

The Photographer's Guide to Los Santos

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Preface

“Los Santos. The city of shitheads. Where else would he be?”

— Trevor Philips

Chapter 1

Introduction

This publication focuses on artistic practices within the game Grand Theft Auto V. The goal of this is to create a resource to explore the ways in which the game has been used by different artists and photographers in the field of digital visual art and game art. The Artist's Guide to Los Santos is partly a curatorial project to present important works of in-game photography and machinima, partly a virtual tourist guidebook through the game spaces that were explored and used by artists in their creation, and is also an educational resource for anyone interested in learning how to engage artistically with the game.

1.1 Los Santos

Just like Los Angeles – the city it is modelled upon – is the global centre of film and commercial media production, Los Santos is the epicentre of in-game photography and machinima creation.

1.2 Grand Theft Auto V Tourism

This guide allows players to explore the game environment following some of the artworks that have been created in it. Mixing a playful tourist guide approach with curatorial writings about the works, the publication is an invitation to rethink the game object as a space for creative, subversive and critical endeavours, as well as to showcase seminal artworks that have had a profound impact on contemporary visual culture.

1.3 Grand Theft Auto V Art Education

Finally, The Artist's Guide to Los Santos provides practical tools in the form of a technical manual. While many scattered resources already exist online, the publication aims at bringing together a series of tutorials that can be easily followed and that start from an artistic perspective. From photographic and cinematic tips, to step by step modding lessons, the guide covers the basic knowledge to capture and modify the world of GTA V. The lessons are also accompanied by re-enactment missions, where the reader is tasked to recreate some of the artworks mentioned in the guide.

Chapter 2

Social Documentary

2.1 *Down and Out in Los Santos* by Alan Butler

text and artwork

2.1.1 location:

2.2 *Fear and Loathing in GTA V* by Morten Rockford Ravn

text and artwork

2.2.1 location:

2.3 Tutorial: in-game smartphone camera

2.4 Re-enactment assignment:

Chapter 3

Architecture Photography

3.1 from *The Continuous City*, by Gareth Damian Martin

artwork text

3.2 Interview with Gareth Damian Martin

link

3.3 Tutorial: photographing the game screen

3.3.1 analogue game photography

3.3.2 screenshotting

3.4 Re-enactment assignment:

Chapter 4

Re-enactment photography

- 4.1 *A Study on Perspective* by Roc Herms
- 4.2 *Little Books of Los Santos* by Luke Caspar Pearson
- 4.3 *__Nine swimming pools and a broken glas__s* by Alan Butler
- 4.4 *26 Gasoline stations in GTA V* by Lorna Ruth Galloway
- 4.5 *26 Gasoline stations in GTA V* by M. Earl Williams
 - 4.5.1 locations:
- 4.6 Tutorial: scene director mode

Chapter 5

Nature Documentary

5.1 Deercam by Brent Watanabe

text and artwork

5.1.1 locations:

5.2 Virtual Flora

text and artwork

5.2.1 locations:

5.3 Tutorial: modding introduction

5.3.1 Preparation and setup

5.3.2 Creating a mod file

5.3.3 Change player model

5.4 Re-enactment mission:

Chapter 6

Surrealist Photography

6.1 Alexey Andrienko aka HAPP v2

artwork and text

6.2 Tutorial: modding

6.2.1 NPCs

6.2.1.1 Spawn a new NPC

```
// spawn a new model npc in front of player  
var npc = World.CreatePed(PedHash.Cat, Game.Player.Character.GetOffsetInWorldCoords(new Vector3(0, 0, 0)))
```

6.3 Re-enactment assignment