days Gone has advanced settings in which you can do A LOT, you can have your own ingame presets and the DoF and FoV are amazing and Death Stranding is just 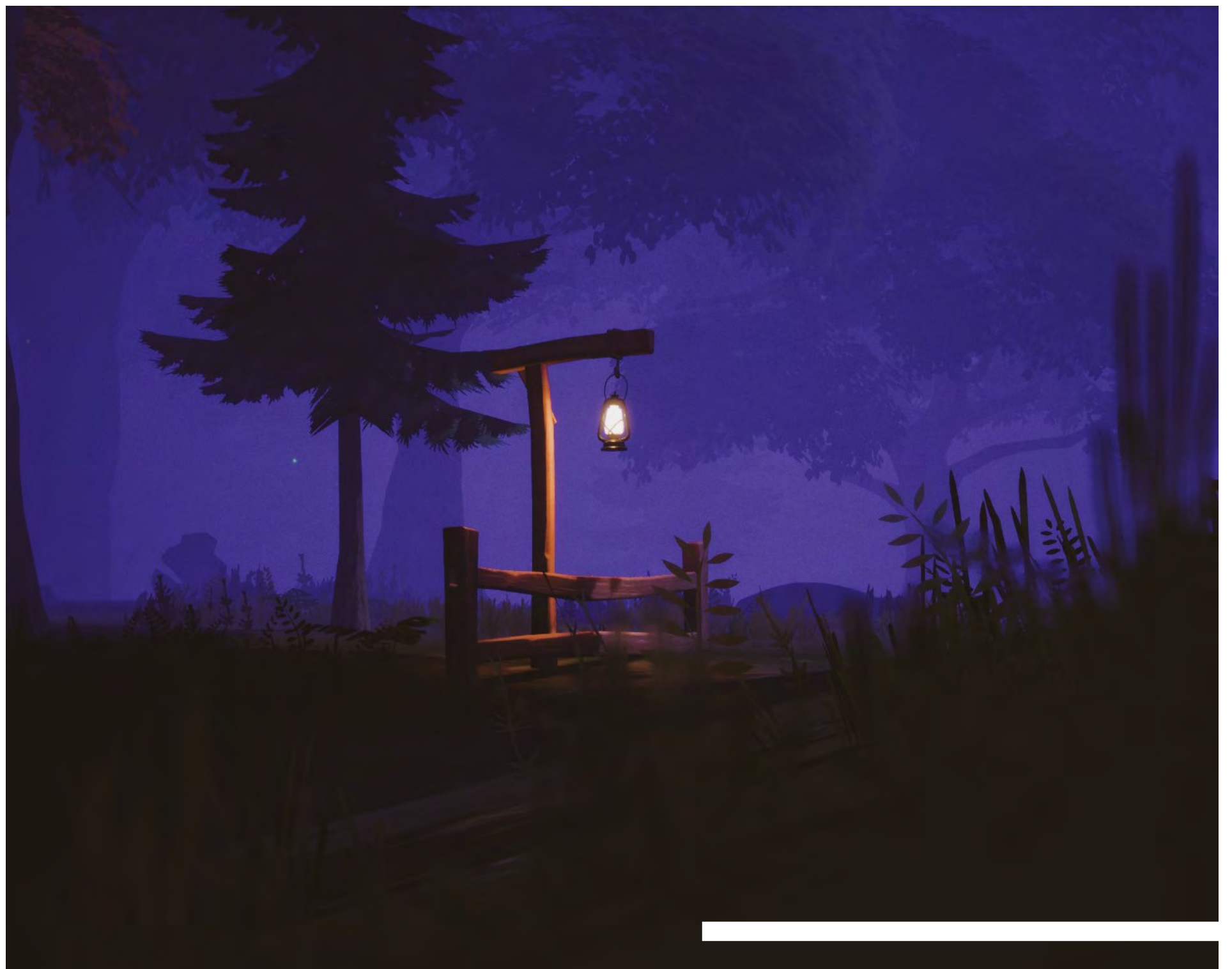such a complete one. You can have so many poses, the environment is beautiful and the photomode makes it so easy to capture gorgeous scenery, and another revolutionary thing is that youcan choose to save your previous settings for future photoshoots in your on-going playthrough (it resets everytime you close down the game, but still handy). Spider-Man is a really good one too! Easy to use and keeps an incredible amount of details.

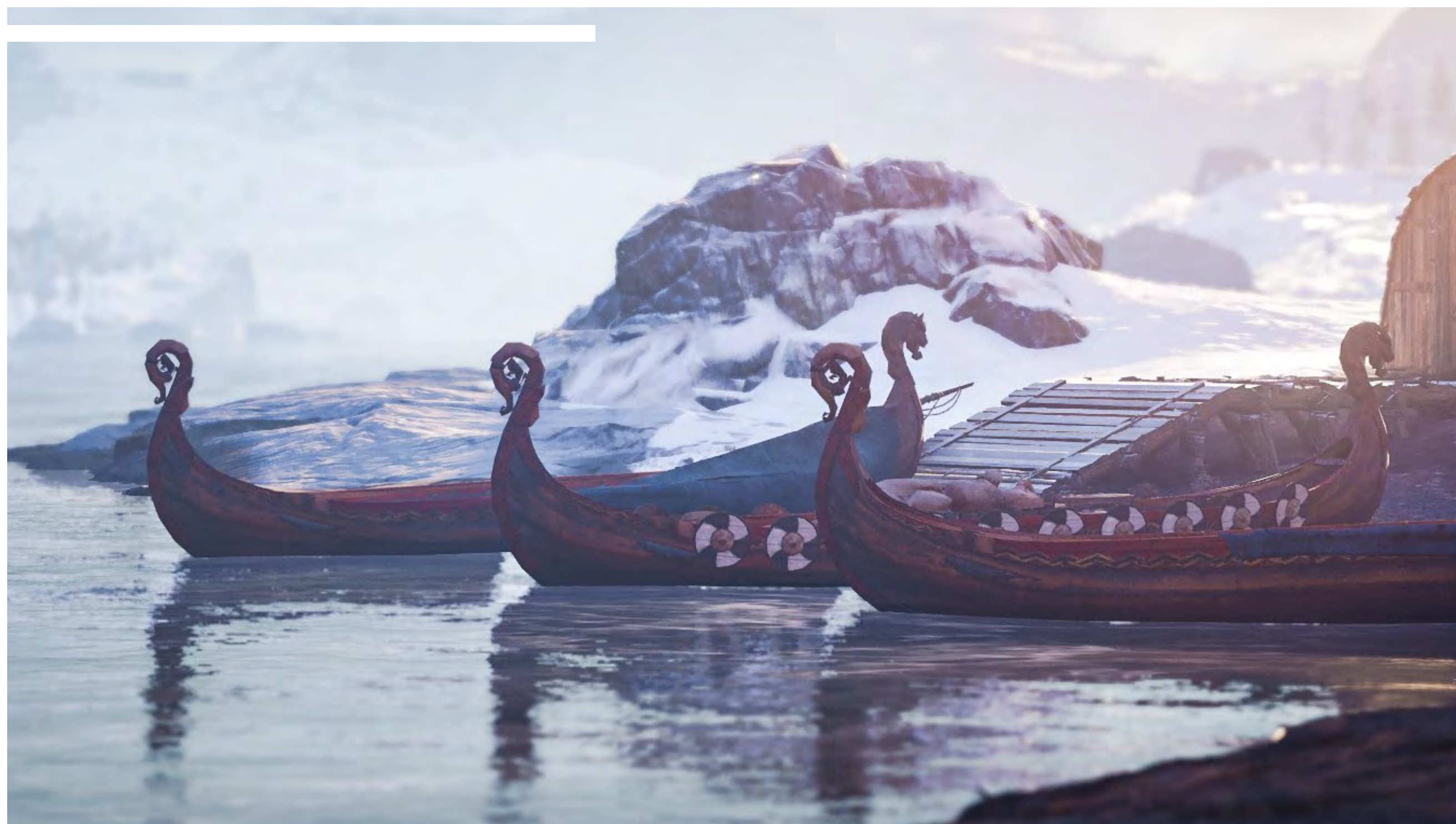### What games would you like to see a PhotoMode patched into?

I've always said it, I would have loved for AC Unity to have one and it'll always be a dream to be able to get a gaming pc and play it with camera tools. I just love how lively it is, and how well made Paris is made in it. It is such an underrated game too.

Is there any PhotoModes you would like to see tweeked, as is made better, if so which ones and what would you add into them?

Quite a few, AC Origins, AC Odyssey, Mad Max, The Last of Us Remastered.. Mostly full tilt/the tilt bar to let me know when I get to 90° more seriously, smoother camera movement, full tilt, more character options, the choice to remove some like in

TLoU2, or change their poses like in DS, advanced settings like in Days Gone, the option to permanently save preset settings,... I could ramble on and on, but basically I'd combine all my favourite features into one and add the freedom there can be with camera tools.

Who in the community inspires you?

I won't mention any specific names because honestly, the whole community is inspiring. People might think it's easier to put it this way, but I don't want to leave anyone behind, I'm just really grateful for all the friendships and support everyone I know has given me, you included. I probably wouldn't have kept going with VP if it wasn't for all the amazing people met on the way.

You're an admin over at GamerGram, can you explain to people your main role..

To put it simply, I mostly take care of interaction on Instagram. Going through tagged section and # is my main role!

Whats the future plans for the GG community?

The team is constantly developing new ideas to provide services to the VP community, such as our website which is under construction, with many exciting features planned. While I'd love to tell you more about them, I hope everyone sticks around to see them for themselves.

Also going into the future what can the community expect to see from the partnership with The Captured Collective & SVP?

We've recently decided to discontinue partnerships, since all communities have the same goal - supporting the VP art form, it's a step towards a unified community, where no single community is seen above another, placing less emphasis on who's who, and more on who can do what. We still look forward to future collaborations with our recent partners and with the many other growing communities though.

How do you think next gen consoles will effect the Virtual Photography community as a whole?

I'll probably go with the best scenario possible. The VP art form is growing, and developers are getting aware of that. With the next gen consoles, we'll be able to take our VP to the next level, probably even go through the limits we're facing against camera tools and PC graphics, but most importantly and above all, compete with irl photography. It has been shown many times through various exhibitions that VP can have a place in the photography world and I hope that with next gen consoles, we can actually make it a thing ; make VP a mainstream art, have it be as popular as streaming!

Which do you prefer... edited, unedited captures?

For me personally, I always edit them. They're never the same when I transfer from my TV to my phone, and since I now work with rows, I have to do some tweaking to be able to make everything flow. That doesn't mean I don't appreciate the unedited pictures though, I know loads of VPs who edit only through photomode and their shots always inspire me. I actually have a lot of respect for people who manage to post such good shots without post editing! It's just a personal preference for my shots.
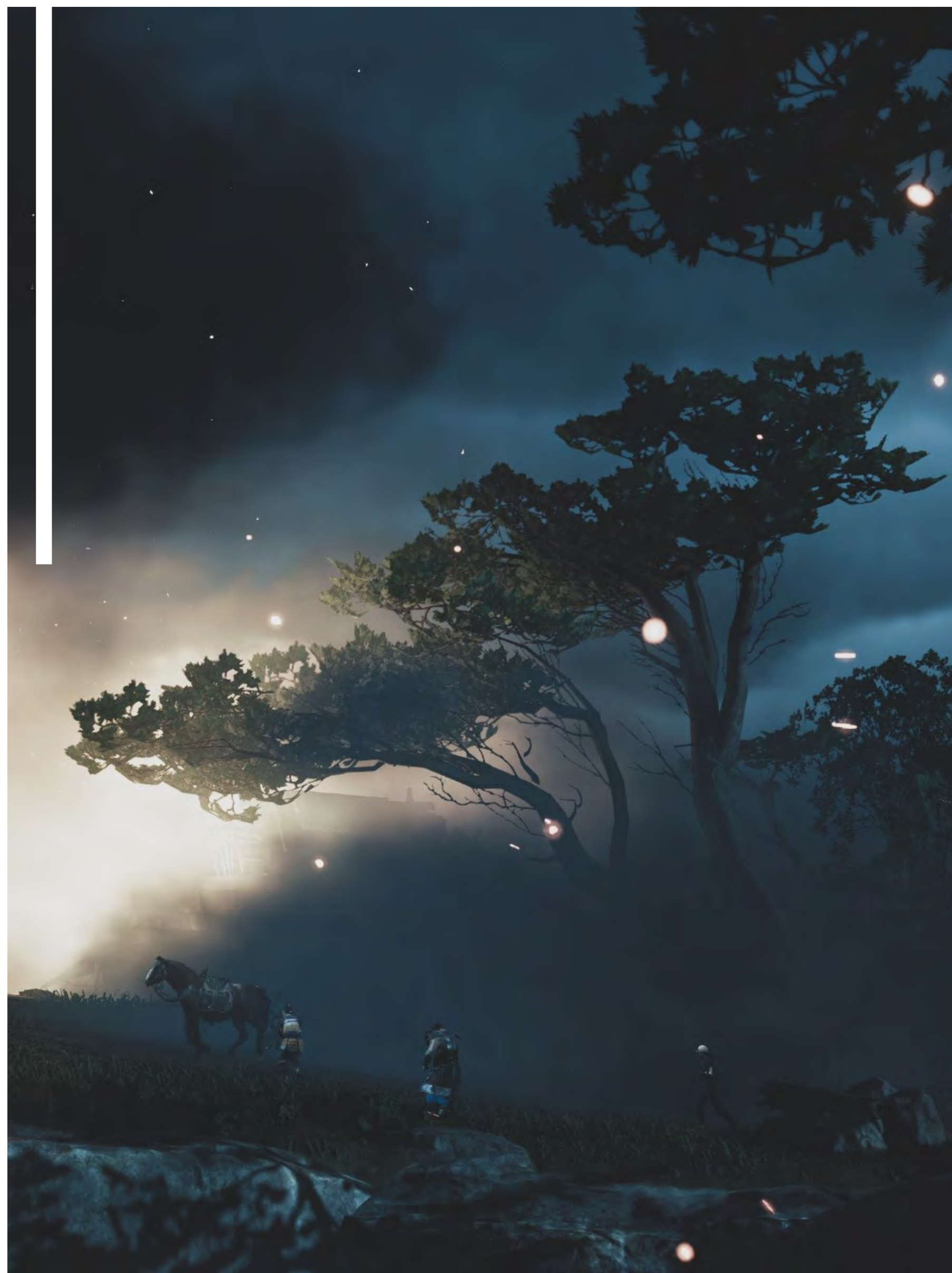
You're a really good artist, do you feel being an artist helps you look at your shots in anyway different?

To be fair, I've always been really harsh towards what I do (art, irl photography, VP,...) so I don't really know. I've been an artist for aslong as I can remember so what I could say is that I'm always trying to improve and push the limits just like I do with drawing, even though now I do VP more than drawings!

Have you purchased a game purely for The PhotoMode? (If so which one and why?)

Photomodes are definitely a huge factor in me buying games I wouldn't even look at in the first place. Hellblade and A Plague Tale are both good examples, if it weren't for the amazing captures I've seen, I never would have discovered those two! The main one I've bought because of pictures I'd see though was Days Gone and I don't regret it.

Thanks so much for letting us get to know you that more Megan, but lastly, what advice would you give to someone just starting off in the world of Virtual Photography?...
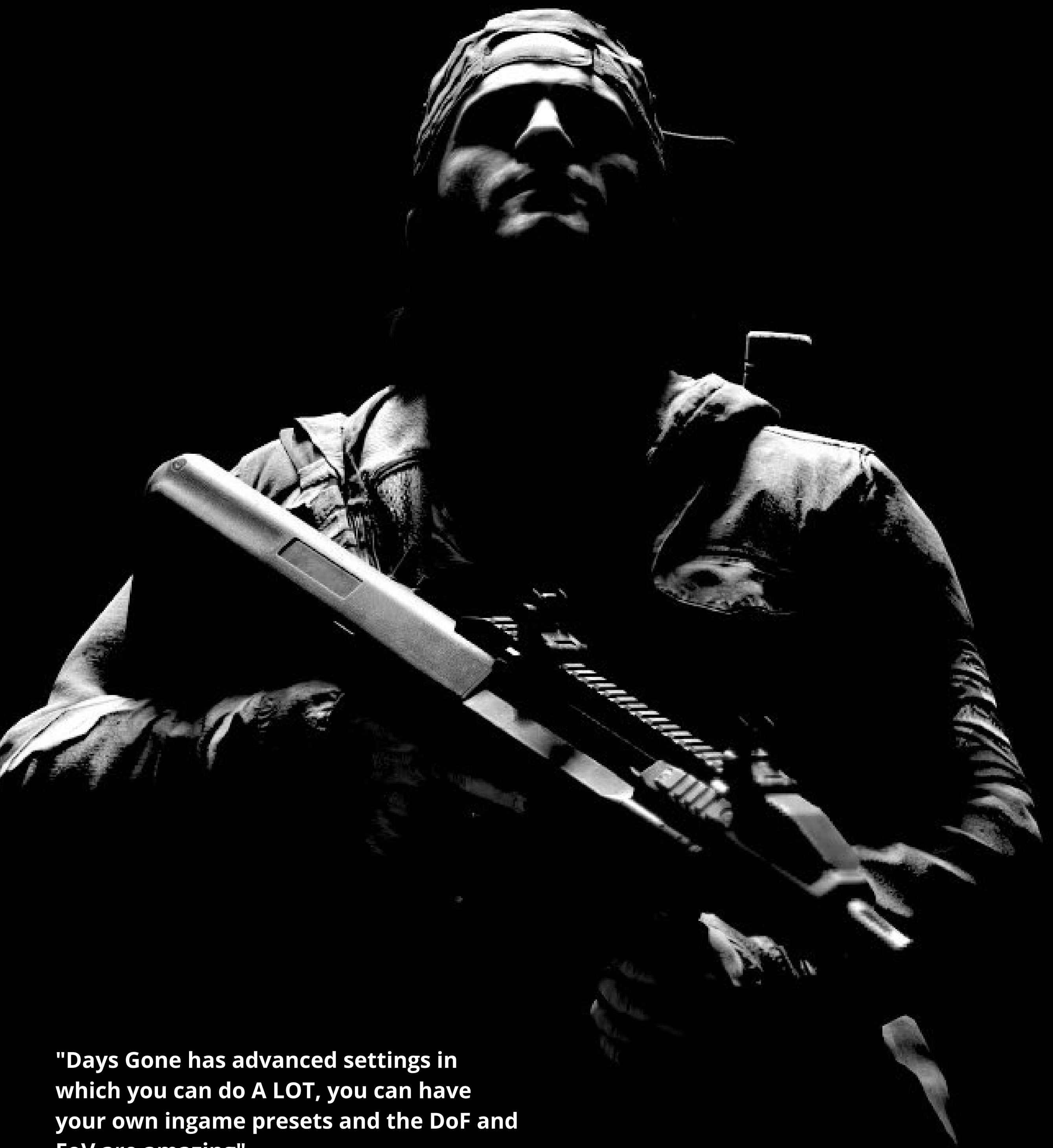

Thank you so much for giving me this opportunity! I loved answering to these. I'll try to make it brief (even though there's so much to say) but : Have fun, give and you'll receive and who knows, I'm pretty sure you'll find amazing friends along the way!

Don't compare yourself, it can get unhealthy pretty quickly, don't hesitate to ask for advice and don't focus on numbers ; that's toxic, trust in the process and clean those little ghosts in your followers!

Photography wise, experiment as much as you can, try editing if you feel like it, and that's how you'll improve. Don't fear the inspiration you'll get from the community, but do mention them every now and then, I promise they'll feel humbled no matter who they are. Most importantly, if you're new to photography, the irl photography rules apply too!
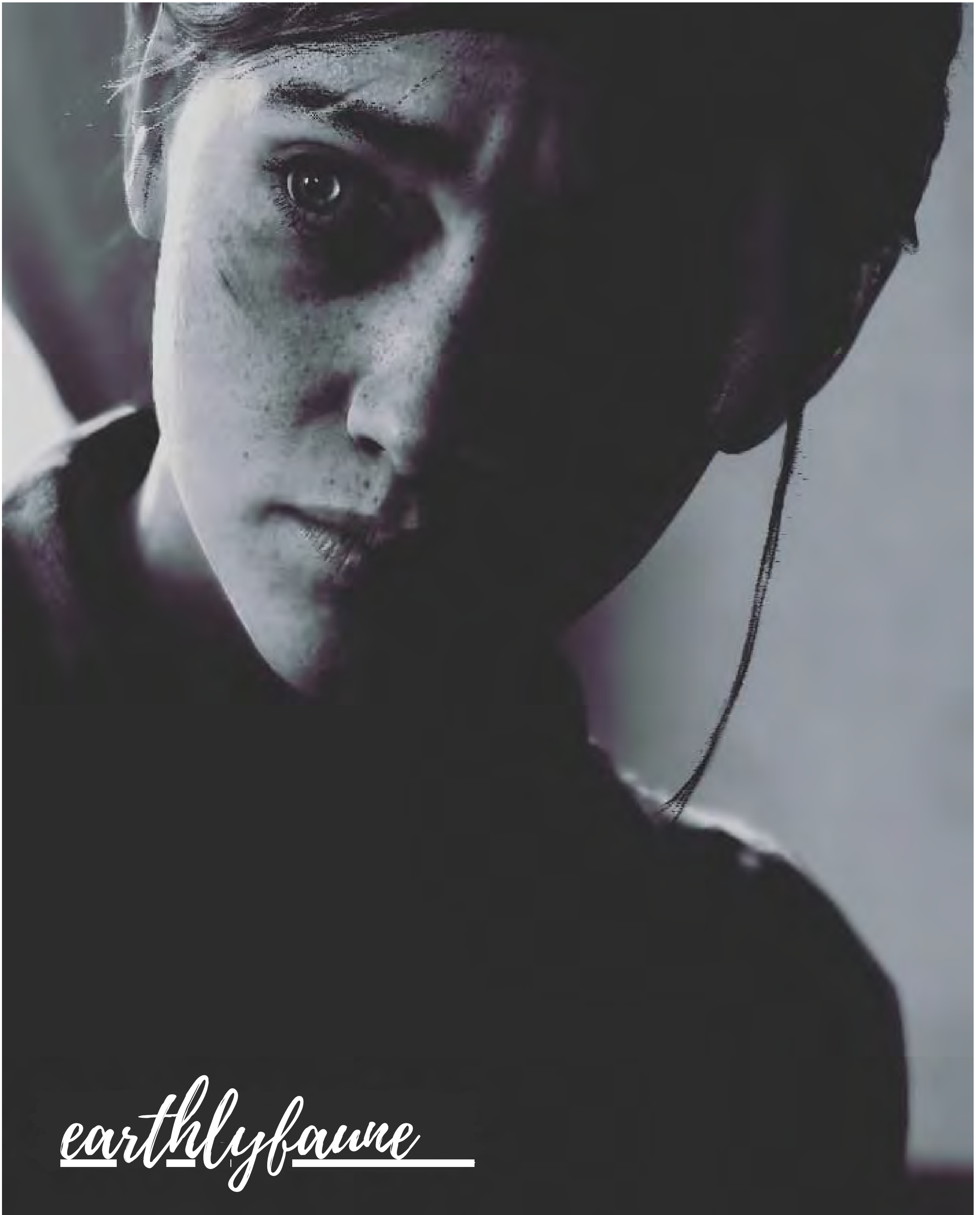
If you can get yourself around to it, watch some tutorials, they'll definitely help! Last but not least, use the rule of thirds and the tools and your disposition in-photomode to put the most emphasis you can on your subject (crop, tilt, dof, etc...) Thank you again for this! You rock!

DAYS GONE

"Days Gone has advanced settings in which you can do A LOT, you can have your own ingame presets and the DoF and FoV are amazing"

- MidnightHyp3

earthlyfaune

"I'm a second year student at uni and I like to relax by taking virtual shots when I'm not lost in the stories games have to offer.
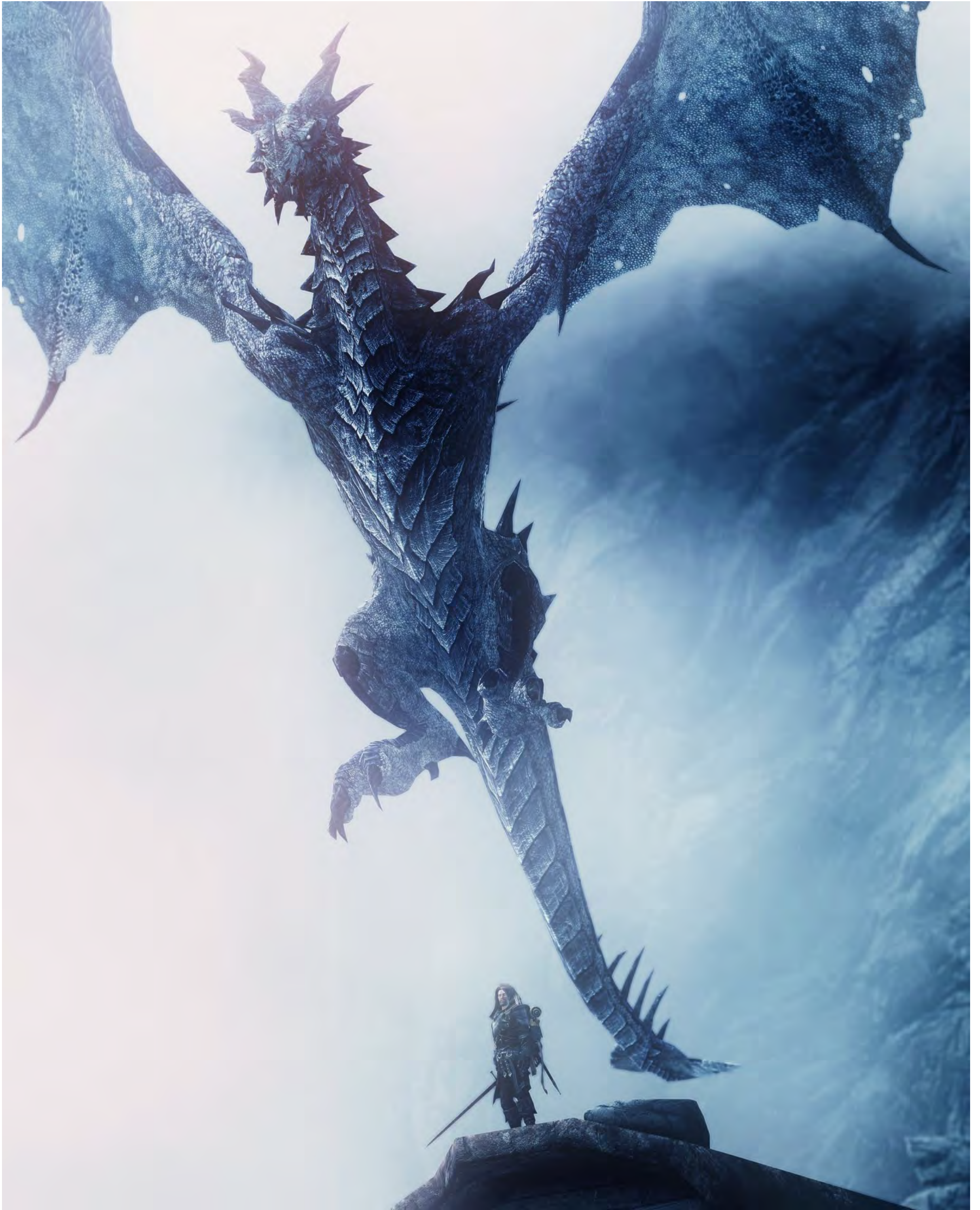
I don't think I've ever been part of a more supportive and friendly community.
The virtual community means so much to me and the content I post. We always learn from each other. Virtual photography to me is a way I can show my love for a game and the studio who made it by capturing my favorite characters or favorite levels.

During this scene I noticed the way Ellie's eyes are clear but they also held a lot of pain having just lost someone important to her.
This picture was taken to show her pain but also determination to punish the guilty parties.Her eyes hold a promise within them"

FOTOSCREENSHOT

"This is proof that sometimes the best shots don't need as much code, you can take advantage of what is available, even the bugs.

This shot is a bug, this dragon stayed flying without reacting, so I looked for the perfect angle"

GHOST
OF TSUSHIMA

BrokenOpus__

"Violently battered backwards off a cliffside, Jin reclines in the skies where the lightning & winds
fight an' while this illusion of a vertical image is realised, Jin flys without wings like laser beams in
a disc drive"

Gattsu__88

"Sometimes I feel like black and white fits the photos the best for an artistic look, like with this vertical one.
I wanted to capture Jesse with her new power and the reflections on the ground made it look even better."
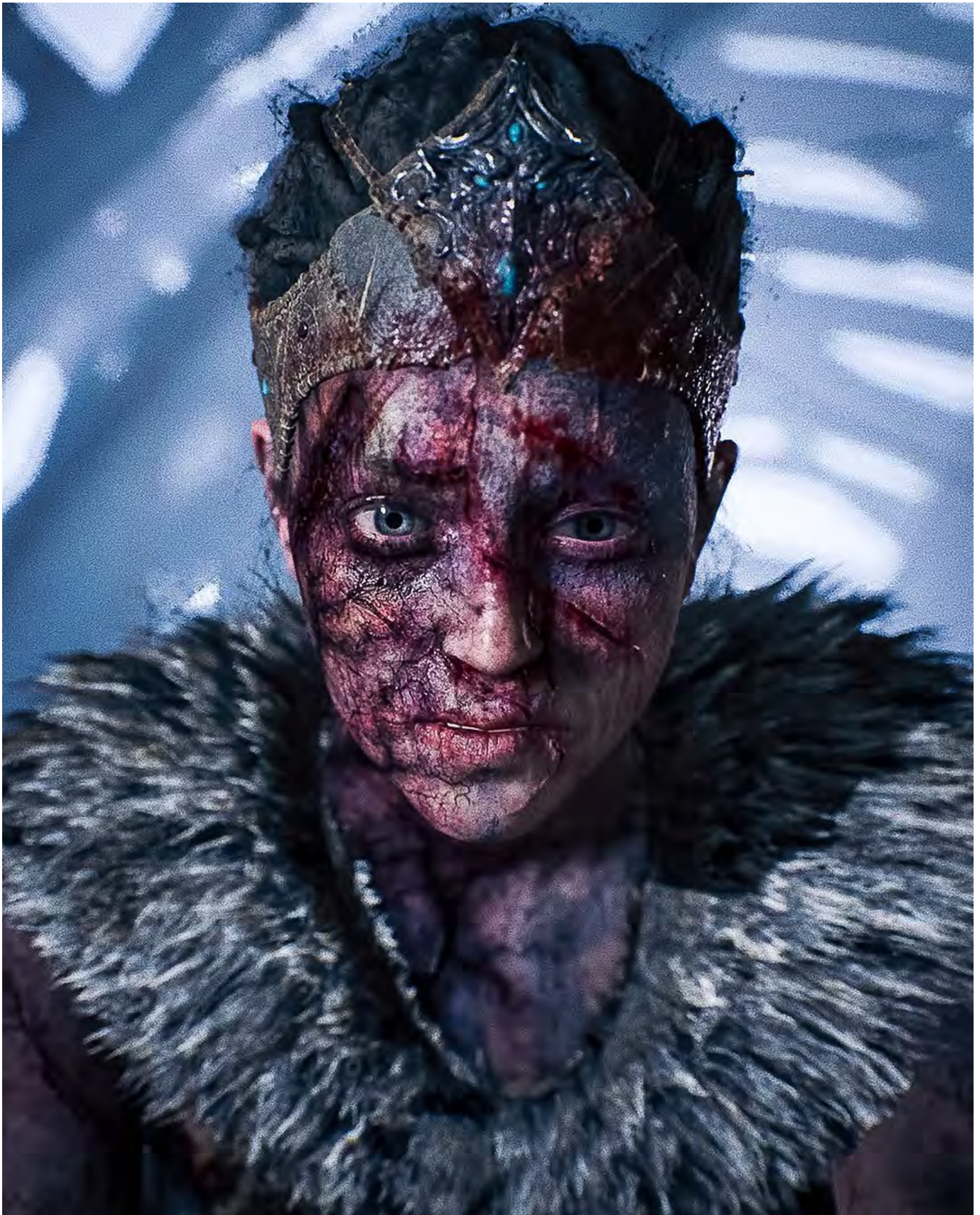
QUAKE__VP

"My name is Elie, I am 23 years old and I have been playing video games since I was 5-6 years old.

Gaming photography represents for me a huge passion that brings together photography and video games.

I find that it's a way of showing another image of video games, it's a way of expressing yourself and presenting a creative side, of sharing a passion and of presenting another vision, another photographic style.

For the realization of this shot, I started with the idea of taking a portrait photo. I went to a temple, I stood in front of the entrance to the temple, I waited for rays of light to appear and thanks to the black background inside the temple I was able to take this shot"

B_O_L_D_Y.

"This image of Senua was captured towards the end of the game and it is evident that she's been to 'hell and back'.

Photography is 'painting with light' they say and this is always (not always) the beginnings of a pleasing image for me.

If I were to have the audacity to offer any advice I would say, ever be on the lookout for beautiful light. After this, choose an interesting subject and keep things simple. I have fallen deeply in love with Virtual Photography, its passionate community and the limitless worlds contained within a single plastic box.

Through my images I hope to convey even a fraction of the joy they bring me.I was a photographer for many years but unfortunately am now unable to walk due to ill health. These worlds provide me with an opportunity to explore, unencumbered by my disabilities and to gladly promote the medium that is now - unexpectedly - so dear to me.

_O.R.B.O.J.

"I just love gaming.

About VP, its like the place where i find who can understand the gamer in me"

IliasFeizidis

"Gigantic pieces of art always left me in awe!

This statue of Athena guarding the Parthenon took my breath and that was the moment I knew I had to capture it!"

photomodeaddict.

"Virtual travels - and the video games in which form they come - are a wondrous form of escapism, that soothes not only those craving distraction and entertainment, but also those who physically cannot travel"

soruse

"Chile
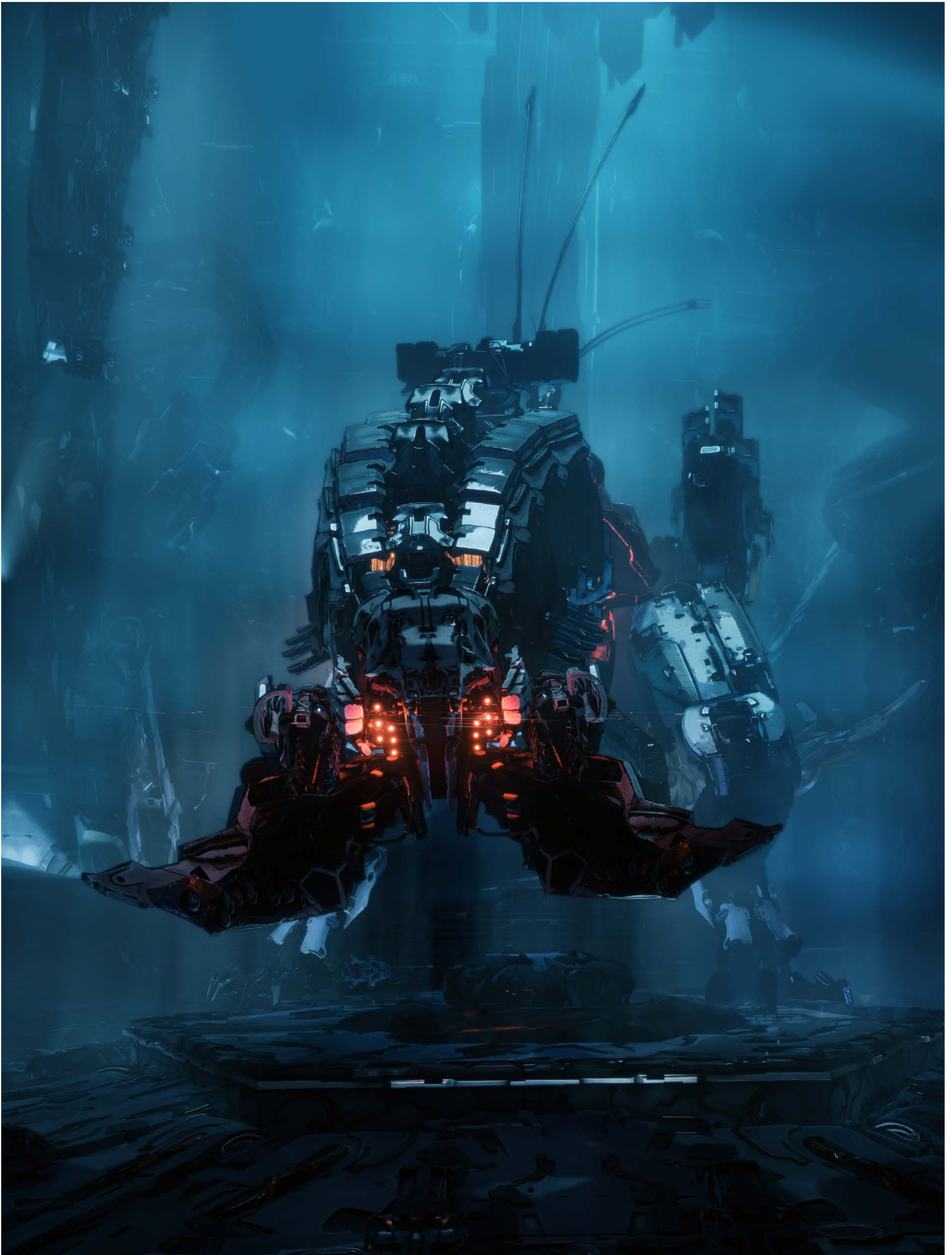Flying in the simulator is a great way to quickly discover some amazing places on earth"

DarkLinkN7

"This shot is pretty simple, but I love the amount of detail added here, this game looks incredibly realistic and such a beautiful game to photograph.

Adding B&W here really bought this shot to life!"

screenfeasting.

"This Thunderjaw waiting on me in Cauldron Zeta was like a hidden jewel, this shot is right when he spotted me for the first time.

Look at you "You're one *ugly* motherf@*ker!"

PhilGPT

"This was a pretty simple shot. I was going around the game taking shots of the wildlife.

I used the in-game photomode, framed it how I thought would look nice and added bit of Reshade to toned down the colors/contrast."

LIT_P1C

"My name is Tomás, I'm from Argentina and I'm 18 years old and I study psychology.
All my life I have been attracted to video games thanks to my brothers. Videogames became an art for me because they showed me that you can tell amazing stories like any book or movie, that can make you feel, experience.
I discovered virtual photography by researching in instagram about my favorite videogames and I saw how people made incredible captures, showing details that I had overlooked in the games and I was amazed by the idea since photography in general is one of my greatest pastimes than videogames.
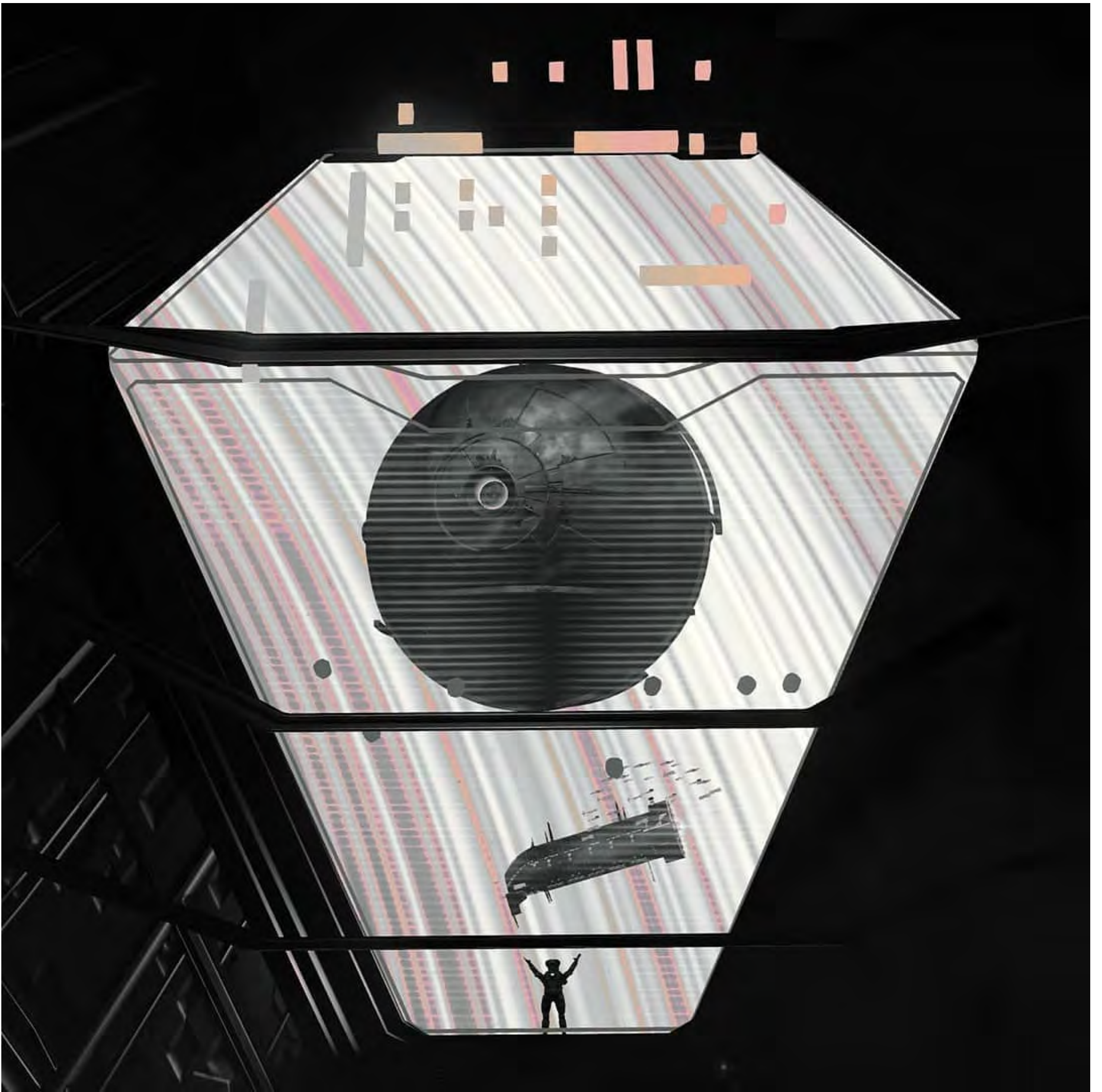
On July 29th I created my photography account and since I started I have not stopped receiving support and love from everyone in this community. In general I have an immense affection for the people who only come to see what I do, I thank everyone for giving me so much love and telling me what they think of what I do, that makes me very happy and one of the great reasons!

This picture is very related to my girlfriend Daiana, where I get the most beautiful thing out of something and I always do it thinking of her! She inspires me directly or indirectly to do many things in my life, and when I took this picture of this beautiful flower I thought of her and that is the reason for this beautiful picture! Also this picture is made to appreciate those little details that most people don't, because everyone would grab this flower just by looking at it and wouldn't stop to see the love and time that the developers put into a little flower"

sarokeye

"Ever since Ellie's tattoo was shown and that image teaser of Ellie holding a rifle, always surrounded by the fern plants, I've been really excited to see them in the game and take shots of them"

THE NO MANS SKY GUY

"I'm a 28 year old No Man's Sky Enthusiast from Austria who has discovered ingame photography (mostly in No Man's Sky) for himself a long time ago.Some friends talked me into posting my shots on Instagram, so i started posting online a while back.

Taking shots in No Man's Sky to me is a very rewarding and relaxing expierience which i do on a regular basis besides building bases for people to visit or producing music ingame via the ByteBeat machines. So one could say virtual photography is a relaxing way of expressing my creativity.

The shot you want to feature was a little bit tricky to set up. I found one of the newly implemented "Data-Archive-towers" and quickly realised some potential for shot. Once i discovered this type of window looking at the planets ring i imagined layering orbital assets, such as the anomaly and my freighter in the right position.
This process meant going back and forth for about an hour to position them exactly the way i imagined them to be, set up the camera, lighting etc, and finally make the capture"

WISHFUL_FLOWERS

"Finding ways to add environmental effects is always a fun challenge. Smoke, fire, water... moving that camera just a tiny bit can change the whole shot!"

BNNXP

"My name is Anna and I am a landscape photographer that loves to capture Milky Way photos. Virtual photography became my new escape from stress and depression due to staying home throughout this pandemic, I can no longer travel to explore as much as I would've liked to minimize spread.

I actually planned this shot because I haven't seen that many Rat King shots come across my feed. I saw that there's water in the environment and it can form a great reflection when I find a good spot.

It took many attempts due to Abby being grabbed when I let it get too close, but overall it was a bit challenging but a fun shot to capture!

"This shot was completely out curiosity.
Wondering if this emote would work with the lighting in that room.
Absolutely love the end results"

AlwaysStijn

"I was busy catching the legendary fish and this mountain lake was completely still - I'm a big fan of reflections, so I just had to capture it!"

The PhotoMode

x

December 10th 2020
Celebrating Cyberpunk 2077
Win A Personalised Signed Art Book From
<u>Deathburger.</u>

January 2021
Mag Theme Collaboration

x

Virtual Photography Community Pages

The PhotoMode
https://thephotomode.com

We are an all inclusive VP community with members from all over the world.
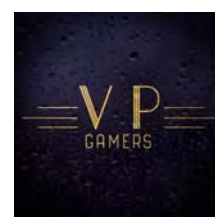We dedicate our time to **#ThePhotoMode** monthly magazine release. We devised the VP-NFT concept to help allow gamers to profit from their in-game shots while also supporting the developers through royalty fees. We featured VP's work in the blockchain world **Somnium Space** and we're working hard to take the art form in this direction.
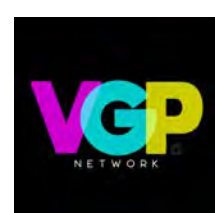
GamerGram GG

"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.

VirtualPhotographyGamers

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

VGPNetwork

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

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.

SCRYN
https://scryn.net/

Scryn is a social network dedicated to videogame screenshots sharing. Scryn is like an album of souvenir photos but for videos. An album for your memories spent in virtual worlds.
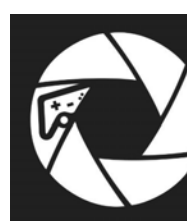
The Fourth Focus
http://TheFourthFocus.com

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) (Sun) **#VPArchiveHour**

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**

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**

VPCONTEXT
https://www.evpdstudio.com/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!

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.

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.

Ixion VII