

THE ARCHETYPAL CHARACTERS IN THE MOVIE OF *KUNG FU PANDA*
TRILOGY FROM ANTHROPOMORPHISM PERSPECTIVE

THESIS

Submitted as A Partial Requirements

for the degree of *Sarjana* in English Letters



By:

NIKEN AYU PURWANTI

SRN. 163211088

ENGLISH LETTERS DEPARTMENT
CULTURES AND LANGUAGES FACULTY
THE STATE ISLAMIC INSTITUTE OF SURAKARTA

2020

ADVISORS SHEET

Subject: Thesis of Niken Ayu Purwanti

SRN : 163211088

To:

The Dean of Cultures,
And Language Faculty
IAIN Surakarta
In Surakarta

Assalamualaikum, Wr. Wb

After reading thoroughly and giving necessary advices, herewith, as the advisors, we state that the thesis of

Name : Niken Ayu Purwanti

SRN : 163211088

Title : The Archetypal Characters in the Movie of “Kung Fu Panda Trilogy” from Anthropomorphism Perspective

has already fulfilled the requirement to be presented before The Board of Examiners (*munaqosyah*) to gain Bachelor Degree in English Letters.

Thank you for your attention.

Wassalamualaikum Wr. Wb

Surakarta, December 11 2020

Advisor,



Nur Asiyah, S.S., M.A.

NIP. 198104262011012004

RATIFICATION

This is to certify the Sarjana thesis entitled "The Archetypal Characters in the Movie of *Kung Fu Panda* Trilogy from Anthropomorphism Perspective" by Niken Ayu Purwanti has been approved by the Board of Thesis Examiners as the requirement for the Degree of Sarjana in English Letters.

Chairman : SF. Lukfianka Sanjaya Purnama, S.S., M.Hum
NIP. 198403172015031003



Secretary : Nur Asiyah, S.S., M.A.
NIP. 198104262011012004



Main Examiner : Dr. SF. Luthfie Arguby Pumomo, S.S., M.Hum
NIP. 19820906 200604 1 006



Surakarta, December 15, 2020

Approved by

The Dean of Cultures and Languages Faculty


Prof. Dr. H. Toto Spharto, S.Ag., M.Ag.
NIP. 197709031998031005

DEDICATION

This thesis is dedicated for:

1. My beloved Dad Mawardi and Mom Tuminem
2. My beloved sister Warsini, Aprilia Nur Ridwan, Dian Ayu Purwanti and Zahra Desiana Putri
3. My beloved friends that could not be mention one by one
4. My beloved lecturers of English Letter Department
5. My beloved almamater IAIN Surakarta

MOTTO

“If they don’t like you for being yourself, be yourself even more”

(Taylor Swift)

“Anything is possible when you have inner peace”

(Master Shifu)

”Indeed, with (hardship) will be easy, so you have finished (your duties), then stand up (for worship). And to your Lord direct (your) longing.”

(Q.S AL-Insyirah: 6-8)

PRONUNCEMENT

Name : Niken Ayu Purwanti
SRN : 16.32.1.1.088
Study Program : English Letters
Faculty : Cultures and Languages Faculty

I hereby sincerely state that thesis entitled “The Archetypal Characters in the Movie of *Kung Fu Panda* Trilogy from Anthropomorphism Perspective” is my real masterpiece. The things out of my masterpiece in the thesis are signed by citation and referred in the bibliography.

If I later proven that my thesis has discrepancies, I am willing to take the academic sanctions in the form of repeating my thesis and academic degree.

Surakarta, December 11, 2020



Niken Ayu Purwanti

SRN. 16.32.1.1.088

ACKNOWLEDGEMENT

Alhamdulillah, all praise and thanks is for the Almighty Allah SWT, the lord of the Universe, for His true blessing to give the researcher time, power, and strength so finally the researcher can complete this thesis. Peace be upon the great messenger Muhammad SAW who has brought human from the lowest creature to the most precious creature in this Universe.

The researcher is sure that this thesis would not be completed without the helps, supports, and suggestion from several sides. Thus, the researcher would like to express his deepest thanks to all of those who had helped, supported, and suggested his during the process of writing his thesis. This goes to:

1. Dr. H. Mudhofir, S.Ag., M.Pd., as the Rector of the State Islamic Institute of Surakarta,
2. Prof. Dr. Toto Suharto, S.Ag., M.Ag., as the Dean of Cultures and Languages Faculty,
3. Nur Asiyah, S.S., M.A. as the Head of English Letters Department and as the advisor for her guidance, precious advices, correction, time, motivation, and helping revise the mistake during the entire process of writing this thesis. Thank you so much,
4. Yustin Sartika, S.S., M.A. as the validator of the data in this research and thank you for helping the researcher by giving time to answer all questions about this research,
5. All lecturers in the State Islamic Institute of Surakarta who had delivered a meaningful knowledge during the researcher studied in this University,
6. The researcher's beloved parents (Mr. Mawardi and Mrs. Tuminem) who always give the researcher love, support, and pray in finish this thesis,
7. The researcher's beloved sister, Warsini, Aprilia Nur Ridwan, Dian Ayu Purwanti, and Zahra Desiana Putri for all the support,

8. The researcher's best friends, Fida, Vera, Dinda, Dek Nisa, Mukh, Mbak Evi, and Maretha as the support systems, for all the kindness and friendship,
9. The researcher's classmate in Literatory for all the kindness, friendship, helps, and support,
10. The researcher's beloved friend, for all the motivations to finish this thesis, helps, and precious lessons of life,
11. All beloved friends from English Letters Department, thanks for supporting and guiding the researcher.
12. Everyone who has helped the researcher writes this thesis.

The researcher realizes that this thesis is still far from being perfect. The researcher hopes that this thesis is useful for the researcher in particular, and readers in general.

Surakarta, December 11, 2020

The researcher,

Niken Ayu Purwanti

SRN. 16.32.1.1.088

TABLE OF CONTENT

TITLE.....	i
ADVISORS SHEET.....	ii
RATIFICATION.....	iii
DEDICATION	iv
MOTTO	v
PRONUNCEMENT	vi
ACKNOWLEDGEMENT	vii
TABLE OF CONTENT	ix
ABSTRACT.....	xi
CHAPTER I.....	1
INTRODUCTION	1
A. BACKGROUND OF STUDY	1
B. THE LIMITATION OF THE STUDY	4
C. PROBLEM STATEMENT	5
D. THE OBJECTIVES OF THE STUDY	6
E. THE BENEFITS OF THE STUDY	6
F. KEY OF THE TERMS	7
CHAPTER II.....	8
THEORETICAL FRAMEWORK	8
A. THEORETICAL DESCRIPTION.....	8
1. Anthropomorphism.....	8
2. Archetype.....	10
3. Character and Characterization.....	21
4. Movie	22
5. Kung Fu Panda.....	22
B. PREVIOUS RELATED STUDIES.....	23
CHAPTER III	26

RESEARCH METHODOLOGY	26
A. RESEARCH DESIGN	26
B. DATA AND DATA SOURCES	26
C. RESEARCH INSTRUMENT	27
D. TECHNIQUE OF COLLECTING DATA	28
E. TECHNIQUE OF ANALYZING DATA	28
F. DATA VALIDATION	32
CHAPTER IV	34
RESEARCH FINDING AND DISCUSSION	34
A. RESEARCH FINDING	34
1. Type of Anthropomorphism are Found in Kung Fu Panda	34
2. Archetype are Found in The Characters of Kung Fu Panda	39
B. DISCUSSION	83
CHAPTER V	90
CONCLUSION AND SUGGESTION	90
A. CONCLUSION	90
B. SUGGESTION	91
BIBLIOGRAPHY	92
APPENDICES	1

ABSTRACT

Niken Ayu Purwanti. 2020. The Archetypal Characters in the Movie of *Kung Fu Panda* Trilogy from Anthropomorphism Perspective. A thesis English Letters Study Program. Cultures and Languages Faculty. The State Islamic Institute of Surakarta.

Advisors : Nur Asiyah, S.S., M.A.

Key Words : Archetype, Anthropomorphism, Kung Fu Panda

This research aims to find out the archetypal characters seen from the anthropomorphism perspective. This research is to know the types of anthropomorphism are found from the Kung Fu Panda trilogy and to understand the archetypes are found in the characters of Kung Fu Panda trilogy.

The researcher used archetype theory by Margaret Mark and Carol S Pearson and anthropomorphism theory by Stewart Guthrie to analyze the data.

This research used descriptive qualitative research. The technique of collecting data are using observation and documentation. The main instrument is the researcher ability to understand the character and characterization, anthropomorphism and archetypal character.

The result of this research showed that there were 100 data of archetype and 23 data of anthropomorphism. The archetypes found in this research are 11 archetypes such as The Innocent, The Explorer, The Sage, The Hero, The Outlaw, The Magician, The Lover, The Jester, The Caregiver, The Creator, and The Ruler. The types of anthropomorphism found in this research are two types such as Literal and Partial. The researcher found some archetypes for each character and found the dominant archetypes to relate the cultural background.

CHAPTER I

INTRODUCTION

A. BACKGROUND OF STUDY

There are patterns of all of the stories and the mythologies across the periods and cultures in this world. The patterns of character types, symbols, plot structures, and themes, are the archetype definition. The archetype theory based on the human psyche that contains collective unconscious. Mark and Pearson (2001), quoted from C. G. Jung, *Psychology and Religion*, explains that archetype is forms or images of a collective nature which occur practically all over the earth as constituents of myths and at the same time as individual products of unconscious origin.

There are archetypes such as archetypal settings and symbols, situational archetypes, colour archetypes, number archetypes, and archetypal characters. Archetypal characters symbolize the human characteristics pattern. Knowing the archetype of a character, need to analyze the visual and textual characteristics of a character. Mark and Pearson (2001), quoted from Marie-Louise Von Franz, *Psyche and Matter*, Jung to some extent took the opposite approach to that of the behaviorists, that is, he did not observe people from the outside, did not ask how people behave, how people greet one another, how people mate, how people take care of our young. Instead, he studied what people feel and what people fantasize while people are doing those things. For Jung, archetypes are not only elementary ideas but just as much

elementary feelings, elementary fantasies, elementary visions. It means, the archetype is subjective, not objective, about what we think about someone or something.

One example of archetypal characters in Kung Fu Panda movie is Po. As the main character, Po has the archetypal character of The Hero with the Competence type.

TAI LUNG

The Wuxi Finger Hold!

PO

Oh, you know this hold?

TAI LUNG

You're bluffing. You're bluffing!

Shifu didn't teach you that.

PO

Nope. I figured it out.

(He flexes his pinky...)

PO (CONT'D)

Skadoosh!

In this scene, Po has the competence to defeat Tai Lung with the Wuxi Finger Hold. He learns that skill by himself. He sent Tai Lung to the spirit realm, so the village was saved.

Archetypal characters can be seen from many perspectives; the researcher sees from anthropomorphism perspective. Anthropomorphism is the human traits that applied in nonhumans such as animals and others. When an animal

is given human characteristics, we can determine in which archetypes he/she is. Taylor Derek (2015: 4), Defined it as “attributing humanlike properties, characteristics, or mental states to real or imagined nonhuman agents and objects”.

One example of anthropomorphism from Po is that he is a partial anthropomorphism that can be seen from visual and textual characterization. He has some important human traits such as moves on two legs, has language, wears clothes, uses tools, lives in society, etc. But he is not human.

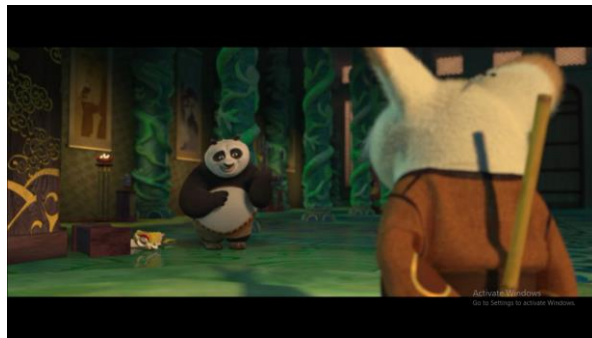


Figure 1.1

From this evidence, Po moves on his legs, wears clothes, has language (he is talking with Tai Lung) and lives in society.

Some movies are made using anthropomorphism. The film is one of the literary works also. As the functions of literature are to entertain and educate or *Dulce et Utile*, make the movies to entertain the audiences with funny or cute characters and inform the audiences with the film's moral value. They choose the animal characters in movie animation to make it easier for the audience to accept the story. A company named Dreamworks Animation uses anthropomorphism to make movie products, and we can analyze the characters with an archetype as the researcher told before.

Dreamworks Animation made their Kung Fu Panda; there are three series of Kung Fu Panda, so it is called a trilogy. Chenjun (2017) said the movie Kung Fu Panda is a story about a clumsy cuddly panda that was unable to achieve his kung fu dream until he recognizes as the Dragon Warrior by Master Oogway. Kung Fu Panda movies deliver the funny and cute main character Po, a panda. His silly behaviour makes the audiences laugh, his spirit to achieve his dream make the audiences motivated. The other characters are also impressive. Each series of Kung Fu Panda's story teaches people about moral values that people can take as a lesson to live.

This research is written to find the kind of archetype seen from the anthropomorphism perspective in each character of the Kung Fu Panda trilogy. This research focuses on the Dreamworks Animation movie, Kung Fu Panda trilogy, which the characters are anthropomorphic animals. Based on the description, the problem can be formulated as *Archetypal Characters in the film of "Kung Fu Panda Trilogy" from the Anthropomorphism Perspective.*

B. THE LIMITATION OF THE STUDY

Every research has the limitation of the study, preventing the researcher to discuss other materials that are not included in the discussion. This research takes the Dreamworks Animation movies, Kung Fu Panda trilogy. These movies focused on the anthropomorphism of the animal characters in the story. The archetype is the main discussion of this research, but the researcher

doesn't include the subs of each archetype in this research. The kind of archetypes such as *The Yearning for Paradise* (innocent, explorer, sage); *Leaving a Thumbprint on The World* (hero, outlaw, magician); *No Man or Woman Is an Island* (regular guy/gal, lover, jester); and *Providing Structure to the World* (caregiver, creator, ruler).

The researcher took *Kung Fu Panda 1* released in 2008, *Kung Fu Panda 2* released in 2011, and *Kung Fu Panda 3* released in 2016. The researcher only analyzes some characters such as Po, Master Shifu, Tigress, Mantis, Viper, Monkey, Crane, Mr. Ping, Master Oogway, Tai Lung, Shen, Soothsayer, Master Ox, Master Croc, Master Rhino, Li, and Kai because those characters are dynamic, they have many dialogues in some scenes.

Even though a movie is created by recording a scene with a camera, combining the technique, ideas, action, tone, and word in one work can create meaning or call cinematography. But in this research, the researcher doesn't discuss the cinematography and visual aspect because the researcher only focuses on the character and characterization.

C. PROBLEM STATEMENT

Based on the research background, the researcher aims the discussion about :

1. What types of anthropomorphism are found from the trilogy of Kung Fu Panda?

2. What archetypes are found in the characters of Kung Fu Panda trilogy?

D. THE OBJECTIVES OF THE STUDY

Based on the problem statement as the researcher told before, the objectives of the study from this study are :

1. To know the types of anthropomorphism are found from the trilogy of Kung Fu Panda.
2. To know the archetypes are found in the characters of Kung Fu Panda trilogy.

E. THE BENEFITS OF THE STUDY

Hopefully, this study can bring many benefits for all of the people, the students, and the other writers who read this. Theoretically or practically.

1. Theoretical Benefits

This result adds a variety of literary studies, especially the analysis of the archetype characters in movie analysis. Another benefit is to help the readers know about the patterns of character types and understanding about the kind of anthropomorphism.

2. Practical Benefits

One of the practical benefits of this study is that the readers could take the moral value to make it a lesson to live. This study could be a reference to other writers who have the same theme, archetype, and

anthropomorphism. The last is to the writer, this study makes the writer improves the ability to analyze archetype and kind of anthropomorphism.

F. KEY OF THE TERMS

The key terms of this study make the title is clearer and accurate. The key terms such as archetype, anthropomorphism, and Kung Fu Panda.

1. Anthropomorphism

According to Taylor (2015: 4) anthropomorphism is defined as “attributing human-like properties, characteristics, or mental states to real or imagined nonhuman agents and objects”.

2. Archetype

Mark and Pearson (2001) quoted from C. G. Jung, *Psychology and Religion* explains that archetype is forms or images of a collective nature which occur practically all over the earth as constituents of myths and at the same time as individual products of unconscious origin.

3. Kung Fu Panda

Chenjun (2017) said the movie Kung Fu Panda is a story about a clumsy cuddly panda that was unable to achieve his kung fu dream until he was recognized as the Dragon Warrior by Master Oogway.

CHAPTER II

THEORETICAL FRAMEWORK

A. THEORETICAL DESCRIPTION

This research used some theories to guide the researcher to analyze the character archetype in Kung Fu Panda's trilogy from anthropomorphism perspective. The theories that the researcher meant are the theories of movies, archetypes, anthropomorphism, and character and characterization.

1. Anthropomorphism

Anthropomorphism is the human traits, behaviors, or characteristics applied to nonhumans such as animals or inanimate objects. It means believing that they have souls and feelings. According to Taylor (2015: 4), anthropomorphism is defined as “attributing human-like properties, characteristics, or mental states to real or imagined nonhuman agents and objects.”

Kjartan Þór Ingvarsson states that anthropomorphism is a Greek composite word consisting on the one hand of ἄνθρωπος (ánthrōpos), which means “human” and on the other, μορφή (morphē), which means “form” or “shape” (2009:14). Anthropomorphism existed many years ago. Greek people depict it. Greek people are attributing human characteristics to their gods and suspiciously similar to humans. They believe their gods in ancient Greek mythology described that they have

anger, lust, envy, incontinence. The gods also slept, ate, enjoyed wine, and procreated, precisely like humans do but with their divinity degree.

According to Stewart Guthrie, anthropomorphism is divided into three types, such as literal, partial, and accidental. The explanations of anthropomorphism types based on Guthrie are :

a. Literal Anthropomorphism

The most literal anthropomorphism in daily life is mistaking some nonhuman thing or event for a human (Guthrie, 1993). Sometimes, people mistaking many shapes in the dim light. For example, when we see a mailbox from far in the dim light, we guess it as a human who stands alone. People will recognize their mistakes at their second glance or even not recognize it.

For example, in the Kung Fu Panda movie, a character transforms into jade and has a movement as humans do.

b. Partial Anthropomorphism

People see things and events as having important human attributes such as symbolism without mistaking them for humans (Guthrie, 1993). Thinking that the animals and inanimate objects can understand the language. Sometimes, we are attributing the animals to our traits.

For example, in the Kung Fu Panda movie, a panda attributes some human traits such as speaking, thinking, and even mastering Kung Fu.

c. Accidental Anthropomorphism

We see or hear human form or action in things and events—faces in the moon and armies in clouds— as mere chance (Guthrie, 1993). People see the animal or human forms on something as accident and imagination. For example, when we see a happy face on the wall shaped by its mark.

2. Archetype

All stories in this world are just repeated, so the patterns are formed. Besides that, the archetype is the characteristic pattern of all stories by the periods. The characteristic patterns such as character types, symbols, plot structures, and themes. Mark and Pearson (2001), quoted from C. G. Jung, *Psychology and Religion* explains that archetype is forms or images of a collective nature which occur practically all over the earth as constituents of myths and at the same time as individual products of unconscious origin.

There are archetypes such as archetypal settings and symbols, situational archetypes, color archetypes, number archetypes, and character archetypes. Character archetypes symbolize the human characteristics pattern. One character does not only have one kind of archetype but also two or more. Knowing the characteristics of a character, we need to feel it. Mark and Pearson (2001) quoted from Marie-Louise Von Franz, *Psyche and Matter*, Jung to some extent took the opposite approach to that of the behaviorists, that is, he did not

observe people from the outside, did not ask how we behave, how we greet one another, how we mate, how we take care of our young. Instead, he studied what we feel and what we fantasize about while we are doing those things. For Jung, archetypes are not only elementary ideas but just as much elementary feelings, elementary fantasies, elementary visions.

In the Margaret Mark And Carol S. Pearson (2001). *The Hero and The Outlaw: Building Extraordinary Brands Through the Power of Archetypes*, defined the archetypes into twelve main types that symbolize the human characteristic patterns. Every type has its meanings, traits of personality, and values. Mark and Pearson classify the twelve archetypes into four groups, each group has three types, those are *The Yearning for Paradise* (innocent, explorer, sage); *Leaving a Thumbprint on The World* (hero, outlaw, magician); *No Man or Woman Is an Island* (regular guy/gal, lover, jester); and *Providing Structure to the World* (caregiver, creator, ruler). Below is the description.

a. The Yearning for Paradise

Yearning for paradise has the settlement of something, the three archetype which includes in this group can make the settlement comes true. They have their own strategies for the pursuit of that.

1) Innocent

The motto of the innocent is “free to be you and me”. Mark and Pearson (2001:50) The Innocent is a bit like the lovely

little child or the wise mystic, filled with wonder at the beauty of it all, still believing it is possible to live in paradise right now. Innocent is not only known in one name but many names, such as mystic, traditionalist, naive, dreamer, romantic, utopian.

In their book, Mark and Pearson state that the Innocent is extraordinarily attractive in this hectic, stressful age because it promises that you can get out of the fast lane, relax, and truly enjoy your life (2001:53). Innocent taught us to be ourselves, enjoy and free to be ourselves with our best. Innocent want to experience paradise with the final to be happy. Innocent does not like to bring out the punishment, so innocent afraid of doing something wrong or bad. They always do some things right. Innocent is given two characteristics, faith, and optimism.

2) Explorer

Explorer wants to explore everything in this world. Therefore, the explorer has a motto, "Don't fence me in". Mark and Pearson (2001:51) Explorers suffer from an underlying dissatisfaction and restlessness as if they are constantly seeking something better, but again and again, saying "not this" and hitting the road. That suffering of dissatisfaction makes the explorer doesn't stop searching for

something new and challenging. Explorer has many names, such as seeker, rebel, antihero, individualist, adventurer.

Mark and Pearson state that the journey Explorers are experiencing is simultaneously inner and outer because they are motivated by a deep desire to find what, in the outer world, fits with their inner needs, preferences, and hopes (2001:71). Explorer wants the freedom to explore this world. They like something new and like to find out about something. They do this to experience a better, more beautiful experience and life. They are afraid if they are getting trapped, do not like if their inner is empty, do not like if they are not necessary. Explorer likes a journey to experience new things, and they do not like getting bored. They are awarded autonomy and ambition.

3) Sage

The motto of sage is “the truth will set you free”. Mark and Pearson (2001:51) The Sage archetype helps us gain the consciousness to use our freedom and prosperity to enhance our lives. Thinker, evaluator, expert, planner, professional, mentor, teacher, advisor, scholar are the other Sage names.

Mark and Pearson (2001:88) Their faith is in the capacity of humankind to learn and grow in ways that allow us to create a better world. Sage have their way, always hold their opinions, want to be a finder of truth. Sage always use their intelligence

to understand this world, and they like to analyze it also. Sage is afraid if other people abandon them, they do not like being misled. To understand this world, sage is always looking for knowledge about anything. But in doing something right, it still has any temptation. The sage can study many issues but don't want to act; that is the temptation of sage. They have given characteristics such as wisdom and intelligence.

b. Leaving a Thumbprint on The World

In the literature, they are often protagonists and have their own special power and like to take some risks to change the world.

4) Hero

The hero is sure that “where there’s a will, there’s a way”. Mark and Pearson state that The Hero (who is often seen as a Warrior) takes a great personal risk in order to defeat evil forces to protect society or sacred values (2001:103). Many stories illustrate that The Hero always defeats something evil to protect something good. The hero is not only known in one name but many names such as superhero, dragon slayer, competitor, warrior, rescuer.

Mark and Pearson (2001:105) There are infinite variations on this story, but in every one the Hero triumphs over evil, adversity, or a major challenge, and in so doing, inspires us all. The hero wants to prove something valuable with their courage

and action. The goal of a hero is to use the skill to fix the world. They are afraid of being weak, vulnerable, and a coward. To make the goal come true, the hero becomes strong and powerful according to the ability. Again, doing good deeds will always have any temptation. For the hero, the temptation is arrogance. The hero is awarded the competence and courage characteristics.

5) Outlaw

The motto of outlaw “rules are meant to be broken”. According to Mark and Pearson (2001:123), People who give up on getting what they want in a healthy and socially acceptable way may turn to illegal or unethical strategies in order to prevail. Perhaps, outlaw doesn’t know about morals, but the outlaw knows about power. On the other hand, the hero wants to be admired by other people, but the outlaw wants to be feared. Outlaw also be known as the villain, the enemy, revolutionary, iconoclast, the rebel.

Outlaw wants revenge or revolution. Outlaw has the goal to wipe out what is not working for the outlaw itself or the society. Outlaw doesn’t want to lose their power and underestimated by others. Outlaw has strategies such as disrupt and destroy. Outlaw is given outrageousness and radical freedom..

6) Magician

The magician is sure that “it can happen”. The illustration of the magician is a shaman, traditional healer, witch, or wizard in an area, in the modern era, there is a doctor. According to Mark and Pearson (2001:140), The most typical applications of magical lore are to heal the mind, heart, and body; to find the fountain of youth and the secret of longevity; to discover ways to create and maintain prosperity; and to invent products that make things happen. The magician's other names are visionary, mediator, healer, innovator, shaman, medicine man, or woman.

The magician desires knowledge of the fundamental laws of how the world or universe works. The magician wants to make dreams come true in a way that develops their vision. They are afraid of the negative consequences that come suddenly. They like to find win-win result, so no one is harmed.

c. No Man or Woman Is an Island

Every society wants to connect to each other, interact, and chat. These three archetypes will help us to make it come true by the structure.

7) Regular guy or gal

Regular guy or gal is believed that “All men and women are created equal”. Mark and Pearson (2001:161) The Regular Guy/Gal helps trigger the behaviors and outlook that allow us both to fit in enough to be part of the group and to place a value on all people, not just those who excel. This kind of archetype places equal value in society, nothing high, nothing low, nothing rich, nothing poor. Regular guy or gal has many names such as the common man, the realist, the good neighbor, solid citizen.

According to Mark and Pearson (2001:165), When the Regular Guy/Gal archetype is active in an individual, the person may dress in working-class or otherwise ordinary clothes (even if he or she is quite wealthy), speak in colloquial ways, and be put off by elitism in any form. So, the characteristic of a person with this kind of archetype is simply looking even he or she is wealthy. The regular guy or gal wants to connect with others. To make it come true, they have some strategies such as develop goodness and blend in with others. They don't want to be exiled and rejected by people. The temptation of doing good deeds of this kind of archetype is when a self gives up of blend in. They are awarded realism and empathy characteristics.

8) Lover

The motto of lover is “I only have eyes for you”. Mark and Pearson (2001:161) The Lover aids us in becoming attractive to others and also helps us develop skills of emotional and sexual intimacy. Giving love to all of the creatures makes us become a great human. The lover not only known as “the lover” but also harmonizers, partners, friends, matchmakers.

According to Mark and Pearson (2001:178), The Lover archetype governs all sorts of human love, from parental love to friendship, to spiritual love, but it is most important to romantic love. The lover has to experience sensual pleasure. They have the goals for having a relationship with everyone, works, and experiences. They are afraid of being alone, of course, unloved by people, and unwanted. They have to become attractive emotionally and physically to make their goals come true. The lover is given passion, gratitude, appreciation, and commitment characteristics.

9) Jester

Jester wants us to play with another, and “If I can’t dance, I don’t want to be part of your revolution” is the motto of the Jester. Mark and Pearson (2001:161) The Jester teaches us to lighten up, live in the moment, and enjoy interacting with

others without worrying about what they may think. The other names of Jester are joker, trickster, the fool, comedian.

Mark and Pearson (2001:196) Jester figures enjoy life and interaction for their own sake. The Jester always wants to live in the moment but full of enjoyment. Jester wants to have a great time and make the world full of joy. Jester is afraid if they get bored. Jester did many things for the strategy, such as be funny and make jokes. One of the characteristics of Jester is joy.

d. Providing Structure to the World

This group of archetype is related to the individual desires of them.

10) Caregiver

The caregiver says that their motto is “love your neighbor as yourself”. Mark and Pearson (2001:206) The Caregiver has a heightened awareness of human vulnerability but is less focused on concern for him- or herself and more preoccupied with alleviating other people’s problems. The caregiver more care about others than about their selves, they put others first. The caregiver not only known as a caregiver but also an altruist, helper, supporter, caretaker.

Mark and Pearson (2001:209), the caregiver is an altruist, moved by compassion, generosity, and a desire to help others. The caregiver wants to protect people from dangers,

and they love to help others by doing good things for others. They are afraid of being selfish. The caregiver is awarded characteristics such as compassion and generosity.

11) Creator

The Creator is sure, “If it can be imagined, it can be created”. Mark and Pearson (2001:206) The Creator exerts control by creating a poem, a musical composition, a painting, or a product. They may express anything through their works, and it’s about self-expression. Writer, dreamer, artist, innovator are the other names of the Creator.

Creator wants always to create something valuable. Their goal is to give form to a vision. Developing skills and artistic control are the strategies that they have to make their desires come true. They are afraid of having poor execution. The temptation of doing good deeds of this kind of archetype is they are a perfectionist. The Creator is given creativity and imagination. According to Mark and Pearson (2001:228), Authenticity will seem extremely essential to them, as great art and society-changing inventions typically emerge out of the depth of soul or unfettered curiosity of someone who, in many ways, is a cultural pioneer.

12) Ruler

Ruler tells us that “Power isn’t everything. It’s the only thing”. Mark and Pearson (2001:206). The Ruler takes control of situations, especially when they seem to be getting out of hand. Ruler holds the responsibility to make life controlled and organized according to the plans. The Ruler may be known as a leader, manager, parent, aristocrat.

According to Mark and Pearson (2001:245), Thinking about the best way to organize activities and setting in place policies and procedures provide a sense of self-mastery and power over the world that is very fulfilling. The Ruler wants to organize or control. The Ruler has some goals, such as create a glorious, successful family, community, or company. They always use leadership. They are afraid of being overthrown and chaos. The temptations of doing good deeds of this kind of archetype such as, they feel like being boss and dictatorship. The Ruler is awarded responsibility and leadership.

3. Character and Characterization

Character is one person or more that appear in the story. Without characters, the story is not complete because characters are the basic part of the play. According to the Oxford Dictionary, a character is a person or an animal in a book, play, or film/movie. Richard Gill (1995:127) A character is someone in a literary work who has some sort of identity (it

needn't be a strong one), an identity which is made up by appearance, conversation, action, name, and (possibly) thoughts going on in the head.

Characterization is the technique of authors to describe the personality of the characters. The authors create their characterization traits based on the consideration of culture, social structure, and experience. According to Richard Gill (1995:127), Characterisation is the way in which a character is created.

4. Movie

Besides the novel, short story, legend, myth, and folklore, the movie is also one of the literary works. According to the Oxford Dictionary, a movie is a series of moving pictures recorded with sound that tells a story, shown at the cinema/movie theater.

According to M. Muntaqif Latif (2016), a movie or motion picture is a series of still images which, when shown on a screen, creates the illusion of moving images. A film is produced by photographing actual scenes with a motion picture camera: by photographing drawing or miniature models using traditional animation techniques: by means of CGI and computer animation: or by a combination of some or all of these techniques and other visual effects.

5. Kung Fu Panda

Kung Fu Panda is a movie by Dreamworks Animation and distributed by Paramount Pictures. Directed by John Stevenson and Mark Osborne. Voiced by Jack Black, Dustin Hoffman, Angelina Jolie, Jackie Chan,

Seth Rogen, David Cross, Lucy Liu, and Ian McShane. This movie received positive reviews from the audiences, especially the Chinese, because the film is based on their culture. According to Chenjun (2017), the movie Kung Fu Panda is a story about a clumsy cuddly panda that was unable to achieve his kung fu dream until he was recognized as the Dragon Warrior by Master Oogway.

Po is the clumsiest and laziest panda in the Valley of Peace. He secretly dreams about being a Kung Fu fighter, but his father wants him to be a noodle seller. In a day, the chief of Jade Palace, Master Oogway, wants to choose the Dragon Warrior. Unexpectedly Po has chosen to be a Dragon Warrior but Master Shifu and the Furious Five do not like that decision. They try to get rid of Po. He chooses the Dragon Warrior to fight against Tai Lung, who wants to take the Dragon Scroll and revenge. Master Shifu thinks that Po can't be the Dragon Warrior. Master Oogway tells him that Po can be a Dragon Warrior if Shifu nurtures Po and believe in Po. Finally, Shifu teaches Po about Kung Fu. Po can defeat Tai Lung and send him to Spirit Realm.

B. PREVIOUS RELATED STUDIES

Discussions concerning archetypal characters and anthropomorphism use structuralist perspectives that have been done in previous researches. The first previous related study which the researcher take is *What Are You Looking At? I'm Human Too: Stereotypes in Anthropomorphized Products* by Derek

Taylor (2015). His research shows that anthropomorphism is not prospering as predicted. When the products are anthropomorphized, they tend to be imagined as stereotypes applied to humans. This previous study talks about anthropomorphism and stereotypes in anthropomorphized products, whereas the present study will talk about anthropomorphism and how the character archetype is reflected from that perspective.

The second previous related study is *Characterization Shifts on Disney's Movies Anthropomorphism Stereotypes in 1996-2016* by Qory Tahashshunan (2017). Her thesis research questions are: How are anthropomorphic stereotypes portrayed, how are characterization shifts portrayed, and how is the structural of characterization shifts in Disney's movie anthropomorphism during 1996-2016. Tahashshunan found that the most anthropomorphic animals used in Disney's movies during 1996-2016 are elephant, bear, mouse and the most dominant stereotype is the male character. She found that American values have influenced the stereotypes of anthropomorphism and characterization shifts. Tahashshunan focused on anthropomorphism and characterization shifts, whereas the present researcher will focus on anthropomorphism and character archetype.

The third previous related study is *Animal Sapiens: The Consequences Of Anthropomorphism In Popular Media* by Simon Marshall Beattie Schneider (2012). Simon describes the advance of technology, population, and environmental degradation, it is important to understand more about the role of anthropomorphism in our society. If this previous study talks about

anthropomorphism and the consequences in popular media, the present study will talk about anthropomorphism and how the character archetype is reflected.

The fourth previous related study is *Archetypal Hero as Reflected in Harry Potter's Character in J.K Rowling's Harry Potter Hepatology* by Firda Amalia (2014). Problem statements are what kind of archetype is reflected in Harry Potter's character and how is the archetype reflected in Harry Potter's character. Firda found that the archetype pattern is formed the conditions of a hero and situational archetype shows that Harry Potter had the same with the other stories. This previous study talks about archetype but only about The Hero, the archetypal hero, in the present study will talk about all of the archetypes reflected in characters from the anthropomorphism perspective.

The last previous related study is *The Western Gaze in Animation: A Case Study of Kung Fu Panda* by Chenjun Wang (2017). Wang found that Kung Fu Panda stays with a traditional orientalist framework, seems to have to combine different metaphors depending on production settings and audiences. Wang talks about the study of Kung Fu Panda, the present researcher will analyze the character archetype and anthropomorphism of Kung Fu Panda.

CHAPTER III

RESEARCH METHODOLOGY

In this chapter, the researcher discusses the research methodology applied in this research. The researcher used six points of research methodology such as research design, data and data sources, research instrument, the technique of collecting data, the technique of analyzing data, and data validation.

A. RESEARCH DESIGN

Based on the data, this research uses qualitative methods. According to Kothari (2004:3) Qualitative research, is concerned with qualitative phenomenon, i.e., phenomena relating to or involving quality or kind. To analyze the types of anthropomorphism and character archetype in this research, the researcher used qualitative, not quantitative, because it is not about the measurement of quantity and based on Kothari it is about quality or kind.

B. DATA AND DATA SOURCES

Data is a thing that people need when they do research; without data, people can not analyze the problem in research. According to Arikunto (2006:107), the data may appear in the form of discourse, sentence, clause, phrase, word, or even morpheme. The research uses data as the raw material in order to come to conclusions about some issues. The data in this research

are in the form of a screenshot of the character's physical appearance and sentences taken from the character's dialogue.

Source of data in this research is taken from Kung Fu Panda movies 1, 2, and 3. The researcher watches the films taken from hdpopcorns and pahe.in in the internet. The researcher read the character's dialogue by reading the script from imsdb.com Kung Fu Panda script, [wiki fandom](http://wiki.fandom.com) Kung Fu Panda 2, and 3 transcripts.

Based on the case in this research, the anthropomorphism and archetype data analyzed through their symbol, dialogues, images, expressions, appearances, thoughts, opinions, behaviors, feelings, actions, activities, etc.

C. RESEARCH INSTRUMENT

The kind of this research is qualitative research. According to Kothari (2004:5), Qualitative approach to research is concerned with subjective assessment of attitudes, opinions and behavior. The main instrument is the researcher itself. This research's important things are the researcher's ability to understand the character and characterization, anthropomorphism, and archetypal character. Based on the researcher's valuation by watching the movies and read the scripts. The additional instruments used by the researcher to help in this research are articles, books, dictionaries, and journals.

D. TECHNIQUE OF COLLECTING DATA

Technique of collecting data is the way to collect the data that we need to do the research. By using the techniques of collecting data, the researcher gets more accurate data. According to Creswell (2014), The data collection steps include setting the boundaries for the study, collecting information through unstructured or semi-structured observations and interviews, documents, and visual materials, as well as establishing the protocol for recording information. The researcher uses some steps to collect data :

1. The researcher watches Kung Fu Panda trilogy several times to obtain more understanding about the character and characterization in the movies.
2. The researcher reads the scripts.
3. The researcher watches the movie while reads the script, then takes some notes of anthropomorphism and character archetype in Kung Fu Panda trilogy to collect the data.
4. The researcher interprets the data.

E. TECHNIQUE OF ANALYZING DATA

Analyzing data is the next step after the researcher collected the data. Analyzing data is used to obtain the result of the study. This research is a qualitative research that has many approaches; one of them is ethnography. Use the ethnographic analysis as a tool to discover a cultural meaning. According to Spradley (1979:92), In order to achieve our goal of describing a

cultural meaning system in its own terms, the ethnographer must analyze cultural data in a way that is distinct from other forms of analysis used in social science research. Spradley states about four kinds of ethnographic analysis such as domain analysis, taxonomy analysis, componential analysis, and theme analysis. Below are the steps of ethnographic analysis :

1. Domain

The researcher needs to distinguish between data and non-data. Since the characterization is the main issue of this research, the researcher focuses on the characteristics textually and visually, selects which are indicated as characteristics, which are not.

2. Taxonomy

The next step after the data is collected is, the researcher needs to analyze and classify the data based on the objectives of the study. First, the types of anthropomorphism are divided into three, literal anthropomorphism, accidental anthropomorphism, and partial anthropomorphism. Second, after classifying the characters based on the type of anthropomorphism, then the researcher analyzes the archetypes are found in each character.

3. Componential

After analyze and classify the data based on the objectives of the study, the researcher draws the componential table which is shown below :

	Partial												Liter al
	I n	Ex p	Sa	He	Ou t	M a	Re g	L o	Je	Ca re	Cr e	Ru l	
Po	3			7				1	19	2		3	
Shi			4	1	1	2				1		3	1
Oog		1	3			4							
Tig				1	1					2		1	
Man				1									1
Vip				1									1
Mon				1									1
Cra				1									1
Ping										2	6		
Tal					2								
Shen					8							1	
Soo			3			3							
Li				1				1	1				
Kai					3							1	
Ox	1			1									
Croc				1									1
Rhi				1									
Total	4	1	10	17	15	9		2	20	7	6	9	6

DN001 : Data Number 001

PO : Po

SHI : Master Shifu

OOG : Master Oogway

TIG : Tigress

MAN : Mantis
VIP : Viper
MON : Monkey
CRA : Crane
PING : Mr. Ping
TAL : Tai Lung
SHEN : Shen
SOO : Soothsayer
LI : Li
KAI : Kai
OX : Master Ox
CROC : Master Croc
RHI : Master Rhino
PAR : Partial Anthropomorphism
LIT : Literal Anthropomorphism
ACC : Accidental Anthropomorphism
INN : Innocent
EXP : Explorer
SAG : Sage
HE : Hero
OUT : Outlaw
MAG : Magician
REG : Regular Guy/Gal

LOV : Lover
JES : Jester
CARE : Caregiver
CRE : Creator
RUL : Ruler
KP : Kung Fu Panda

4. Finding Cultural Themes

The last step is finding and analyzing the dominant data from the componential table that have been drawn before.

F. DATA VALIDATION

Data validation is used to know the data is valid or invalid because, without data, the people can not analyze the problem they ask. If the data is invalid, the analysis of this study will be horrible. According to Creswell (2014), Validity is one of the strengths of qualitative research and is based on determining whether the findings are accurate from the standpoint of the researcher, the participant, or the readers of an account.

To prevent mistakes, the researcher must check her data with the expert or validator. The validator must have studied in English, studied literary works, and studied English Literature, especially anthropomorphism and archetype. Below is the process of validation of data in this research :

1. The researcher classifies the data based on the objectives of the study.

2. The researcher gives the data to the validator.
3. The validator checks the data and classifies the data based on valid or invalid.
4. The researcher found 128 data. After checked by the validator, the valid data are 100 data.
5. The researcher deletes 28 invalid data.

CHAPTER IV

RESEARCH FINDING AND DISCUSSION

The researcher presents the analysis of the data in this chapter. There are two parts of it, the first is research finding and the second is discussion. This research analyzes the type of anthropomorphism and archetype findings in the movie of Kung Fu Panda trilogy.

A. RESEARCH FINDING

1. Type of Anthropomorphism are Found in Kung Fu Panda

Here, the researcher presents the result of the main data analysis. In this research, the data is in the form of a screenshot of the character's physical appearance and the form of sentences taken from the character's dialogue. The data was analyzed based on Stewart Guthrie's theory of anthropomorphism in 1993. According to Guthrie, there are three types of anthropomorphism: Literal Anthropomorphism, Partial Anthropomorphism, and Accidental Anthropomorphism.

From the first problem statement about the types of anthropomorphism are found in the movies, the researcher found 23 data in this research. The researcher only found two types of anthropomorphism from the film. These types are; 6 data of Literal Anthropomorphism and 17 data of Partial Anthropomorphism. Below is the analysis :

1) Literal Anthropomorphism

The most literal anthropomorphism in daily life is mistaking some nonhuman thing or event for a human (Guthrie, 1993). For example, in this research, a jade which can Kung Fu but controlled by someone, as seen in the data below :

a. DN003/SHI/LIT/KP3

MASTER SHIFU



Figure 2.1

In real life, a jade is just an inanimate object which can not speak or even move. But in Kung Fu Panda 3, a jade has movement, even mastered Kung Fu. Master Shifu, as a partial character, is transformed into a Jade and controlled by Kai. Kai uses Shifu for revenge. Through Shifu, who becomes a Jade, Kai can fight and talk with his enemy. Therefore, this character's condition is called Literal Anthropomorphism. So, in this case, the Partial Anthropomorphism transforming into Literal Anthropomorphism.

2) Partial Anthropomorphism

People see things and events as having important human attributes such as symbolism without mistaking them for humans (Guthrie, 1993). In considering to have some important things and they can speak, partial anthropomorphism can analyze its archetype, because they have some patterns of characteristics. In this research, most of the characters are partial, as seen in the data below :

a. DN001/PO/PAR/KP

PO

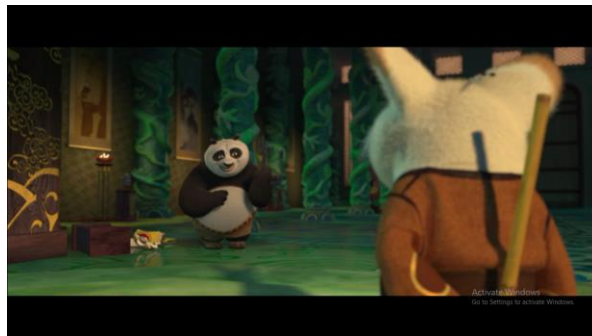


Figure 2.2

PO : (imitating Shifu) You will never be the Dragon Warrior, unless you lose five hundred pounds and brush your teeth!

The Five LAUGH

PO (CONT'D) : (imitating Shifu) What is that noise you're making? Laughter? I never heard of it!

The Five keep LAUGHING. Po reaches over and grabs two empty bowls and holds them up like ears.

PO (CONT'D) : (imitating Shifu) Work hard, Panda. And maybe, someday... you will have ears like mine.

Generally, animal habits are eating, drinking, sleeping, etc. Even animals can not be speaking, wearing outfits, or having special skills. But in Kung Fu Panda movies, animals can be speaking, wearing an outfit, eating like a human, having special skills, and the other human characteristics. Po, a panda, is the main character in this movie; he has many human traits; he is wearing an outfit, having a conversation, and having feelings and attitudes. But he is not completely human. Po likes to make the world full of joy, create every moment with happiness, so he always does something fun.

b. DN004/OOG/PAR/KP

MASTER OOGWAY



Figure 2.3

OOGWAY : Your mind is like this water, my friend. When it is agitated, it becomes difficult to see. But if you allow it to settle, the answer becomes clear.

In this world, a tortoise lives in the water and land, eats, swims, and the other tortoise habits. In Kung Fu Panda, a tortoise can speak, even mastered Kung Fu, his name is Oogway. Oogway walks, talks, wears the outfit, also has a feeling and attitude but he isn't completely human. Oogway is a great master, he always thinks clearly when faced the problems, give the other advice about everything.

c. **DN016/SHEN/PAR/KP2**

SHEN



Figure 2.4

SHEN: Oh, you want to know so badly? Thinking knowing will heal you, huh? Fill some... crater in your soul. Well here's your answer... your parents didn't love you.

[Po is stricken.]

Peacock habits are eating, flying, walking, and other animal habits. In this research, the researcher found a peacock can speak, wear outfit, has special skills and some human traits. The peacock named Shen. In this picture, Shen looks wearing clothes. He can talk, has feelings. Shen is a

bad person; he revenges because his parents kick him out, and he wants to conquer China. He destroys and kills all of the pandas in the world because the Soothsayer foretold that a Panda will defeat him.

2. Archetype are Found in The Characters of Kung Fu Panda

In finding the archetypes are found in the characters, the researcher used the theory of Margaret Mark and Carol S. Pearson (2001). In their book, there are twelve archetypes, they also classify the archetypes into four groups, each group there are three archetypes, those are *The Yearning for Paradise* (innocent, explorer, sage); *Leaving a Thumbprint on The World* (hero, outlaw, magician); *No Man or Woman Is an Island* (regular guy/gal, lover, jester); and *Providing Structure to the World* (caregiver, creator, ruler). The data are in the form of sentences taken from the character's dialogue.

The data are collected from the trilogy movies of Kung Fu Panda. This research finding can answer the second problem statement about what archetypes are found in character. In total, the researcher found 100 data of archetypes. These archetypes are; 4 (4%) data of The Innocent, 1 (1%) data of The Explorer, 10 (10%) data of The Sage, 17 (17%) data of The Hero, 15 (15%) data of The Outlaw, 9 (9%) data of The Magician, 2 (2%) data of The Lover, 20 (20%) data of The Jester, 7 (7%) data of The Caregiver, 6 (6%) data of The Creator, and 9 (9%) data of The Ruler.

Based on the research finding, the researcher explains as archetypal characters are found in the movie of Kung Fu Panda, summarized in the table below :

No.	Characters	Anthropomorphism	Archetype	Dominant Archetype
1.	Po	Partial	The Innocent	The Jester
			The Hero	
			The Lover	
			The Jester	
			The Caregiver	
			The Ruler	
2.	Shifu	Partial	The Sage	The Sage
			The Hero	
			The Outlaw	
		Literal	The Magician	
			The Caregiver	
			The Ruler	
3.	Oogway	Partial	The Explorer	The Magician
			The Sage	
			The Magician	
4.	Tigress	Partial	The Hero	The Caregiver
			The Outlaw	
			The Caregiver	
			The Ruler	
5.	Mantis	Partial	The Hero	The Hero
		Literal		
6.	Viper	Partial	The Hero	The Hero
		Literal		
7.	Monkey	Partial	The Hero	The Hero
		Literal		
8.	Crane	Partial	The Hero	The Hero
		Literal		
9.	Mr. Ping	Partial	The Caregiver	The Creator
			The Creator	
10.	Tai Lung	Partial	The Outlaw	The Outlaw
11.	Shen	Partial	The Outlaw	The Outlaw
			The Ruler	
12.	Soothsayer	Partial	The Sage	The Sage & The Magician
			The Magician	

13.	Li	Partial	The Hero	The Hero, The Lover & The Jester
			The Lover	
			The Jester	
14.	Kai	Partial	The Outlaw	The Outlaw
			The Ruler	
15.	Ox	Partial	The Innocent	The Innocent & The Hero
			The Hero	
16.	Croc	Partial	The Hero	The Hero
		Literal		
17.	Rhino	Partial	The Hero	The Hero

Table 1 Arhetypal Characters

To make the explanation clear, these are the analysis of the table above :

1) Po

In this movie, Po is the main protagonist adopted by Mr. Ping. His biological father is Li, they separated a long time ago. The directors describe Po as a funny person, full of joy with his jokes.

From the anthropomorphism perspective, he is partial as the researcher told before. Interpretation of nonhuman objects or animals attributed to human traits to make it easy to understand. A panda describes as speaking, thinking, behaving, and acting like a human. In this situation, some archetypes can be found in this character. The archetypes finding in Po can be shown in the table below :

Po	The Innocent	3 data
	The Hero	7 data
	The Lover	1 data
	The Jester	19 data
	The Caregiver	2 data

	The Ruler	3 data
Total	6	35 data

Table 2 Po's archetypes

a. The Innocent

Innocent taught us to be ourselves, enjoy, and free to be ourselves with our best. Innocent wants to experience paradise with the final to be happy. Innocent does not like to bring out the punishment, so innocent is afraid of doing something wrong or bad. Below is The Innocent in Po.

DN053/PO/PAR/ INN/KP2	<p>SOOTHSAYER: You don't know...</p> <p>PO: Wh-what? [<i>Shen laughs.</i>] What's so funny?</p> <p>SHEN: Precisely the thing... that you clearly do <i>not</i> know!</p> <p>PO: Okay, enough with these riddles! Would you guys just spill the beans?! First the weapon was tiny- hey surprise, it's big! And then the lady over here- I think is a guy 'cause she's got a... [<i>Quick as a flash, Shen aims a knife in Po's face, shutting him up.</i>]</p>
----------------------------------	---

This data refers to the innocent archetype because innocent taught us to be ourselves. In this data, Po becomes himself that doesn't know about what Shen did in the past. Po comes to Shen to get justice for Master Rhino and the treasure stolen by Shen. Soothsayer and Shen ask for other avenges and other purposes why Po is here, but Po doesn't understand what they mean. Po only knows that these are riddles to make him confused.

b. The Hero

Mark and Pearson (2001:105) There are infinite variations on this story, but in every one the Hero triumphs over evil, adversity, or a major challenge, and in so doing, inspires us all. The hero wants to prove something valuable with their courage and action. They never surrender. The goal of the hero is to use the skill to fix the world. The hero must be never surrendered as Po did.

DN008/PO/PAR/ HE/KP1	PO : But a real warrior never quits. Don't worry, Master, I will never quit!
---------------------------------	---

This data refers to The Hero; someone called a hero if they do something valuable with their action and never surrender. In this data, Po is training Kung Fu with Shifu and the Five, but Shifu tries to get rid of Po and makes him give up on Kung Fu. Shifu is deliberate to attack him repeatedly; Po believes that a hero will never quit, he doesn't quit when his body feels the pain, and Shifu treats him that way.

c. The Lover

According to Mark and Pearson (2001:178), The Lover archetype governs all sorts of human love, from parental love to friendship, to spiritual love, but it is most important to romantic love. The lover wants to have experience sensual

pleasure. They have the goals for having a relationship with everyone, works, and experiences. Here the Lover of Po.

<p>DN073/PO/PAR/LOV/KP2</p>	<p>PO: I know who I am. MR. PING: <i>[Barely speaking.]</i> You do? <i>[A beat...]</i> PO: ...I'm your son. <i>[The two embrace lovingly.]</i> PO: I love you dad. MR. PING: I love you too, son.</p>
------------------------------------	---

This data refers to the Lover, someone called as a lover because of experiencing the sensual pleasure of other people around him or her. They have to become attractive emotionally and physically to make their goals come true, goals to have a relationship with others. In this data, after Po knows who he is, he tells that he is Mr. Ping's son. Po says "I love you" to his dad and he feels that he loves his dad so much. They hug full of love.

d. The Jester

Mark and Pearson (2001:196) Jester figures enjoy life and interaction for their own sake. The jester always wants to live in the moment but full of enjoyment. Jester wants to have a great time and make the world full of joy. One of the characters in Kung Fu Panda always make jokes, here the Jester of Po.

<p>DN010/PO/PAR/JES/KP1</p>	<p>PO : (imitating Shifu) You will never be the Dragon Warrior, unless you lose five</p>
------------------------------------	---

	<p>hundred pounds and brush your teeth! <i>[The Five LAUGH].</i></p> <p>PO (CONT'D) : (imitating Shifu) What is that noise you're making? Laughter? I never heard of it! <i>[The Five keep LAUGHING. Po reaches over and grabs two empty bowls and holds them up like ears.]</i></p> <p>PO (CONT'D) : (imitating Shifu) Work hard, Panda. And maybe, someday... you will have ears like mine. <i>[As the rest of the Five laugh, Tigress sneaks a moment to smell Po's soup. Leaning towards the bowl, she suddenly looks up and stops. The Five also look up and stop laughing.]</i></p>
--	--

This data refers to the Jester, the Jester wants to have a great time and make the world full of joy. In this data, Po makes a joke among the Five at dinner. He is imitating Shifu how Shifu insults Po as a Dragon Warrior, PO's act makes the Five laugh.

e. The Caregiver

Mark and Pearson (2001:209) the caregiver is an altruist, moved by compassion, generosity, and a desire to help others. The caregiver wants to protect people from dangers and they love to help others by doing good things for others. Below is the Caregiver of Po.

<p>DN070/PO/PAR/ CARE/KP2</p>	<p>SHEN: I don't care what scars do. PO: You should, Shen. You gotta let go of that stuff from the past 'cause it just doesn't matter. The only thing that</p>
--	---

	matters is what you choose to be <i>now</i> .
--	---

According to Mark and Pearson, this data refers to the Caregiver because the Caregiver is an altruist, moved by compassion, generosity, and a desire to help others. In this data, Po gives his compassion and generosity to Shen, he cares about Shen, so Po advises Shen about scars do, just let go of the painful thing in the past. It only matters about what you want to be right now.

f. The Ruler

According to Mark and Pearson (2001:245), Thinking about the best way to organize activities and setting in place policies and procedures provide a sense of self-mastery and power over the world that is very fulfilling. The Ruler wants to organize or control. The Ruler has some goals, such as create a glorious, successful family, community, or company. They always use leadership. Below is the Ruler of Po.

DN099/PO/PAR/ RUL/KP3	Po: Here we go! <i>[holds off Crane and Croc]</i> Dumpling squad! <i>[The scene cuts to Dim and Sum pulling themselves back on their hammocks.]</i>
----------------------------------	--

This data refers to the Ruler, the Ruler organize or control. The Ruler has some goals, such as create a glorious, successful family, community, or company. They always use leadership. In this data, Kai arrives in their village. Po asks

the panda squad to get ready to defeat Kai. First, the dumpling squad asked to attack Kai's jade.

From all of the archetypes in Po's character, such as The Innocent, The Hero, The Lover, The Jester, The Caregiver, and The Ruler. The archetype of The Jester dominates Po. Through this dominant archetype in Po, Po is described as full of joy because he enjoys his life, no need to think hard about this life.

2) Shifu

Master Shifu is a senior master of Kung Fu in Jade Palace; he teaches Kung Fu to the Furious Five include Po as the Dragon Warrior. The directors describe Shifu as a wise person.

Seeing from the anthropomorphism perspective, Shifu is partial. The interpretation of nonhuman objects or animals attributed to human traits makes it easy to understand. A red panda describes as speaking, behaving, acting, and thinking like a human. So in this situation, some archetypes can be found in Shifu, such as The Sage, The Hero, The Outlaw, The Magician, The Caregiver, and The Ruler.

In some scenes, Shifu is a Literal Anthropomorphism; he is turned into a jade by Kai. Thinking of an inanimate object as a human, so in this case, a Jade can move by itself. Jade of Shifu is used by Kai for revenge because jade is the only army that he has.

Below is the shown table of archetypes finding in Master Shifu :

Shifu	The Sage	4 data
	The Hero	1 data
	The Outlaw	1 data
	The Magician	2 data
	The Caregiver	1 data
	The Ruler	3 data
Total	6	12 data

Table 3 Shifu's archetypes

a. The Sage

Mark and Pearson (2001:88) Their faith is in the capacity of humankind to learn and grow in ways that allow us to create a better world. The sage has their own way, always holds their opinions, wants to be a finder of truth. The sage uses their intelligence and knowledge to funnel the positive energy to the others. Below is the example in Shifu :

DN014/SHI/PAR/SAG/KP1	<p>SHIFU Panda, we do not wash our pits in The Pool of Sacred Tears. [<i>Po quickly stops. Realizing</i>].</p> <p>PO (in awe) The pool of...</p> <p>SHIFU This is where Oogway unravelled the mysteries of harmony and focus. This is the birthplace of Kung Fu.</p>
------------------------------	---

This data refers to the Sage because they have the intelligence and knowledge to funnel the positive energy to others. In this data, Shifu, with his experience, gives Po an understanding of the birthplace of Kung Fu. They go Po to a place, a place where Oogway unraveled the mysteries of harmony and focus.

b. The Hero

Mark and Pearson (2001:105) There are infinite variations on this story, but in every one the Hero triumphs over evil, adversity, or a major challenge, and in so doing, inspires us all. The hero wants to prove something valuable with their courage and action. They never surrender. The goal of the hero is to use the skill to fix the world. Below is the Hero of Shifu.

DN067/SHI/PAR/ HE/KP2	<i>The figure leaps into view... and we see that it is Master Shifu. Now shown without his green shawl, he kicks away several wolves in midair, and lands perfectly on <u>Oogway's staff.</u></i> PO: Master Shifu! <i>[Shifu swiftly dispatches the wolves surrounding his fellow warriors.]</i>
----------------------------------	--

This data refers to the Hero, they have to prove something valuable with their courage and action. They love to use their skill to fix the chaotic world. In this data, Shifu does something valuable to help his students to fix the chaotic world. After he got his sign, he comes to Gongmen City, helps his students to knock down the enemy.

c. The Outlaw

The Outlaw has the goal that is to wipe out what is not working for the Outlaw itself or for the society. They don't want to lose their power and underestimated by others.

Perhaps, Outlaw doesn't know about morals but Outlaw knows about power. Like the outlaw characters in Kung Fu Panda, below is the example of Shifu :

DN005/SHI/PAR/OUT/KP1	SHIFU : Now listen closely, panda. Oogway may have picked you, but when I'm through with you, I promise you, you're going to wish he hadn't. Are we clear?
------------------------------	---

This data refers to the Outlaw because the Outlaw has the goal to wipe out what is not working for the Outlaw itself or the society. In this data, Shifu tries to wipe what is not working for Kung Fu. Knowing that Oogway chooses Po as the Dragon Warrior, Shifu thinks that Po will not bring any benefit for Kung Fu. So, Shifu tries to get rid of Po from the Jade Palace. He tells Po a threatening sentence to make Po gives up.

d. The Magician

According to Mark and Pearson (2001:140), The most typical applications of magical lore are to heal the mind, heart, and body; to find the fountain of youth and the secret of longevity; to discover ways to create and maintain prosperity, and to invent products that make things happen. The magician wants to make dreams come true in a way that develops their vision. Below is the example of Magician of Shifu :

DN015/SHI/PAR/MAG/KP1	<p>SHIFU (CONT'D) But perhaps that is my fault. I cannot train you the way I have trained the Five. I now see that the way to get through to you is with this! <i>Shifu produces a bowl of dumplings.</i> PO Oh great, `cause I'm hungry. SHIFU Good. When you have been trained, you may eat. Let us begin</p>
------------------------------	---

This data refers to the Magician, Magician develops their vision to make the dreams come true. In this data, Shifu uses his vision to find a way to teach Po about Kung Fu. Shifu wants to actualize Oogway's dream to make Po as the Dragon Warrior. Because Po likes to eat, Shifu uses some foods to provoke Po to learn Kung Fu.

e. The Caregiver

Mark and Pearson (2001:209) the caregiver is an altruist, moved by compassion, generosity, and a desire to help others. Caregiver wants to protect people from dangers and they love to help others by doing good things for others.

DN078/SHI/PAR/CARE/KP3	<p>Po: Teaching? There's no way I'm ever gonna be like you. Shifu: I'm not trying to turn you into me. I'm trying to turn you... into you. [<i>gives Po the revived plant before he departs</i>]</p>
-------------------------------	---

This data refers to Caregiver; according to Mark and Pearson (2001:209), the Caregiver is an altruist, moved by compassion, generosity, and a desire to help others. In this

data, Shifu helps Po understand that Po should be a teacher with himself, not imitating Shifu. Shifu emphasizes that Po should be himself, knowing himself as well.

f. The Ruler

According to Mark and Pearson (2001:245), Thinking about the best way to organize activities and setting in place policies and procedures provide a sense of self-mastery and power over the world that is very fulfilling. The Ruler just wants to organize or control. The Ruler has some goals, such as create a glorious, successful family, community, or company. They always use leadership.

DN090/SHI/PAR/RUL/KP3	Shifu: You are going to find out where Kai is. Follow the trail of those jade creatures, but do not engage. For with every foe he faces, Kai becomes stronger.
------------------------------	---

This data refers to the Ruler. The Ruler just wants to organize or control. The Ruler has some goals, such as create a glorious, successful family, community, or company. They always use leadership. In this data, Shifu and the Five read the letters from every master in China that Kai conquers. As an elder, Shifu asks Crane and Mantis to find where Kai is.

From all of the archetypes in Master Shifu’s character, such as The Sage, The Hero, The Outlaw, The Magician, The Caregiver, and The Ruler. The archetype of The Sage dominates master Shifu.

Through this dominant archetype in Master Shifu, Shifu is described as a wise person and has many pieces of knowledge.

3) Oogway

Oogway is the senior master of Kung Fu in Jade Palace. He is claimed as the founder of the Valley of Peace, unravel the harmony and focus, Kung Fu's founder. The directors describe Oogway as a wise person.

From the anthropomorphism perspective, Oogway is partial. An animal is attributed to human traits to make it easy to understand the meaning. A tortoise describes as speaking, behaving, acting, and thinking like a human. So in this situation, some archetypes can be found in Oogway, such as The Explorer, The Sage, and The Magician. The archetypes finding in Oogway can be shown in the table below :

Oogway	The Explorer	1 data
	The Sage	3 data
	The Magician	4 data
Total	3	8 data

Table 4 Oogway's archetypes

a. The Explorer

Explorer wants the freedom to explore this world. The Explorer always find beautiful experience and life by exploring, find something new in their life and they have an ambitious trait, like Master Oogway did, shown in the data below :

DN088/OOG/PAR/ EXP/KP3	Shifu and Oogway: <i>[in unison] I was an ambitious young warrior... [The scene cuts to 2D animation. The ink on the scroll becomes fluid, creating images as Oogway's words continue.]</i>
-----------------------------------	--

This data refers to The Explorer archetype; The Explorer always finds beautiful experiences and life by exploring, finding something new in their life, and having an ambitious trait. In this data, Shifu reads a scroll; the scroll tells the story about Oogway and Kai. In the scroll written that Oogway is an ambitious warrior; they love to explore China while finding new knowledge and learn about social life.

b. The Sage

Mark and Pearson (2001:88) Their faith is in the capacity of humankind to learn and grow in ways that allow us to create a better world. Sage have their way, always hold their opinions, want to be a finder of truth. Sage uses their intelligence and knowledge to funnel the positive energy to others. Below is the Sage of Oogway :

DN002/OOG/PAR/ SAG/KP1	OOGWAY : Your mind is like this water, my friend. When it is agitated, it becomes difficult to see. But if you allow it to settle, the answer becomes clear. <i>[Shifu and Oogway stare into the pool. Oogway settles the water, revealing the reflection of an intricately carved dragon clutching a SCROLL in its mouth].</i>
-----------------------------------	--

This data refers to the Sage; the Sage uses their intelligence and knowledge to funnel the positive energy to the others; it's the same with a wise attitude. In this data, Shifu is worried about Tai Lung, who will escape from jail. With Oogway's intelligence, he makes Shifu understand how to solve this problem by carefully thinking about it. Oogway funnels the positive energy to Shifu; he succeeds to make Shifu calm to face this problem.

c. The Magician

According to Mark and Pearson (2001:140), The most typical applications of magical lore are to heal the mind, heart, and body; to find the fountain of youth and the secret of longevity; to discover ways to create and maintain prosperity, and to invent products that make things happen. Sometimes, a magician knows what will happen in the future.

DN001/OOG/PAR/ MAG/KP1	OOGWAY : I have had a vision... Tai Lung will return. [<i>Shifu looks stricken.</i>]
-----------------------------------	---

This data refers to the Magician; sometimes, Magician knows what will happen in the future. In this data, Oogway can see that Tai Lung will escape from jail after his 20 years of confinement. Tai Lung escapes and returns for revenge. Then Oogway's vision is right, Tai Lung succeeds in escaping.

From all of the archetypes in Oogway's character, such as The Explorer, The Sage, and The Magician. The archetype of the Magician dominates Oogway. Through this dominant archetype in Oogway. Oogway describes it as the seer of the future about Kung Fu that he found. He can see what will happen with Kung Fu in Jade Palace; he can see who deserves to be the Dragon Warrior, even know the future of Kung Fu.

4) Tigress

Tigress is a main supporting character; she is one of the Furious Five and a student of Master Shifu at Jade Palace. Seeing from the anthropomorphism perspective, she is partial. An animal attributed to human characteristics makes it easy to understand the pattern of the story. A tiger can be speaking, thinking, behaving, and acting like a human. In this situation, some archetypes can be found in Tigress, below is the table of Tigress's archetypes :

Tigress	The Hero	1 data
	The Outlaw	1 data
	The Caregiver	2 data
	The Ruler	1 data
Total	4	5 data

Table 5 Tigress's archetypes

a. The Hero

The hero wants to prove something valuable with their courage and action. They never surrender. The goal of the

hero is to use the skill to fix the world. Here is the Hero of Tigress :

<p>DN029/TIG/PAR/HE/KP1</p>	<p>PO: Thanks, Mantis! <i>[Begins to duel multiple wolves using two metal instruments, defending the strumming bunny in the process. He is soon set upon by a dozen wolves, narrowly dodges many projectiles and ending up on a roof.]</i> Tigress, double death strike! <i>[Tigress leaps towards Po just as he is becoming outnumbered and swings him in a circle, then launches him at a group of airborne wolves.]</i> Ruaaaagh! Feet of Fury! <i>[He rapidly kicks the wolves out of air and lands. He then begins fighting the wolves in tandem with the Five, calling out each of their names as they appear.]</i> Tigress! Viper! Monkey! Mantis! Bunny! <i>[Holds out strumming bunny.]</i> Wha? Oh, sorry. <i>[Punches wolf towards Boss Wolf.]</i> <i>[Boss Wolf howls and the metal loot is pulled up the opposite cliff. The trapped pig screams as he is hauled upwards.]</i></p>
------------------------------------	--

This data refers to the Hero, with their courage and action, they use their skill to do something valuable to fix this world. In this data, Tigress does something valuable to save the villagers from the bandits that steal the metals. She uses her Kung Fu skill to attack the bandits, shows her Kung Fu style with Po, fights beside Po and the other Furious Five.

b. The Outlaw

The Outlaw has the goal to wipe out what is not working for the Outlaw itself or the society. They don't want to lose their power and underestimated by others. Perhaps, Outlaw doesn't know about moral, but Outlaw knows about powerful.

DN011/TIG/PAR/OUT/KP1	TIGRESS : Master, please. Let us stop Tai Lung. This is what you've trained us for.
------------------------------	--

This data refers to the Outlaw, they have the goal to wipe out what is not working for the Outlaw itself or the society. They don't want to lose their power and underestimated by others. In this data, Tigress feels that Shifu's decision to require Dragon Warrior fights Tai Lung is not working for her, so Tigress tries to argue with Shifu. Tigress doesn't like it if her Kung Fu skills to defeat Tai Lung are in doubt.

c. The Caregiver

Mark and Pearson (2001:209), the caregiver is an altruist, moved by compassion, generosity, and a desire to help others. Caregiver wants to protect people from dangers, and they love to help others by doing good things for others.

DN055/TIG/PAR/CARE/KP2	<p><i>[...and hugs Po. Po's eyes widen. The Five stare. Crane's beak drops.]</i> TIGRESS: The hardcore do understand. <i>[She releases him, but keeps her paw on his shoulder.]</i> But I can't watch my friend be killed. We're going.</p>
-------------------------------	---

	<i>[She walks away, moving past the Five.]</i>
--	--

This data refers to the Caregiver; they have the desire to help others and protect people from dangers. In this data, Tigress helps Po rise from the problem he faced, making him sure that hardcore understands the situation. Caregiver protects people from dangers; that's what Tigress does. She won't let her friend fight alone, so she joins to fight the enemy.

d. The Ruler

The Ruler wants to organize or control. The Ruler has some goals, such as create a glorious, successful family, community, or company. They always use leadership.

DN020/TIG/PAR/RUL/KP1	TIGRESS Viper, gather the southern farmers. Mantis, the north. Crane, light the way. <i>[They split up and begin helping the villagers evacuate. Po is left by himself. He makes his way through the bustling town.]</i>
------------------------------	---

This data refers to the Ruler; The Ruler wants to organize or control. The ruler has some goals, such as create a glorious, successful family, community, or company. They always use leadership. In this data, Tigress leads the Five in saving the villagers from dangers. She asks Viper to gather the Southern farmers, Mantis the north, and Crane to lights the way.

From all of the archetypes in Tigress's character, such as The Hero, The Outlaw, The Caregiver, and The Ruler. The archetype of the Caregiver dominates Tigress. Through this dominant archetype, Tigress looks like an ignorant and fierce person but actually cares for others and likes to help others.

5) Mantis

Mantis is one of the Furious Five and the student of Master Shifu; he is a main supporting character. Seeing from the anthropomorphism perspective, an animal attributed with human characteristics is the partial anthropomorphism. Anthropomorphic characters make it easy to understand the pattern of the story. A praying mantis can be speaking, thinking, behaving, and acting like a human. In this situation, an archetype can be found in Mantis, the Hero.

In some scenes, Mantis is a Literal Anthropomorphism; he is turned into a jade by Kai. Literal anthropomorphism is thinking of an inanimate object as a human, so in this case, a Jade can move by itself. Kai uses Jade of Mantis for revenge because jade is the only army that he has.

Below is the shown table of archetype finding in Mantis:

Mantis	The Hero	1 data
Total	1	1 data

Table 6 Mantis's archetype

a. The Hero

The hero wants to prove something valuable with their courage and action. They never surrender. The goal of the hero is to use the skill to fix the world. Here is the Hero of Mantis :

DN031/MAN/PAR/ HE/KP2	MANTIS: Po! Incoming! [<i>Fling three disks to block the arrows.</i>] PO: Thanks, Mantis!
----------------------------------	--

This data refers to the Hero, with their courage and action, they use their skill to do something valuable to fix this world. In this data, Mantis blocks the arrow's attack with three disks; it saves Po. Mantis does something valuable to save the villagers from the bandits that steal the metals. He uses his Kung Fu skill to attack the bandits and fights beside Po and the other Furious Five.

From the archetype in Mantis's character, The Hero. The archetype of The Hero dominates Mantis. Through this dominant archetype, Mantis has the important role to be one of the saviors of villagers and Jade Palace.

6) Viper

A member of the Furious Five and a student of Master Shifu. She is a supporting character in Kung Fu Panda movie. From the anthropomorphism perspective, an animal attributed with human characteristics is the partial anthropomorphism. Anthropomorphic characters make it easy to understand the pattern of the story. A snake can be speaking, thinking, behaving, and acting like a

human. In this situation, an archetype can be found in Viper, the Hero.

In some scenes, Viper is a Literal Anthropomorphism; she is turned into a jade by Kai. Literal anthropomorphism is thinking of an inanimate object as a human, so in this case, a Jade can move by itself. Jade of Viper used by Kai for revenge because jade is the only army that he has.

Below is the shown table of archetype finding in Viper :

Viper	The Hero	1 data
Total	1	1 data

Table 7 Viper's archetype

a. The Hero

The hero wants to prove something valuable with their courage and action. They never surrender. The goal of the hero is to use the skill to fix the world. Here is the Hero of Viper :

DN030/VIP/PAR/HE/KP2	<p><i>[Monkey claps cymbals around a wolf's head. Mantis carries a strumming bunny to safety, then shatters a wolf's two swords. Viper takes on two wolves.]</i></p> <p>VIPER: Take that!</p> <p><i>[Tigress dispatches three wolves. Three archers take aim and fire at Po.]</i></p>
-----------------------------	--

This data refers to the Hero, with their courage and action, they use their skill to do something valuable to fix this world. In this data, Viper does something valuable to save the

villagers from the bandits that steal the metals. She uses her tail in using Kung Fu; she attacks two wolves. She fights beside Po and the other Furious Five.

From the archetype in Viper's character, The Hero. The archetype of The Hero dominates Viper. Through this dominant archetype, Viper has the same important role as the other Furious Five; she is one of the villagers' saviors and Jade Palace.

7) Monkey

Monkey is the main supporting character, the student of Master Shifu and the member of Furious Five. An animal attributed with human characteristics is the partial anthropomorphism. Anthropomorphic characters make it easy to understand the pattern of the story. A monkey can be speaking, thinking, behaving, and acting like a human. In this situation, an archetype can be found in Monkey, the Hero.

In some scenes, Monkey is a Literal Anthropomorphism; he is turned into a jade by Kai. Literal anthropomorphism is thinking of an inanimate object as a human, so in this case, a Jade can move by itself.

Below is the shown table of archetype finding in Monkey :

Monkey	The Hero	1 data
Total	1	1 data

Table 8 Monkey's archetype

a. The Hero

The hero wants to prove something valuable with their courage and action. They never surrender. The goal of the hero is to use the skill to fix the world. Here is the Hero of Monkey :

<p>DN033/MON/PAR/HE/KP2</p>	<p>PO: Feet of Fury! <i>[He rapidly kicks the wolves out of air and lands. He then begins fighting the wolves in tandem with the Five, calling out each of their names as they appear.]</i> Tigress! Viper! Monkey! Mantis! Bunny! <i>[Holds out strumming bunny.]</i> Wha? Oh, sorry. <i>[Punches wolf towards Boss Wolf.]</i> <i>[Boss Wolf howls and the metal loot is pulled up the opposite cliff. The trapped pig screams as he is hauled upwards.]</i></p>
------------------------------------	--

This data refers to the Hero, with their courage and action, they use their skill to do something valuable to fix this world. In this data, Monkey is called by Po to attack the wolf alternately with the others. Monkey does something valuable to save the villagers from the bandits that steal the metals. He uses his Kung Fu skill to attack the bandits and fights beside Po and the other Furious Five.

From the archetype in Monkey's character, The Hero. The archetype of The Hero itself dominates Monkey. Monkey has the same important role through this dominant archetype, one of the saviors of villagers and Jade Palace like the other Furious Five.

8) Crane

Crane is the main supporting character and a member of Furious Five. Seeing from the anthropomorphism perspective, an animal attributed with human characteristics is the partial anthropomorphism. Anthropomorphic characters make it easy to understand the pattern of the story. A crane can be speaking, thinking, behaving, and acting like a human. In this situation, an archetype can be found in Crane, the Hero.

In some scenes, Crane is a Literal Anthropomorphism; he is turned into a jade by Kai. Literal anthropomorphism is thinking of an inanimate object as a human, so in this case, a Jade can move by itself. The jades are the only army that Kai has.

Below is the shown table of archetype finding in Crane :

Crane	The Hero	1 data
Total	1	1 data

Table 9 Crane's archetype

a. The Hero

The hero wants to prove something valuable with their courage and action. They never surrender. The goal of the hero is to use the skill to fix the world. Here is the Hero of Crane :

DN032/CRA/PAR/HE/KP2	PO: Crane, go! CRANE: I'm on it! <i>[Flies up and slices rope holding trapped pig. The pig screams as the bundle tumbles towards the abyss next to the cliff.]</i>
-----------------------------	---

This data refers to the Hero, with their courage and action, they use their skill to do something valuable to fix this world. In this data, Crane saves the Pig trapped in the metal; he cuts the rope to save the Pig. Crane does something valuable to save the Pig from the bandits. In the end, he uses his Kung Fu skill to attack the bandits and fight beside Po and the other Furious Five.

From the archetype in Crane's character, Crane is dominated by the archetype of The Hero itself. Through this dominant archetype, Crane has the same important role; he is one of the other Furious Five heroes.

9) Mr. Ping

Mr. Ping is the owner of the noodle shop, and he is the adoptive father of Po. Seeing from the anthropomorphism perspective, he is partial. An animal attributed to human characteristics makes it easy to understand the pattern of the story. A goose can be speaking, thinking, behaving, and acting like a human. In this situation, some archetypes can be found in Mr. Ping, below is the table of Mr. Ping's archetypes :

Mr. Ping	The Caregiver	2 data
	The Creator	6 data
Total	2	8 data

Table 10 Mr. Ping's archetypes

a. The Caregiver

Mark and Pearson (2001:209) the caregiver is an altruist, moved by compassion, generosity, and a desire to help others. Caregiver wants to protect people from dangers and they love to help others by doing good things for others.

DN040/PING/PAR/ CARE/KP2	MR. PING: I got your travel pack! I packed you food for weeks: cookies, buns, vegetables... and I even packed all your <u>action figures</u> ! [<i>He pulls out action figures of Mantis and Tigress and holds up the Tigress figure.</i>] See?
-------------------------------------	--

This data refers to the Caregiver because, according to Mark and Pearson, the Caregiver is an altruist, moved by compassion, generosity, and a desire to help others. In this data, Po meets his dad to ask for permission before he goes to save China. Then Mr. Ping gives him a pack, he helps Po and cares about Po, so Po doesn't get hungry in his journey. It is a form of compassion of a father to his son.

b. The Creator

They may express anything through their works; it's about self-expression. Creator wants always to create something valuable. Developing skill and artistic control are the strategies that they have to make their desires come true.

DN072/PING/PAR/ CRE/KP2	MR. PING: So how did it go? Did you save China? PO: Yep.
------------------------------------	---

	<p>MR. PING: I knew you would... that's why I had these new posters made... <i>[He pulls out a poster of Po.]</i> 'My son saved China. You too can save, buy one dumpling get one free'!</p>
--	---

This data refers to the Creator, someone called a Creator if expressing anything through their works and create something valuable by developing the skill. In this data, Mr. Ping asks Po, did Po save China. He already guessed if Po will succeed, he already made a new poster about his son who saved China. Of course, he creates that idea for the business.

From all of the archetypes in Mr. Ping's character. The archetype of The Creator dominates Mr. Ping. Through this dominant archetype in Mr. Ping, he is described as the smart Creator. He is really creative in making something valuable for his business.

10) Tai Lung

Tai Lung is the adoptive son and the student of Master Shifu. Tai Lung is the main antagonist character. He is a partial anthropomorphism. When an animal is attributed to human characteristics makes it easy to understand the pattern of the story. A snow leopard can be speaking, thinking, behaving, and acting like a human. In this situation, an archetype can be found in Tai Lung, below is the table of Tai Lung's archetype :

Tai Lung	The Outlaw	2 data
Total	1	2 data

Table 11 Tai Lung's archetype

a. The Outlaw

The Outlaw aims to wipe out what is not working for the Outlaw itself or society. They don't want to lose their power and underestimated by others. Perhaps, Outlaw doesn't know about morals, but Outlaw knows about the power.

DN022/TAL/PAR/OUT/KP1	<p>SHIFU You were not meant to be the Dragon Warrior! That was not my fault!</p> <p>TAI LUNG : NOT YOUR FAULT?!</p> <p><i>Enraged, Tai Lung knocks over the Kung Fu artifacts and throws them at Shifu.</i></p> <p>TAI LUNG (CONT'D) : WHO FILLED MY HEAD WITH DREAMS?! WHO DROVE ME TO TRAIN UNTIL MY BONES CRACKED?! WHO DENIED ME MY DESTINY?!</p> <p><i>Shifu dodges each attack.</i></p>
------------------------------	--

This data refers to the Outlaw; their goal is to wipe out what is not working for them or society. They don't want to lose their power, and they don't care about morals in society, so all they do is destroying. In this data, Tai Lung attacks Shifu repeatedly for revenge. He expresses his wound to Shifu, Tai Lung feels that Shifu gave him hope to be a Dragon Warrior; in fact, Shifu can not turn him into a Dragon

Warrior because Master Oogway saw the darkness in Tai Lung's heart.

From the archetype in Tai Lung's character, Tai Lung is dominated by the archetype of The Outlaw. Through this dominant archetype, Tai Lung is the destroyer of the peaceful atmosphere in the valley. His heart is full of hatred and desire to be the powerful man in the world.

11) Shen

Lord Shen is the main antagonist character in Kung Fu Panda 2. He is the heir of the throne of Gongmen City. In the anthropomorphism perspective, he is a partial anthropomorphism. An animal attributed to human characteristics is the definition; it easy to understand the pattern of the story. A peacock can be speaking, thinking, behaving, and acting like a human. In this situation, archetypes can be found in Shen, below is the table :

Shen	The Outlaw	8 data
	The Ruler	1 data
Total	2	9 data

Table 12 Shen's archetypes

a. The Outlaw

The Outlaw aims to wipe out what is not working for the Outlaw itself or society. They don't want to lose their power and underestimated by others. Perhaps, Outlaw doesn't know about morals, but Outlaw knows about power. Outlaw wants revenge or revolution.

DN024/SHEN/PAR/OUT/KP2	NARRATOR: But Shen swore revenge: Someday, he would return, and all of China would bow at his feet.
-------------------------------	--

This data refers to the Outlaw, they love to revenge or revolution, do not want to lose their power. In this data, Shen is disappointed with his parents, who throw him out of the family. Shen can't accept that decision, so he plans for revenge and conquers China to show his power so China will bow at his feet.

b. The Ruler

The Ruler just wants to organize or control. The Ruler has some goals, such as create a glorious, successful family, community, or company. They always use leadership.

DN060/SHEN/PAR/RUL/KP2	SHEN: <i>Get them all!</i> <i>[The two wolves, one of which is recognized as Boss Wolf, leap at baby Po, jaws open wide. The child's eyes widen with terror... a male panda very similar to the panda from Po's nightmare leaps in front of Baby Po, armed with a rake. With a powerful swing, he strikes Boss Wolf directly in the eye and sends him and his comrade flying backward. They fall past Shen, who stares in astonishment at the panda.]</i>
-------------------------------	---

This data refers to The Ruler; they control the goals of being a successful community and using leadership. In this data, Shen is the leader of the wolves. He leads the attack to

the panda's village. Shen asks the wolves to kill all of the pandas in the village because he is foretold that he will be defeated by a warrior of black and white, a panda.

From all of the archetypes in Shen's character, Shen is dominated by The Outlaw. Through this dominant archetype, Shen wants revenge, and he is the destroyer of China. He wants to get back his Gongmen City's throne; actually, he doesn't deserve it because his heart full of hatred.

12) Soothsayer

The soothsayer is the supporting character in Kung Fu Panda 2. She can see the future. If viewed from an anthropomorphism perspective, she is partial anthropomorphism. An animal is attributed to human traits; a goat can be speaking, thinking, and behaving like a human. In this situation, some archetypes can be found in Shen; the archetypes can be shown in the table below :

Soothsayer	The Sage	3 data
	The Magician	3 data
Total	2	6 data

Table 13 Soothsayer's archetypes

a. The Sage

Sage have their own way, always hold their opinions, want to be a finder of truth. Sage uses their intelligence, wisdom and knowledge to funnel the positive energy to the others.

DN045/SOO/PAR/ SAG/KP2	SOOTHSAYER: Even with his poor eyesight, he can see the truth. [<i>Taps</i>]
-----------------------------------	---

	<i>his scarred eye.] Why is it that you cannot?</i>
--	---

This data refers to the Sage; they use their intelligence and wisdom to give positive energy to the others; they become a finder of truth. In this data, Soothsayer tells the reality that a panda still alive and seen by Shen's men who have poor eyesight. Shen denies it. Soothsayer gives Shen understanding that if the poor eyesight can see the truth why the perfect eyesight can't?

b. The Magician

According to Mark and Pearson (2001:140), The most typical applications of magical lore are to heal the mind, heart, and body; to find the fountain of youth and the secret of longevity; to discover ways to create and maintain prosperity; and to invent products that make things happen.

DN058/SOO/PAR/MAG/KP2	PO: <i>Ah! [He jumps, then groans in pain. Soothsayer silently holds out a cup of unknown liquid.] Yeah... like you're going to get me to drink daw! [Soothsayer sticks a needle in his forehead, making his eyes bulge and his mouth pop wide open. She tosses the medicine in his mouth and yanks out the needle, making him swallow. Whatever she gave him makes him gag as she returns to the fire.</i>
------------------------------	--

This data refers to the Magician, according to Mark and Pearson (2001:140) The most typical applications of magical lore are to heal the mind, heart, and body. In this data, Po is

knocked down by Shen until Po floats on the river and found by Soothsayer. Because the role of the magician is healing the mind, heart, and body, Soothsayer heals Po's body with her medicine and acupuncture.

From all of the archetypes in Soothsayer's character, Soothsayer's dominant archetype is balance, between the Sage and the Magician. Through this case, Soothsayer is a magician who has wisdom quality.

13) Li

Li is the biological father of Po; he loses Po and his wife many years ago because of Shen's attack. Seeing from the anthropomorphism perspective, he is partial. An animal attributed to human characteristics makes it easy to understand the pattern of the story. A panda can be speaking, thinking, behaving, and acting like a human. In this situation, some archetypes can be found in Li, below is the table :

Li	The Hero	1 data
	The Lover	1 data
	The Jester	1 data
Total	3	3 data

Table 14 Li's archetypes

a. The Hero

The hero wants to prove something valuable with their courage and action. They never surrender. The goal of a hero is to use the skill to fix the world. Here is the Hero of Li :

DN095/LI/PAR/ HE/KP3	Li: Unless you had an army of your own. <i>[Li appears from the fog behind Po.]</i> Po: You? Li: Not just me.
---------------------------------	---

This data refers to the Hero, they show the courage to do something valuable for the world. In this data, Li is brave to offer his service to help Po to defeat Kai. Even Kai is a powerful enemy, he is not afraid to fight Kai.

b. The Lover

According to Mark and Pearson (2001:178), The Lover archetype governs all sorts of human love, from parental love, to friendship, to spiritual love, but it is most important to romantic love. The lover wants to have to experience sensual pleasure.

DN092/LI/PAR/ LOV/KP3	Li: <i>[sighs]</i> She was the total package. Smart. Beautiful. Tremendous appetite. <i>[Po laughs.]</i> She was the love of my life. And then... just when I thought I couldn't get any luckier... along you came, my little Lotus. <i>[chuckles]</i> I really had it all. Until that... one moment... when I... lost everything. <i>[The scene cuts to a flashback from Kung Fu Panda 2 - of the sacrifice of Po's mother.]</i>
----------------------------------	--

This data refers to the Lover, someone called a lover because of experience the sensual pleasure of other people around him or her, loving the opposite sex to be a lover. They have to become attractive emotionally and physically to make

their goals come true. In this data, Li loves his wife so bad, his wife is smart and beautiful. Li became a lucky person when his wife gives birth of Po but when Shen attacks all of the pandas, Li lost everything.

c. The Jester

The jester always wants to live in the moment but full of enjoyment. Jester wants to have a great time and make the world full of joy.

DN083/LI/PAR/ JES/KP3	Li: Look at that. Our bellies could be brothers! Hey son, let me teach you how to belly gong. [<i>knocks belly against Po's – and vice versa</i>] Belly gong! It's like looking in a fat mirror.
----------------------------------	---

This data refers to the Jester; the Jester creates the moment full of joy; they don't want to waste the great moment without enjoyment. In this data, Li creates a moment full of joy with his son, who just met. He makes a great time because he is pleased to meet his son after many years of separation. Li teaches Po about the belly gong of pandas; they do it happily.

Li's dominant archetype is a balance between The Hero, The Lover, and The Jester from all of the archetypes in Li's character. Through this case, Li is a great father of Po, he is brave, funny, and love his family.

14) Kai

The main antagonist in Kung Fu Panda 3 is Kai; he is the warrior and Oogway's brother in arms. From the anthropomorphism perspective, he is partial. An animal attributed to human characteristics makes it easy to understand the pattern of the story. A bull can be speaking, thinking, behaving, and acting like a human. In this situation, some archetypes can be found in him. Below is the table of Kai's archetype :

Kai	The Outlaw	3 data
	The Ruler	1 data
Total	2	4 data

Table 15 Kai's archetypes

a. The Outlaw

The Outlaw has the goal to wipe out what is not working for the Outlaw itself or society. They don't want to lose their power and underestimated by others. Perhaps, Outlaw doesn't know about morals, but Outlaw knows about power. Outlaw wants revenge or revolution.

DN074/KAI/PAR/OUT/KP3	<p>Kai: <i>[retrieves blades]</i> Master Oogway.</p> <p>Oogway: <i>[confused]</i> Our battle ended five hundred years ago.</p> <p>Kai: Well, now I'm ready for a rematch.</p>
------------------------------	--

This data refers to the Outlaw because the Outlaw doesn't want to lose their power and underestimate by others. In this data, Kai asks Oogway for the rematch; he doesn't want to

lose his power. Kai is not satisfied with his battle with Oogway five hundred years ago. When he has a chance to return, he revenges and makes disaster in China.

b. The Ruler

The Ruler just wants to organize or control. The Ruler has some goals, such as create a glorious, successful family, community, or company. They always use leadership.

DN079/KAI/PAR/RUL/KP3	Kai: Silence! <i>[The farmers cower. Kai tosses the jade pendants on the ground. They materialize into masters covered in jade.]</i> Find Oogway's students and bring them to me.
------------------------------	--

This data refers to the Ruler, the Ruler has the goals to create gloriously, and they use leadership to achieve that. In this data, Kai asks his army to find Oogway students and bring them to him. Having an army means to lead them to some missions. Kai is the leader of the Jade Army which created by himself.

From all of the archetypes in Kai's character, Kai is dominated by The Outlaw. Through this dominant archetype, Kai wants to prove that he doesn't want to lose his power and looks weak in front of Oogway. Kai wants to be the most powerful in the world.

15) Master Ox

Master Ox is a supporting character in Kung Fu Panda 3; he is a master of Kung Fu and a member of Kung Fu Council. Seeing from

the anthropomorphism perspective, an animal attributed with human characteristics is the partial anthropomorphism. Anthropomorphic characters make it easy to understand the pattern of the story. An ox can be speaking, thinking, behaving, and acting like a human. In this situation, some archetypes can be found in Master Ox such as :

Master Ox	The Innocent	1 data
	The Hero	1 data
Total	2	2 data

Table 16 Master Ox's archetypes

a. The Innocent

Innocent taught us to be ourselves, enjoy, and free to be ourselves with our best. Innocent does not like to bring out the punishment, so innocent afraid of doing something wrong or bad.

DN050/OX/PAR /INN/KP2	OX: Of course we do. <i>[He and Croc pick up the door.]</i> But if we stand up to Shen, he will turn the weapon on the city!
------------------------------	---

This data refers to the innocent archetype because one of the features is afraid of doing something wrong. In this data, Po invites Master Ox to join him to stop Shen. But Ox doesn't want to participate because he is afraid if they fight against Shen, Shen will turn on the weapon to the city. Master Ox takes this decision because he doesn't want to hurt

his people because of his wrong decision, so he chooses to stay in jail.

b. The Hero

The hero wants to prove something valuable with their courage and action. They never surrender. The goal of the hero is to use the skill to fix the world.

<p>DN065/OX/PAR/HE/KP2</p>	<p><i>As Po is fighting, the wolves approaching his back are suddenly taken out by none other than Master Storming Ox himself. Po spins around and is overjoyed.]</i> PO: Master Ox!</p>
-----------------------------------	--

This data refers to the hero; they do something valuable with their action and use their skill to fix the world. In this data, Master Ox suddenly appears on the battlefield to help Po and the Five fight against the Shen’s wolfs. Ox is doing something valuable with his action to save Gongmen City people because it’s his responsibility to protect Gongmen City.

From all of the archetypes in Master Ox’s character, Master Ox’s dominant archetype is balance, between The Innocent and The Hero. In this case, Master Ox is a hero, but he doesn’t want if his decision is wrong, so he has to think carefully before they act.

16) Master Croc

Master Croc is a member of the Kung Fu Council; he is the master of Kung Fu like Master Ox and Master Rhino. Seeing from

the anthropomorphism perspective, an animal attributed with human characteristics is the partial anthropomorphism. Anthropomorphic characters make it easy to understand the pattern of the story. A crocodile can be speaking, thinking, behaving, and acting like a human. In this situation, an archetype can be found in Croc, the Hero.

In some scenes, Croc is a Literal Anthropomorphism; he is turned into a jade by Kai. Literal anthropomorphism is thinking of an inanimate object as a human, so in this case, a Jade can move by itself.

Below is the shown table of archetype finding in Master Croc :

Master Croc	The Hero	1 data
Total	1	1 data

Table 17 Master Croc's archetype

a. The Hero

The hero wants to prove something valuable with their courage and action. They never surrender. The goal of a hero is to use the skill to fix the world. Here is the Hero of Master Croc :

DN066/CROC/PAR/HE/KP2	<i>[Master Croc suddenly leaps out of the river and split-kicks two wolves (CROC: Chum!), landing beside Ox in the same position (CROC: Bah!).] PO: And Croc! CROC: Vengeance is served!</i>
------------------------------	--

This data refers to the Hero; they do something valuable with their action and use their skill to fix the world. In this

data, Master Croc is doing something valuable with his action to save his people of Gongmen City, because it's his responsibility. He suddenly appears on the battlefield to help Po and the Five fight against the Shen's wolfs.

From the archetype in Master Croc's character, The Hero. The archetype of The Hero dominates master Croc. Through this dominant archetype, Master Croc has an important role to be the one protector of Gongmen City.

17) Master Rhino

Master Rhino is the leader of the Kung Fu Council and the protector of Gongmen City. From the anthropomorphism perspective, he is partial. An animal attributed to human characteristics makes it easy to understand the pattern of the story. A rhinoceros can be speaking, thinking, behaving, and acting like a human. In this situation, the archetype can be found in Rhino, below is the table :

Master Rhino	The Hero	1 data
Total	1	1 data

Table 18 Master Rhino's archetype

a. The Hero

The hero wants to prove something valuable with their courage and action. They never surrender. The goal of the hero is to use the skill to fix the world.

DN037/RHI/PAR/	RHINO: What do you want, Shen?
-----------------------	---------------------------------------

HE/KP2	<p>SHEN: What is rightfully mine... Gongmen City!</p> <p>RHINO: Gongmen City is under the stewardship of the <u>Masters Council</u>, and we will protect it... even from <i>you</i>!</p>
---------------	--

This data refers to the Hero, with their courage, the Hero always does something valuable with their action even protect the people from evil. In this data, Master Rhino is the protector of Gongmen City. Shen comes to him to get back Gongmen City but Rhino doesn't let it happen. With his courage, he says that he will protect Gongmen City from any danger even from Shen.

From the archetype in Master Rhino's character, The Hero. The archetype of The Hero dominates master Rhino. Through this dominant archetype, he has the same important role to be the one protector of Gongmen City. He is the leader of the Kung Fu Council.

B. DISCUSSION

In this research, the researcher focuses on the two discussions about the types of anthropomorphism and archetypes are found in character in Kung Fu Panda movies. After the researcher understands the analysis and finds the dominant data in the characters, the researcher finds the cultural theme.

The first problem statement in the type of anthropomorphism is solved by finding the anthropomorphized character and categorized the type. In this

movie, 17 characters are partial anthropomorphism. In partial anthropomorphism, there are human features such as beliefs, languages, characteristics, and behaviours, but in the different physical appearances (animals or inanimate objects). So in this research, partial characters can be found the pattern of the characteristics called an archetype. Then in some scenes, six characters are transforming into literal anthropomorphism. They are partial characters transformed into literal characters. Literal characters in this movie don't have many human features; they only have movement.

The second problem statement about the pattern of the characteristics or archetypes in the characters is solved by finding it in each character and finding the dominant archetypes appear then relating the cultural background in Chinese beliefs. Below is the discussion about the relationship between animals meaning in Chinese culture and dominant archetype :

Character	Animal	Chinese Beliefs	Dominant Archetypes	Relation
Po	Giant panda	National treasure (Wang, 2017) Symbol of man (nationsonline.org)	The Jester	A panda is a symbol of man represents 'funny'. It relates to the dominant archetype 'jester' who makes the world full of joy and fun.
Shifu	Red panda	No specific reference	The Sage	The character Shifu represents The

				Sage who has intelligence and knowledge to create a better world.
Oogway	Galápagos tortoise	Longevity; Power; Immortality; Tenacity; (Helping P'an Ku) Create the world; Sacred (Wang, 2017)	The Magician	Galápagos tortoise symbolizes longevity. It relates to the dominant archetype 'magician' who has the typical application in finding the secret of longevity.
Tigress	South China Tiger	Natural-born 'King' - The pattern on her forehead is similar to the Chinese word for "King"; (Wang, 2017) Courage, bravery, and strength (nationsonline.org)	The Caregiver	Tiger symbolizes the king. It relates to 'caregiver' because a King should love his people as himself. Protect his people from dangers.
Mantis	Chinese mantis	Never makes a move - symbol of meditation and contemplation (Wang, 2017)	The Hero	Mantis symbolizes the meditation. It relates to the dominant archetype 'hero' who takes a great personal risk to protect the sacred values.

Viper	Viper snake	Woman, supernatural power, cunning; the snake is one of the animals of the Chinese Zodiac. (nationsonline.org)	The Hero	The snake symbolizes power. It relates to the dominant archetype 'hero' who can be strong and powerful in protecting from something evil
Monkey	Monkey	Driving away evil spirit (one of the animals of the Chinese Zodiac is depicted on one of the goblets, one of the Twelve Symbols of Imperial Sovereignty). (nationsonline.org)	The Hero	Monkey is trusted in driving away from the evil spirit. It relates to the dominant archetype 'hero' who has the main duty to defeat something evil
Crane	Black-necked crane	Beauty; Immortality; There is a close association between Taoism and the Crane; A traditional martial arts style (Wang, 2017)	The Hero	Crane closes with traditional martial arts styles. So, it relates to a 'hero' who surely has some martial styles to fight the enemy.
Mr. Ping	Chinese goose	Delivery of matrimonial messages, married bliss, resourcefulness (nationsonline.org)	The Creator	Goose symbolizes resourcefulness . It relates to 'creator' because the creator should have many ideas in

				creativity.
Tai Lung	Snow leopard	Bravery, martial ferocity (nationsonline.org)	The Outlaw	Leopard symbolizes martial ferocity. It relates to 'outlaw' because he wants more martial arts when his master doesn't want to give him more, then he rebels.
Shen	White peafowl / peacock	Dignity, beauty, activate luck, fame, the heavenly phoenix on earth. (nationsonline.org)	The Outlaw	The peacock symbolizes dignity. It relates to 'outlaw', he wants to get back his dignity with the illegal way and revenge.
Soothsayer	Goat/ sheep/ ram (yáng)	The character in Chinese Zodiac can represent either sheep or goat or ram. It symbolize respect for parents and represent Yang energy. (chinasage.info)	The Sage & The Magician	Goat symbolizes respect for parents. It relates to 'sage and magician' who has knowledge and vision about the world. When sage and magician tell about knowledge, respect them.
Li	Giant panda	National treasure (Wang, 2017) Symbol of man (nationsonline.org)	The Hero, Lover & Jester	A panda is a symbol of man represents 'funny, love, ability'. It relates to the

				dominant archetypes 'hero, lover, jester' who makes the world full of joy and fun, rescue from something evil, and spread love to the other beings.
Kai	Bull	The bull is symbolic of hard work, materialism, methodical progress and rigid determination. (whats-your-sign.com)	The Outlaw	The bull symbolizes rigid determination. It relates to 'outlaw' because Kai has a rigid determination to disrupt and conquer the world.
Ox	Ox	Associated with spring (plowing); harvest and fertility (chinasage.info)	The Innocent & Hero	Ox symbolizes the harvest and fertility. It relates to 'innocent and hero' who has filled with wonder at the beauty of harvest and fertility.
Croc	Crocodile	No specific reference	The Hero	The character Master Croc represents The Hero who has courage in order to defeat something evil.
Rhino	Rhinoceros	Rhinoceros appears as an emblem for one grade of court	The Hero	Rhinoceros is an emblem for one grade of a court official. It

		official. It is also one of the eight precious things. (chinasage.info)		relates to 'hero' who has the same duty between court and hero in fixing the world with the valuable thing with their ability.
--	--	---	--	--

According to the discussion above, the developer of Kung Fu Panda movies makes the characters' characteristics based on Chinese beliefs. The developer pays attention to the culture of China and conveys it nicely through their works.

Kung Fu Panda's trilogy does not reveal the consistency of archetype because one character has many archetypes. Characteristics of a person are flexible; it can be changed based on the environment and mood.

CHAPTER V

CONCLUSION AND SUGGESTION

This is the last chapter of this research. It is divided into two parts, such as conclusion and suggestion. The first part is the conclusion, which contains the conclusion of analysis and discussion about the answer of two problem statements shown in the previous chapter. The second part is the suggestion to the others.

A. CONCLUSION

The types of anthropomorphism are found in the movies; in this movie, 17 characters are partial anthropomorphism. In partial anthropomorphism, there are human features such as beliefs, languages, characteristics, and behaviours, but in the different physical appearances (animals or inanimate objects). So in this research, partial characters can be found the pattern of the characteristics called an archetype. Then in some scenes, six characters are transforming into literal anthropomorphism. They are partial characters transformed into literal characters. Literal characters in this movie don't have many human features; they only have movement.

About what archetypes are found in character. The researcher found the dominant archetypes appear then relating the cultural background in Chinese beliefs. The developer of Kung Fu Panda movies makes the characteristics of the characters based on Chinese beliefs. The developer pays attention to the culture of China and conveys it nicely through their works.

Kung Fu Panda's trilogy does not reveal the consistency of archetype because one character has many archetypes. Characteristics of a person are flexible; it can be changed based on the situation of the environment and mood.

B. SUGGESTION

1. To The Other Researchers

The researcher hopes that this research can bring the benefit for the other researchers as the material to compare their research with this research who has the same discussion, about anthropomorphism or even about archetype. The researcher suggests that the next researcher must do it better.

2. To The Readers

The result of this research helps the readers to understand more about the superiority of anthropomorphism and archetype. By knowing the anthropomorphism, might be the basis for entertaining others with the new idea. Whereas knowing the archetype, help the readers to understand the basic human nature so they will be more open-minded and tolerable.

BIBLIOGRAPHY

Mark, M., & Pearson, C. S. (2001). *THE HERO and THE OUTLAW: Building Extraordinary Brands Through the Power of Archetypes*. McGraw-Hill.

Wang, Chenjun (2017). *The Western Gaze in Animation: A Case Study of Kung Fu Panda*. Amity University, Madhya Pradesh.

Taylor, Derek (2015). *What Are You Looking At? I'm Human Too: Stereotypes in Anthropomorphized Products*. The University of Guelph.

Guthrie, S. E. (1993). *FACES in the CLOUDS A New Theory of Religion*. Oxford University Press.

Oxford Dictionary

Gill, Richard (1995). *Mastering English Literature*. Palgrave.

Latif, M. M. (2016). *An Analysis Of Characterization Of The Main Characters In "The Social Network" Movie Script*. IAIN Tulungagung.

Schneider, S. M. B. (2012). *Animal Sapiens: The Consequences Of Anthropomorphism In Popular Media*. Montana State University.

Kothari, C. R. (2004). *Research Methodology: Methods and Techniques*. New Age International (P) Limited, Publishers.

Creswell, J. W. (2014). Fourth Edition. *Research Design: Qualitative, Quantitative, and Mixed Methods Approaches*. SAGE Publications, Inc.

Walliman, Nicholas (2011). *Research Methods: The Basics*. Routledge, Taylor & Francis e-Library.

Spradley, J. P. (1979). *The Ethnographic Interview*. Harcourt Brace Jovanovich College Publishers.

Amalia, Firda (2014). *Archetypal Hero as Reflected in Harry Potter's Character in J.K Rowling's Harry Potter Heptalogy*. UIN Maulana Malik Ibrahim Malang.

Arikunto, Suharsimi (2006). *Prosedur Penelitian: Suatu Pendekatan Praktik*. Jakarta: Rineka Cipta.

Ingvarsson, K. Þ. (2009). *Anthropomorphism of Belief: An Attempt based on the Works of Feuerbach, Freud, and Guthrie*. Sigillum Universitatis Islandiae.


https://www.nationsonline.org/oneworld/Chinese_Customs/animals_symbolism.htm accessed on December 19, 2020.


<https://www.chinasage.info/symbols/animals.htm> accessed on December 20, 2020.



<https://www.whats-your-sign.com/bull-symbols.html> accessed on December 20, 2020.


APPENDICES



A. Types of Anthropomorphism



No	Character	Type of Anthro- morphism	Evidence	Explanation	Valid / Invalid	Comment
1.	Po	Partial	 <p>PO : (imitating Shifu) You will never be the Dragon Warrior, unless you lose five hundred pounds and brush your teeth! <i>The Five LAUGH.</i></p> <p>PO (CONT'D) : (imitating Shifu) What is that noise you're making? Laughter? I never heard of it! <i>The Five keep LAUGHING. Po reaches over and grabs two empty bowls and holds them</i></p>	<p>Po is a partial because here he has many human traits, he is wearing an outfit, have a conversation, have any feelings and attitudes. But he is not completely human.</p> <p>Po likes to make the world full of joy, create every moment with happiness so he always does something fun.</p>	V	Gv example of the traits Gv dialogue script as evidence to strengthen the analysis



			<p><i>up like ears.</i></p> <p>PO (CONT'D) : (imitating Shifu) Work hard, Panda. And maybe, someday... you will have ears like mine.</p> <p><i>As the rest of the Five laugh, Tigress sneaks a moment to smell Po's soup. Leaning towards the bowl, she suddenly looks up and stops. The Five also look up and stop laughing.</i></p>			
2.	Shifu	Partial	 <p>SHIFU Panda, we do not wash our pits in The Pool of Sacred Tears.</p> <p><i>Po quickly stops. Realizing.</i></p> <p>PO (in awe) The pool of...</p> <p>SHIFU This is where Oogway unravelled the mysteries of harmony and focus. This is the birthplace of Kung Fu.</p>	Shifu has human traits too and he is not completely human. In this picture he is talking with Po, he has any feelings and attitudes. He is wearing an outfit. Shifu is a great teacher, he has much knowledge about Kung Fu. He knows what to do to train his students.	V	Same above (SA)


3.	Shifu	Literal		<p>In Kung Fu Panda 3, Shifu is changed into a Jade by Kai. He is controlled by Kai. In this case, he is a Literal anthropomorphism. He is jade but being thought of as human, he can fight against Po.</p>	V	
4.	Oogway	Partial	 <p>OOGWAY : Your mind is like this water, my friend. When it is agitated, it becomes difficult to see. But if you allow it to settle, the answer becomes clear.</p> <p><i>Shifu and Oogway stare into the pool. Oogway settles the water, revealing the reflection of an intricately carved dragon clutching a</i></p>	<p>Oogway is described as a master of Kung Fu. He has some human characteristics but he isn't completely human. He walks, talks, wears outfit, also has a feeling and attitude. Oogway is a great master, he always thinks clearly when faced the problems, give the other advice about everything.</p>	V	



			<i>SCROLL in its mouth.</i>			
5.	Tigress	Partial	 <p><i>[The scene cuts to Po training against the dummy. As he is about to resume his training after taking a break, Tigress suddenly appears and blocks his fist.]</i></p> <p>Tigress: This isn't going to work. Po: It has to. <i>[Po and Tigress spar as they talk.]</i> Tigress: You're not thinking straight. Po: I am. Tigress: You're not. Po: I am. Tigress: No.</p>	<p>Tigress is a student of Master Shifu, she can do Kung Fu, talks with the others, also she is wearing an outfit, etc. She is given human characteristics but she isn't human. Even though Tigress looks ignorant, but actually she care, she always being calm.</p>	V	


6.	Mantis	Partial	 <p>MANTIS I know he can seem kind of heartless-- He violently jabs another needle in Po. MANTIS (CONT'D) :But, ya know, he wasn't always like that.</p>	<p>Mantis, he is wearing something on his leg. He is given a special characteristic of humans that is speaking and mastered Kung Fu. He can do that but he is not human. He also has a feeling. Mantis sees someone with kindness, he also a great hero, help his friends to do something valuable for his village.</p>	V	
7.	Mantis	Literal		<p>In Kung Fu Panda 3, in some scenes, he becomes a jade-like Shifu. He fights against Po controlled by Kai. So he is Literal Anthropomorphism.</p>	V	

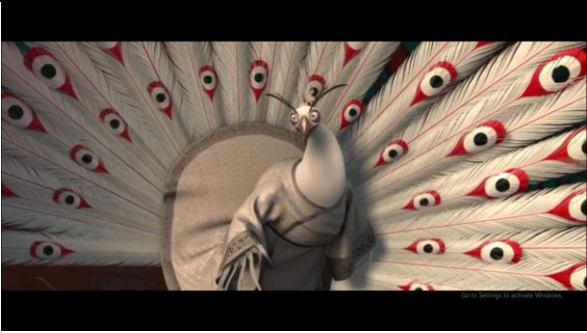
8.	Viper	Partial	 <p>VIPER Tigress! She keeps going and they give chase. TIGRESS Don't try and stop me! The chase continues through the village. VIPER We're not trying to stop you! TIGRESS What? VIPER We're coming with you! Then...the others join her. Tigress smiles. They leap off into the night.</p>	<p>Viper is not wearing clothes but she is wearing some accessories. She also talks with other characters and has feelings. Those important human traits are given to viper but she is not completely human. Viper is a good friend, she accompanies her friend in every act. She also a great hero, a great partner.</p>	V	
9.	Viper	Literal		<p>Some characters are changed to jade by Kai, include Viper, Kai changed her physical into jade then she can fight. So she is literal.</p>	V	


10.	Monkey	Partial	 <p>Monkey picks up a small child. MONKEY Come, little one. Let's find your mama.</p>	<p>Monkey has mastered Kung Fu, he can speak, he has feelings, he wears pants and some accessories, etc. He is given those important human traits but his physical is not human. So he is partial.</p> <p>Monkey likes to help others, he also a great hero, likes to do something valuable for his village.</p>	V	
11.	Monkey	Literal		<p>Monkey can do a Kung Fu fight against Po, but he is controlled by Kai because Kai already turned Monkey into a jade. That human characteristic is on Monkey but his physical is a jade.</p>	V	



12.	Crane	Partial	 <p>CRANE : Look, you don't belong here. Po looks stung to be hearing this from one of his heroes.</p> <p>PO : I know. I know. You're right. I just - my whole life I've dreamed of-</p> <p>Crane stops Po before he embarrasses himself even more.</p> <p>CRANE No no no... I meant you don't belong here. I mean, in this room. This is my room. Property of Crane.</p>	<p>Crane can speak, wearing some accessories, mastered Kung Fu, has feelings and etc. Those human characteristics are given to Crane but he is not completely human. so he is Partial.</p> <p>Crane is good, he doesn't want to hurt the other feelings so he talks carefully. He is a great hero, likes to do something valuable.</p>	V	
-----	-------	---------	--	--	---	--


13.	Crane	Literal		<p>When Crane turned to jade by Kai. He can fight against Po. With that human trait, his physical is jade, so he called as Literal.</p>	V	
14.	Mr. Ping	Partial	 <p>MR. PING: Thank you, thank you for coming to Dragon Warrior Noodles and Tofu. <i>[He serves another customer.]</i> More lemon sauce? If you need something, just ask! Thank you! <i>[A young bunny runs by with a Po action figure.]</i> BUNNY KID: <u>Feet of Fury!</u> <i>[A female bunny looks at a mop hanging on the wall.]</i> FEMALE BUNNY: The Dragon Warrior's mop!</p>	<p>Mr. Ping is Partial because he can talk, he wears an outfit and accessories, also he can make noodle soup, etc. That human traits exist, whereas his physical is an animal.</p> <p>Mr. Ping is a good creator, he likes to make something new with his imagination. He likes to care about his son and his shop.</p>	V	



			<p>He mopped these very floors! <i>[Mr. Ping interrupts as she moves to touch it.]</i></p> <p>MR. PING: Ah! Ah! Ah! No touching! You'll get the mop dirty!</p>			
15.	Tai Lung	Partial	 <p>SHIFU You were not meant to be the Dragon Warrior! That was not my fault!</p> <p>TAI LUNG : NOT YOUR FAULT?!</p> <p><i>Enraged, Tai Lung knocks over the Kung Fu artifacts and throws them at Shifu.</i></p> <p>TAI LUNG (CONT'D) : WHO FILLED MY HEAD WITH DREAMS?! WHO DROVE ME TO TRAIN UNTIL MY BONES CRACKED?! WHO DENIED ME MY DESTINY?!</p> <p><i>Shifu dodges each attack</i></p>	<p>Tai Lung is an antagonist in this film. He has some human traits but his physical is a leopard. So he is partial. He can talk, wearing pants, mastered Kung Fu, etc. Tai Lung has the ambition to be a Dragon Warrior. With that ambition he becomes a destroyer, take revenge on Shifu.</p>	V	


16.	Shen	Partial	 <p>SHEN: Oh, you want to know so badly? Thinking knowing will heal you, huh? Fill some... crater in your soul. Well here's your answer... your parents didn't love you. <i>[Po is stricken.]</i></p>	<p>In this picture, Shen looks wearing clothes. He can talk, has a feeling, he can fight. With those human traits and his physical is animal, he called as Partial Anthropomorphism. Shen is a bad person, he revenges because he is kicked out by his parents and he wants to conquer China. He destroys and kills all of the pandas in the world because the Soothsayer foretold that he will be defeated by a Panda.</p>	V	
-----	------	---------	---	---	---	--

17.	Soothsayer	Partial	 <p><i>[The smoke forms into a peacock.]</i> SOOTHSAYER: A peacock... <i>[The peacock is consumed by a fiery yin yang symbol. The gorillas back away in fear.]</i> SOOTHSAYER: ...Is defeated by a warrior of black and white. Nothing has changed. <i>[A shocked and furious Shen shatters the bowl with a throwing knife and fans away the apparition with his tail. Soothsayer looks up as Shen chuckles.]</i> SHEN: That's impossible.. and you know it! SOOTHSAYER: It is not impossible... and <i>he</i> knows it.</p>	<p>The physical appearance of Soothsayer is a goat. But she can talk, wearing clothes, and the other characteristics. So she is Partial. Soothsayer can see what will happen in the future. Soothsayer supports Po to fulfill his destiny to defeat Shen.</p>	V	
-----	------------	---------	--	---	---	--

18.	Li	Partial	 <p>Li: <i>[sighs]</i> She was the total package. Smart. Beautiful. Tremendous appetite. <i>[Po laughs.]</i> She was the love of my life. And then... just when I thought I couldn't get any luckier... along you came, my little Lotus. <i>[chuckles]</i> I really had it all. Until that... one moment... when I... lost everything. <i>[The scene cuts to a flashback from Kung Fu Panda 2 - of the sacrifice of Po's mother.]</i></p>	<p>Li wears an outfit, he can talk, he has feelings. With those important human traits and his physical is animal. He is a Partial Anthropomorphism. Li loves his family so bad, he also a great dad ever, protect his family, even though Shen stronger. He also brave enough to help Po to fight Kai.</p>	V	
19.	Kai	Partial		<p>Kai the antagonist in Kung Fu Panda 3. He can talk and given the other human characteristics but he is not completely human. So he is Partial.</p>	V	

			<p>Kai: I am not fit, little kitten? I fought by his side. I loved him like a brother. And he betrayed me. Well, now I will destroy everything he has created! <i>[tosses blades at Shifu and the others]</i></p>	<p>Kai revenge on his old friend Oogway by destroying everything that Oogway has created.</p>		
20.	Ox	Partial	 <p>OX: Of course we do. <i>[He and Croc pick up the door.]</i> But if we stand up to Shen, he will turn the weapon on the city!</p>	<p>Master Ox is a buffalo given some human traits such as speaking, wearing an outfit, mastered Kung Fu. So it is Partial Anthropomorphism. Ox doesn't want to see the others hurt, so he does the best for his people by stay silent in jail, because he doesn't want if Shen turns on his weapon.</p>	V	

21.	Croc	Partial	 <p>[Master Croc suddenly leaps out of the river and split-kicks two wolves (CROC: Chum!), landing beside Ox in the same position (CROC: Bah!).] PO: And Croc! CROC: Vengeance is served!</p>	<p>Like Master Ox, Master Croc is given some human traits also such as speaking, wearing the outfit, and mastered Kung Fu, but he is a crocodile. Croc is a great hero, he does something valuable after he keeps silent in jail with Ox.</p>	V	
22.	Croc	Literal		<p>Then Croc changed into a jade by Kai, controlled by Kai to fight against Po. With this physical (jade) and human characteristic he is a Literal Anthropomorphism.</p>	V	

23.	Rhino	Partial	 <p>RHINO: What do you want, Shen? SHEN: What is rightfully mine... Gongmen City! RHINO: Gongmen City is under the stewardship of the <u>Masters Council</u>, and we will protect it... even from <i>you</i>!</p>	<p>Master Rhino is a Partial because he is a Rhino that given some human characteristics such as speaking, wearing the outfit, can hold a hammer, etc. He has a feeling also. Rhino is a great hero, he protects Gongmen City and his people.</p>	V	
-----	-------	---------	--	---	---	--

B. Archetype

No	Coding	Character	Archetype	Evidence	Explanation	Valid / Invalid	Comment
1.	DN001/O OG/PAR/ MAG/KP 1	Oogway	Magician	<p>OOGWAY : I have had a vision... Tai Lung will return. <i>Shifu looks stricken.</i></p>	<p>20 years Tai Lung in jail. Oogway can see that Tai Lung will escape and</p>	V	

					return for revenge. Then Oogway's vision is right		
2.	DN002/O OG/PAR/ SAG/KP1	Oogway	Sage	<p>OOGWAY : Your mind is like this water, my friend. When it is agitated, it becomes difficult to see. But if you allow it to settle, the answer becomes clear.</p> <p><i>Shifu and Oogway stare into the pool. Oogway settles the water, revealing the reflection of an intricately carved dragon clutching a SCROLL in its mouth.</i></p>	<p>Shifu is worried about Tai Lung who will escape from the jail. With Oogway's opinion, he makes Shifu understand about how to solving this problem by think it carefully.</p>	V	
3.	DN003/O OG/PAR/ MAG/KP 1	Oogway	Magician	<p>OOGWAY : Now know this, old friend. Whomever I choose will not only bring peace to the Valley, but also to you.</p> <p><i>As Shifu contemplates what this could mean, Oogway starts walking off. Shifu quickly joins Oogway as they head towards the roaring crowd below. The pig bangs</i></p>	<p>Before choosing the Dragon Warrior, Oogway tells Shifu that whomever he choose to be the Dragon</p>	V	

				<i>the gong.</i>	Warrior, it will bring peace to the valley and to Shifu who has a problem. Shifu will understand.		
4.	DN004/O OG/PAR/ MAG/KP 1	Oogway	Magician	OOGWAY : I sense the Dragon Warrior is among us. <i>Shifu motions for the Five to gather in the center of the ring.</i>	When the tournament going on, Oogway already feel that the Dragon Warrior is near him. He can feel it with his vision.	V	
5.	DN005/S HI/PAR/ OUT/KP 1	Shifu	Outlaw	SHIFU : Now listen closely, panda. Oogway may have picked you, but when I'm through with you, I promise you, you're going to wish he hadn't. Are we clear?	Knowing that Oogway choose Po as the Dragon Warrior, Shifu doesn't like it. Shifu tries to get rid of Po	V	

					from the Jade Palace. He tells Po a threatening sentence.		
6.	DN006/P O/PAR/J ES/KP1	Po	Jester	<p><i>Po peeks around the corner.</i> PO : Okay. <i>He tip-toes into the hall.</i> <i>SQUEAK. The floorboards strain beneath him. SQUEAK.</i> PO (CONT'D) : (whispering) Great. <i>Po takes a gentle step. CRE-E-E-A-AA--CHUNK! Po's foot goes through the floor. Po tries to recover. SQUEAK-SQUEAK-SQUEAK!THUNK! Po rolls his ankle and stumbles through a bedroom door. Crane is staring back at him.</i> PO (CONT'D) : Oh hey...hi. You're up.</p>	<p>Every student of Kung Fu will give a room for rest. When Po wants to find his room, he walks carefully and absurdly because he afraid of make noise. Suddenly, the floor is broken and his foot goes through the floor.</p>	V	
7.	DN007/O OG/PAR/ SAG/KP1	Oogway	Sage	<p>OOGWAY (CONT'D) : You are too concerned with what was and what will be. There is a saying: Yesterday is history, tomorrow is a mystery, but today is a gift. That is why it is called</p>	<p>Po is upset because he thinks that he hated by the Five. Then</p>	V	

				the present.	Oogway tries to make Po understand that we have no worry about anything. With the Oogway's wisdom makes Po rise.		
8.	DN008/P O/PAR/H E/KP1	Po	HERO	PO : But a real warrior never quits. Don't worry, Master, I will never quit!	Po is training Kung Fu with Shifu and the Five, but Shifu tries to make Po give up about Kung Fu. Shifu is deliberate to attack him repeatedly. With his faith that a hero never quit, he don't quit, even Shifu	V	Hero??

					treat him that way.		
9.	DN009/O OG/PAR/ SAG/KP1	Oogway	Sage	<p>OOGWAY : Ah, yes. But no matter what you do, that seed will grow to be a peach tree. You may wish for an apple, or an orange... but you will get a peach.</p> <p>SHIFU : But a peach cannot defeat Tai Lung!</p> <p>OOGWAY : Maybe it can. If you are willing to guide it, to nurture it. To believe in it.</p> <p><i>Oogway covers the seed with dirt.</i></p>	<p>Shifu argues Oogway that Po is not deserve to be in Jade Palace. Oogway keep making Shifu understand, even Shifu denies his words. Oogway asks Shifu to guide, nurture, and believe in Po as the Dragon Warrior. Shifu just have to believe that Po can defeat Tai Lung.</p>	V	
10.	DN010/P O/PAR/J ES/KP1	Po	Jester	<p>PO : (imitating Shifu) You will never be the Dragon Warrior, unless you lose five hundred pounds and brush your teeth!</p> <p><i>The Five LAUGH.</i></p>	<p>At dinner time, Po makes a joke among the Five. He is</p>	V	

				<p>PO (CONT'D) : (imitating Shifu) What is that noise you're making? Laughter? I never heard of it!</p> <p><i>The Five keep LAUGHING. Po reaches over and grabs two empty bowls and holds them up like ears.</i></p> <p>PO (CONT'D) : (imitating Shifu) Work hard, Panda. And maybe, someday... you will have ears like mine.</p> <p><i>As the rest of the Five laugh, Tigress sneaks a moment to smell Po's soup. Leaning towards the bowl, she suddenly looks up and stops. The Five also look up and stop laughing.</i></p>	imitating Shifu and making the Five laugh.		
11.	DN011/TIG/PAR/OUT/KP1	Tigress	OUTLAW	<p>TIGRESS : Master, please. Let us stop Tai Lung. This is what you've trained us for.</p>	Tigress wants to defeat Tai Lung but Shifu forbids her to attack. Then Tigress keeps moving on attack Tai Lung in a bridge with the others.	V	Outlaw?
12.	DN012/SHI/PAR/	Shifu	MAGICIAN	<p>SHIFU : But I can change you! I can turn you into the Dragon Warrior! And</p>	Shifu believe that he can	VAL	Magician?

	MAG/KP 1			I will!	teach and turn Po into the Dragon Warrior as Oogway asked.		
13.	DN013/P O/PAR/ ES/KP1	Po	Jester	<p>SHIFU Look at you.</p> <p>PO Yeah, I know. I disgust you.</p> <p>SHIFU No no, I mean... how did you get up there?</p> <p>PO I don't know. I guess I-- I don't know. I was getting a cookie...</p> <p><i>He looks at the cookie and then can't help but eat it.</i></p>	Po thinks that he disgusts Shifu, he keep eat the cookie happily, doesn't care about anything.	V	
14.	DN014/S HI/PAR/ SAG/KP1	Shifu	Sage	<p>SHIFU Panda, we do not wash our pits in The Pool of Sacred Tears.</p> <p><i>Po quickly stops. Realizing.</i></p> <p>PO (in awe) The pool of...</p> <p>SHIFU This is where Oogway unravelled the mysteries of harmony and focus. This is the birthplace of Kung Fu.</p>	Shifu takes Po to a place. With his knowledge, he tells Po that this place is a place where Oogway unravelled the mysteries of harmony and focus. That is Kung Fu.	V	
15.	DN015/S	Shifu	MAGICIA	SHIFU (CONT'D) But perhaps that is	With Shifu's	VAL	Magician?

	HI/PAR/ MAG/KP 1		N	<p>my fault. I cannot train you the way I have trained the Five. I now see that the way to get through to you is with this!</p> <p><i>Shifu produces a bowl of dumplings.</i></p> <p>PO Oh great, `cause I'm hungry.</p> <p>SHIFU Good. When you have been trained, you may eat. Let us begin</p>	<p>vision, Shifu finds the way to train Po. Because Po likes to eat, Shifu uses some foods to provoke Po to train a Kung Fu.</p>		
16.	DN016/P O/PAR/J ES/KP1	Po	Jester	<p>PO Wow! Can I punch through walls? Can I do a quadruple back flip? Will I have invisibility--</p> <p>SHIFU Focus. Focus.</p>	<p>In the serious situation, Po still make a joke about what will happen after open the Dragon Scroll.</p>	V	
17.	DN017/P O/PAR/J ES/KP1	Po	Jester	<p>PO (CONT'D) It's impossible to open.</p> <p><i>He strains again. He tries to bite it off...</i></p> <p>PO (CONT'D) Come on baby. Come on now...</p> <p><i>Shifu SIGHS and holds out his hand. Po passes him the tube. Shifu pops the end off effortlessly and passes it back to Po.</i></p> <p>PO (CONT'D) Thank you. I probably</p>	<p>Po can not open the Dragon Scroll. He opens the scroll dramatically, whereas Shifu can open it easily.</p> <p>Then when Po</p>	V	

				<p>loosened it up for you though... Okay, here goes.</p> <p><i>He glances at the Five. They look on in awe. Monkey gives him the `thumbs up.' Po starts to unroll the scroll, the golden light bathing his face. Across the scroll we see Shifu, excited that he is witness to history...</i></p> <p><i>On Po's face as he finishes opening the scroll.</i></p> <p><i>Then -</i></p> <p>PO (CONT'D) AAAAAAAAAAAAAAAAAAAAAAAAAAAA AAAA!</p> <p><i>Shifu looks concerned. The Five look concerned. Po looks utterly terrified.</i></p> <p>PO (CONT'D) It's blank!</p>	<p>opens the scroll, he opens it dramatically too, whereas the scroll doesn't give any effect.</p>		
18.	DN018/TAL/PAR/OUT/KP1	Tai Lung	Outlaw	<p>TIGRESS But who will stop Tai Lung?</p> <p>CRANE He'll destroy everything...and everyone.</p>	<p>Through Crane's dialogue, Tai Lung will destroy everything and everyone to revenge.</p>	V	
19.	DN019/SHI/PAR/	Shifu	Ruler	<p>SHIFU No, evacuate the Valley. You must protect the villagers from Tai</p>	<p>Shifu leads this defense</p>	V	

	RUL/KP1			Lung's rage.	from Tai Lung's attack. He asks his student to protect villagers by evacuate them.		
20.	DN020/TIG/PAR/RUL/KP1	Tigress	Ruler	<p>TIGRESS Viper, gather the southern farmers. Mantis, the north. Crane, light the way.</p> <p><i>They split up and begin helping the villagers evacuate. Po is left by himself. He makes his way through the bustling town.</i></p>	The Five act, Tigress leads them. She asks Viper to gather the southern farmers, Mantis the north and Crane to lights the way.	V	
21.	DN021/PING/PAR/CRE/KP1	Mr. Ping or Po's dad	Creator	<p>PO'S DAD The secret ingredient of my secret ingredient soup!</p> <p><i>Po feigns excitement.</i></p> <p>PO Oh.</p> <p>PO'S DAD C'mere! The secret ingredient is... nothing!</p> <p>PO Huh?</p> <p>PO'S DAD You heard me. Nothing. There is no secret ingredient!</p>	Mr. Ping creates something valuable for his business. He can create a delicious soup, then it makes his	V	

				<p>PO Wait wait...it's just plain old noodle soup? You don't add some kind of special sauce or something?</p> <p>PO'S DAD Don't have to. To make something special, you just have to believe it's special.</p>	<p>merchandise is in demand. Here, he doesn't have the secret ingredients just believe that his soup is special.</p>		
22.	DN022/TAL/PAR/OUT/KP1	Tai Lung	Outlaw	<p>SHIFU You were not meant to be the Dragon Warrior! That was not my fault!</p> <p>TAI LUNG : NOT YOUR FAULT?!</p> <p><i>Enraged, Tai Lung knocks over the Kung Fu artifacts and throws them at Shifu.</i></p> <p>TAI LUNG (CONT'D) : WHO FILLED MY HEAD WITH DREAMS?! WHO DROVE ME TO TRAIN UNTIL MY BONES CRACKED?! WHO DENIED ME MY DESTINY?!</p> <p><i>Shifu dodges each attack.</i></p>	<p>Tai Lung succeed to arrive in Jade Palace. He attacks Shifu repeatedly to revenge. He expresses his wound to Shifu because Shifu can not helped him to be a Dragon Warrior. Shifu just obeying his master.</p>	V	
23.	DN023/PO/PAR/HE/KP1	Po	Hero	<p><i>Po's pinky pops up. Tai Lung gasps.</i></p> <p>TAI LUNG The Wuxi Finger Hold!</p>	<p>After long fight, finally Po can knock</p>	V	

				<p>PO Oh, you know this hold? TAI LUNG You're bluffing. You're bluffing! Shifu didn't teach you that. PO Nope. I figured it out. <i>He flexes his pinky...</i> PO (CONT'D) Skadoosh! KA-THOOM!</p>	<p>down Tai Lung. When Tai Lung wants to fist Po, Po hold Tai Lung's finger with the Wuxi Finger Hold. Tai Lung thinks that just a bluff, but it's not. Po flexes his pinky then Tai Lung sends to spirit realm. Po can defeat Tai Lung with his competence.</p>		
24.	DN024/S HEN/PA R/OUT/K P2	Shen	Outlaw	<p>NARRATOR: But Shen swore revenge: Someday, he would return, and all of China would bow at his feet.</p>	<p>Shen kicked out by his parents because he chooses dark path. Then he swear to revenge.</p>	V	

25.	DN025/P O/PAR/J ES/KP2	Po	Jester	<p>MANTIS: How is he doing that with his face?!</p> <p><i>[Po is seen placing a bean bun in his mouth, which is already full of thirty-seven other bean buns. After putting in the bean bun, he smashes his fist on the table. Bang!]</i></p> <p>PO: <i>[with his mouth full]</i> Thirty-eight bean buns!</p> <p><i>[The Five cheer.]</i></p>	Po entertains the Five with his action. He does a challenge of placing how many bean buns in the mouth.	V	
26.	DN026/S HI/PAR/ SAG/KP2	Shifu	Sage	<p>SHIFU: It is the next phase of your training. Every master... <i>[Shifu then appears and walks behind Po]</i> must find his path... <i>[Shifu then appears on a rock far away from Po, who is confused.]</i> to inner peace. Some choose to mediate for 50 years in a cave just like this. <i>[Shifu jumps to the water in front of the dragon sculpture then balances on his stick.]</i> Without the slightest taste of food or water.</p> <p>PO: <i>[Stomach belches]</i> Or?</p> <p>SHIFU: Some find it through pain and suffering as I did. Po, the <u>day</u> you were chosen as Dragon Warrior... <i>[Becomes depressed]</i> was the <i>worst</i> day of my life. <i>[Po scowls.]</i> By far. Nothing else came close. It was the worst, most</p>	Shifu teaches Po the next lesson, that is inner peace. Everything is possible with inner peace. Shifu tells Po the lessons that he got in finding inner peace.	V	

				<p>painful mind-destroying, horrible, moment—</p> <p>PO: Okay.</p> <p>SHIFU: ...I have <i>ever</i> experienced. [<i>Shifu shudders, then lightens.</i>] But once I realized the problem was not you, but within me, I found inner peace, and was able to harness the flow of the universe.</p>			
27.	DN027/P O/PAR/J ES/KP2	Po	Jester	<p>TIGRESS: [<i>Jumps in and interrupts</i>] Po! Bandits, approaching the <u>Musicians' Village!</u></p> <p>PO: Danger. Tell those musicians to start playing some action music because it is on. [<i>To Shifu</i>] Don't worry, Master Shifu, I'll master inner peace as soon as I get back.</p> <p>TIGRESS: No snack stops this time.</p> <p>PO: Hahaha! Snack stops, pfft. Wait, are you serious?</p> <p>[<i>Shifu smiles as Po departs with Tigress and Crane.</i>]</p>	Tigress tells Po that there are bandits that attack the village. With his cool style he joins Tigress to save the village and he laughs when tigress said no snack stops.	V	
28.	DN028/P O/PAR/H E/KP2	Po	Hero	<p>PO: Crane, go!</p> <p>CRANE: I'm on it! [<i>Flies up and slices rope holding trapped pig. The pig screams as the bundle tumbles towards the abyss next to the cliff.</i>]</p>	Po and the Five arrive in the crime scene, dramatically.	V	

				<p>PO: Hoooh! <i>[He charges forward off the cliff, followed closely by Viper. He leaps off and grabs the pile of metal with the pig inside... Viper grabs his ankles... Monkey leaps off and grabs her tail... Tigress grabs his tail and pulls Po, Viper and Monkey back on land and Mantis stops the metal pile with the pig inside as it bounces. Po, Monkey and Viper land and approach the villagers.]</i></p>	<p>Po and the Five fight against the bandits to save the properties they steal. Po and the Five succeed to knock out the bandits.</p>		
29.	DN029/TIG/PAR/HE/KP2	Tigress	Hero	<p>PO: Thanks, Mantis! <i>[Begins to duel multiple wolves using two metal instruments, defending the strumming bunny in the process. He is soon set upon by a dozen wolves, narrowly dodges many projectiles and ending up on a roof.]</i> Tigress, double death strike! <i>[Tigress leaps towards Po just as he is becoming outnumbered and swings him in a circle, then launches him at a group of airborne wolves.]</i> Ruaaaagh! Feet of Fury! <i>[He rapidly kicks the wolves out of air and lands. He then begins fighting the</i></p>	<p>Tigress and the others arrive in the crime scene, dramatically. Tigress and the others fight against the bandits to save the properties they steal. Tigress and the others</p>	V	

				<p>wolves in tandem with the Five, calling out each of their names as they appear.] Tigress! Viper! Monkey! Mantis! Bunny! <i>[Holds out strumming bunny.]</i> Wha? Oh, sorry. <i>[Punches wolf towards Boss Wolf.]</i> <i>[Boss Wolf howls and the metal loot is pulled up the opposite cliff. The trapped pig screams as he is hauled upwards.]</i></p>	succeed to knock out the bandits.		
30.	DN030/V IP/PAR/ HE/KP2	Viper	Hero	<p><i>[Monkey claps cymbals around a wolf's head. Mantis carries a strumming bunny to safety, then shatters a wolf's two swords. Viper takes on two wolves.]</i></p> <p>VIPER: Take that! <i>[Tigress dispatches three wolves. Three archers take aim and fire at Po.]</i></p>	Viper and the others arrive in the crime scene, dramatically. Viper and the others fight against the bandits to save the properties they steal. Viper and the others succeed to knock out the bandits.	V	
31.	DN031/	Mantis	Hero	MANTIS: Po! Incoming! <i>[Fling three</i>	Mantis and	V	

	MAN/PAR/HE/KP2			<p><i>disks to block the arrows.]</i> PO: Thanks, Mantis!</p>	<p>the others arrive in the crime scene, dramatically. Mantis and the others fight against the bandits to save the properties they steal. Mantis and the others succeed to knock out the bandits.</p>		
32.	DN032/CRA/PAR/HE/KP2	Crane	Hero	<p>PO: Crane, go! CRANE: I'm on it! <i>[Flies up and slices rope holding trapped pig. The pig screams as the bundle tumbles towards the abyss next to the cliff.]</i></p>	<p>Crane and the others arrive in the crime scene, dramatically. Crane and the others fight against the bandits to save the properties they steal.</p>	V	

					Crane and the others succeed to knock out the bandits.		
33.	DN033/ MON/PAR/HE/KP 2	Monkey	Hero	PO: Ruaaaagh! Feet of Fury! <i>[He rapidly kicks the wolves out of air and lands. He then begins fighting the wolves in tandem with the Five, calling out each of their names as they appear.]</i> Tigress! Viper! Monkey! Mantis! Bunny! <i>[Holds out strumming bunny.]</i> Wha? Oh, sorry. <i>[Punches wolf towards Boss Wolf.]</i> <i>[Boss Wolf howls and the metal loot is pulled up the opposite cliff. The trapped pig screams as he is hauled upwards.]</i>	Monkey and the others arrive in the crime scene, dramatically. Monkey and the others fight against the bandits to save the properties they steal. Monkey and the others succeed to knock out the bandits.	V	
34.	DN034/P ING/PAR /CRE/KP 2	Mr. Ping	Creator	MR. PING: Thank you, thank you for coming to Dragon Warrior Noodles and Tofu. <i>[He serves another customer.]</i> More lemon sauce? If you need something, just ask! Thank you! <i>[A young bunny runs by with a Po action figure.]</i>	Mr. Ping creates something valuable for his shop, his business. He creates	V	

				<p>BUNNY KID: <u>Feet of Fury!</u> <i>[A female bunny looks at a mop hanging on the wall.]</i></p> <p>FEMALE BUNNY: The Dragon Warrior's mop! He mopped these very floors! <i>[Mr. Ping interrupts as she moves to touch it.]</i></p> <p>MR. PING: Ah! Ah! Ah! No touching! You'll get the mop dirty!</p>	<p>Dragon Warrior Noodles and Tofu to interest more costumers. He uses Dragon Warrior name because Dragon Warrior is an idol in the village and the Dragon Warrior is his son.</p>		
35.	DN035/P ING/PAR /CARE/K P2	Mr. Ping	Caregiver	<p>MR. PING: I brought you inside... <i>[Mr. Ping leads the infant inside the kitchen with a trail of dumplings.]</i> fed you... <i>[Mr. Ping tosses the last dumpling into a small bathtub, prompting the child to climb inside. Mr. Ping smiles as the baby begins happily nibbling on the dumpling.]</i> gave you a bath... <i>[Minutes later, Mr. Ping is gently scrubbing the baby, whose face is the only thing visible in the mountain of soap suds.]</i></p>	<p>Mr. Ping tells everything to Po. He tells how can he found Po. He found Po in a basket, when he wants to go inside the baby Po cried then Mr. Ping</p>	V	

				<p><i>The child swallows a soap bubble and grimaces.] and fed you again... [After the bath, Mr. Ping begins feeding the child soup. The baby ends up consuming the entire spoon. When Mr. Ping takes it out again, he is dismayed to find it drenched in saliva.] and again... [Mr. Ping then begins chopping vegetables rapidly, all the bits going straight into the baby's mouth. After feeding, Mr. Ping approaches the baby with some pants.] I tried to put some pants on you.</i></p>	<p>couldn't bear to leave Po alone. He brought Po and take care of Po like his own child.</p>		
36.	DN036/P ING/PAR /CRE/KP 2	Mr. Ping	Creator	<p>MR. PING: And then I made a decision that would change my life forever... <i>[That evening, Mr. Ping cooks up a bowl of noodle soup...]</i> To make my soup without radishes...</p>	<p>Mr. Ping got an idea after found Po in a radish basket. He makes soup without radishes. Delicious soup.</p>	V	
37.	DN037/R HI/PAR/ HE/KP2	Rhino	Hero	<p>RHINO: What do you want, Shen? SHEN: What is rightfully mine... Gongmen City! RHINO: Gongmen City is under the stewardship of the <u>Masters Council</u>,</p>	<p>Master Rhino is protector of Gongmen City. He will protect it from</p>	V	

				and we will protect it... even from you!	any danger even from Shen.		
38.	DN038/S HEN/PAR/OUT/K P2	Shen	Outlaw	SHEN: I agree... but <i>this</i> is. <i>[He leaps backwards onto the wooden box, which falls apart to reveal... a dragon shaped <u>cannon</u>. Thundering Rhino prepares for combat. Shen lights a spark with his metal talons and... KABOOM!]</i>	Shen comes to Gongmen City to take the city back. But, Master Rhino prevents him, then Shen fight back to Rhino. He lights the firework to him.	V	
39.	DN039/S HI/PAR/ SAG/KP2	Shifu	Sage	SHIFU: Remember, Dragon Warrior: Anything is possible... when you have inner peace. <i>[Po smiles and sets off. Down in the <u>village</u>, the villagers cheer as Po and the Five begin their journey.]</i>	Po and the Five are going to begin their journey to defeat Shen. Before Po goes, Shifu tells him a understanding that everything is possible when you have	V	

					inner peace.		
40.	DN040/P ING/PAR /CARE/K P2	Mr. Ping	Caregiver	MR. PING: I got your travel pack! I packed you food for weeks: cookies, buns, vegetables... and I even packed all your <u>action figures</u> ! [<i>He pulls out action figures of Mantis and Tigress and holds up the Tigress figure.</i>] See?	Before Po goes, Po meets his dad to ask the permission. Then Mr. Ping gives him a pack to travel, he helps Po so Po don't get hungry in his travel.	V	
41.	DN041/P O/PAR/H E/KP2	Po	Hero	PO: I gotta go! I'm the Dragon Warrior, it's kinda my job to save kung fu. And if I don't... what am I?	Actually, Mr. Ping doesn't agree if Po is leaving. But, Po give him understanding. Po is Dragon Warrior so it is his job to be a hero, to be savior of Kung Fu and savior of everyone.	V	
42.	DN042/P	Po	Jester	<i>As the kung fu warriors travel in the</i>	On the way.	V	

	O/PAR/J ES/KP2			<p><i>snowy mountains, Po trips and rolls down the mountain, becoming engulfed in a huge snowball. In the factory, Shen examines a barrel of gunpowder and scoops up a handful. He tosses it into the flames of a torch a nearby soldier is carrying. Sparks erupt from the torch, startling the wolf. Meanwhile, Po struggles to climb what appears to be a vertical cliff-side, and eventually slumps, tired. Tigress then appears walking by him: the surface is in fact horizontal.</i></p>	<p>Po has many behaviors. He is not like the others who have poise. Because his act, he become engulfed in a huge snowball. Then, dramatically he climb vertical cliff-side whereas the fact is horizontal.</p>		
43.	DN043/S HEN/PAR/OUT/K P2	Shen	Outlaw	<p>SHEN: Perfect. With the weapon by my side... ah, a little bit more. <i>[The gorillas adjust the cannon.]</i> With the weapon by my side... all of China will bow before me. We move out in three days, when the moon is full, and the tide is high.</p>	<p>Shen so proud because his weapon is ready to use. He will use it to destroy all of China.</p>	V	
44.	DN044/S OO/PAR/ MAG/KP	Soothsayer	Magician	<p><i>[The smoke forms into a peacock.]</i> SOOTHSAYER: A peacock... <i>[The peacock is consumed by a fiery</i></p>	<p>Shen asks Soothsayer to tell fortunes to</p>	V	

	2			<p><i>yin yang symbol. The gorillas back away in fear.]</i></p> <p>SOOTHSAYER: ...Is defeated by a warrior of black and white. Nothing has changed.</p> <p><i>[A shocked and furious Shen shatters the bowl with a throwing knife and fans away the apparition with his tail. Soothsayer looks up as Shen chuckles.]</i></p> <p>SHEN: That's impossible.. and you know it!</p> <p>SOOTHSAYER: It is not impossible... and <i>he</i> knows it.</p>	<p>him. With her vision, she tells that Shen will be defeated by warrior of black and white.</p>		
45.	DN045/S OO/PAR/ SAG/KP2	Soothsaye r	Sage	<p>SOOTHSAYER: Even with his poor eyesight, he can see the truth. <i>[Taps his scarred eye.]</i> Why is it that you cannot?</p>	<p>Shen's men tells Shen that he saw a panda, but Shen denies it. Soothsayer gives Shen understanding that, if the poor eyesight can see the truth why the perfect eyesight can not?</p>	V	

46.	DN046/S HEN/PAR/OUT/K P2	Shen	Outlaw	SHEN: <i>[Turns away.]</i> Then I will kill him... and make you <i>wrong!</i>	Soothsayer tells Shen that he will be defeated by warrior of black and white. Then he wants to kill the warrior to make the Soothsayer wrong.	V	
47.	DN047/P O/PAR/J ES/KP2	Po	Jester	<i>[Meanwhile, the sampan sails quietly through <u>Gongmen Harbor</u>, stopping underneath a stone bridge. The Five leap up and begin scaling the wall. Po tries and fails a couple of times before joining then on top of a roof overlooking the city streets. The palace tower can be seen in the distance.]</i>	Po does the ridiculous act, he can't climb the wall whereas the others can climb it easily. He fails many times.	V	
48.	DN048/P O/PAR/J ES/KP2	Po	Jester	<i>Po picks up a large plant and tries to use it as camouflage, but ends up tripping over the other plant pot. Now on the floor, Po slides on his back towards cover... but changes direction when he sees a noodle bowl standing</i>	Po sneak out by camouflage. His act is ridiculous and funny.	V	

				<i>on the very edge of a noodle cart. He tries to reach a dangling noodle strand with his tongue...]</i>			
49.	DN049/P O/PAR/H E/KP2	Po	Hero	<p>CRANE: Po, do something! PO: How am I supposed to help her cook rice without getting caught!? Wait... I have a better idea. WOLF: ...one! <i>[He raises his fist as Po taps him on the shoulder with the costume's tongue.]</i> PO: Hey. WOLF: Hey. <i>[He turns back to the sheep. He suddenly registers what he has seen and turns back, before Po punches him. As the sheep looks on, the wolf is dragged inside the costume through the dragon's mouth, given a thorough beating inside, and expelled from beneath the dragon's tail. A young rabbit nearby exclaims in disgust at the sight. The costume turns to the sheep.]</i></p>	Crane asks Po to do something to save the sheep from the wolf. Then he gets an idea, he pull the wolf into the costume, Po and the Five punch him.	V	
50.	DN050/O X/PAR/I NN/KP2	Ox	Innocent	<p>OX: Of course we do. <i>[He and Croc pick up the door.]</i> But if we stand up to Shen, he will turn the weapon on the city!</p>	Po invites Master Ox to join him to stop Shen. But	V	

					Ox doesn't want to join because he is afraid if he does something wrong. If Ox fights Shen, he is afraid if Shen turn on the weapon to the city.		
51.	DN051/P O/PAR/R UL/KP2	Po	Ruler	PO: Get him! [<i>Po and the Five take off after him. Outside the jail, Boss Wolf jumps onto a rickshaw cart.</i>]	Po lead the Five in this mission. He asks the Five to catch the Boss Wolf who escape from them.	V	
52.	DN052/P O/PAR/J ES/KP2	Po	Jester	PO: Get ready, guys. Keep your eyes peeled for the... <i>weapon!</i> [<i>Po spots a tiny model of the cannon on a table. Quick as lightning, he charges at the model and destroys it with a swing. The Five stare at him, mortified; Crane even pulls down his hat in shame. The Soothsayer is</i>	Po sees Shen's weapon then he destroy that weapon to save China. With his cool style he says	V	

				<p><i>perplexed.]</i> PO: Yes! We did it! Did you guys see that? Wahooooo... <i>[The triumphant panda turns... and finds himself standing in front of the giant cannon in the middle of the room. The Five are shoved next to him as Shen approaches, laughing.]</i></p>	<p>that he succeed to destroy the weapon, but actually it's weapon miniature. Until he sees the true weapon, big and creepy.</p>		
53.	DN053/P O/PAR/I NN/KP2	Po	Innocent	<p>SOOTHSAYER: You don't know... PO: Wh-what? <i>[Shen laughs.]</i> What's so funny? SHEN: Precisely the thing... that you clearly do <i>not</i> know! PO: Okay, enough with these riddles! Would you guys just spill the beans?! First the weapon was tiny- hey surprise, it's big! And then the lady over here- I think is a guy 'cause she's got a... <i>[Quick as a flash, Shen aims a knife in Po's face, shutting him up.]</i></p>	<p>Po comes to Shen to get justice about Master Rhino and treasure that stolen by Shen. Shen and Soothsayer think that he comes for revenge about his parents who killed by Shen. Shen and Soothsayer</p>	V	

					ask the other purpose why Po is here, but Po doesn't understand what they mean.		
54.	DN054/S HEN/PAR/OUT/K P2	Shen	Outlaw	SHEN: FIRE! <i>[BOOM! BOOM! BOOM! Next to him, several cannons are fired by gorilla soldiers. Back at the palace, Po and the Five stare in horror at the flaming cannonballs flying right toward them.]</i> MANTIS: Aw no, he's got way more.	Shen attack Po and the Five.	V	
55.	DN055/T IG/PAR/ CARE/K P2	Tigress	Caregiver	<i>[...and hugs Po. Po's eyes widen. The Five stare. Crane's beak drops.]</i> TIGRESS: The hardcore do understand. <i>[She releases him, but keeps her paw on his shoulder.]</i> But I can't watch my friend be killed. We're going. <i>[She walks away, moving past the Five.]</i>	Tigress help Po to rise up from the problem he faced. Tigress hugs Po to strengthen him.	V	
56.	DN056/S OO/PAR/ SAG/KP2	Soothsayer	Sage	SOOTHSAYER: The cup you choose to fill has no bottom. It is time to stop this madness.	Soothsayer gives Shen understanding that he has to stop his	V	

					madness.		
57.	DN057/S HEN/PAR/ OUT/K P2	Shen	Outlaw	SHEN: Oh, you want to know so badly? Thinking knowing will heal you, huh? Fill some... crater in your soul. Well here's your answer... your parents didn't love you. <i>[Po is stricken.]</i>	Po asks Shen the truth about his parents. But Shen is too outrageous, so he tells Po that Po's parents didn't love Po. The truth is Po's parents love him so much.	V	
58.	DN058/S OO/PAR/ MAG/KP 2	Soothsayer	Magician	PO: Ah! <i>[He jumps, then groans in pain. Soothsayer silently holds out a cup of unknown liquid.]</i> Yeah... like you're going to get me to drink <i>daw!</i> <i>[Soothsayer sticks a needle in his forehead, making his eyes bulge and his mouth pop wide open. She tosses the medicine in his mouth and yanks out the needle, making him swallow. Whatever she gave him makes him gag as she returns to the fire.]</i>	Po is knocked down by Shen until Po floats on the river. Soothsayer found Po in the river and heal him with her medicine and acupuncture.	V	
59.	DN059/S OO/PAR/ MAG/KP	Soothsayer	Magician	SOOTHSAYER: This was a thriving village. Young Shen was in line to rule Gongmen City... but he wanted more. I	Soothsayer tells Po about the village.	V	

	2			foretold that someone would stand in his way... a panda. But I <i>never</i> could have foretold what came next...	She also tells Po about her vision that Shen will be defeated by a panda, so it makes Shen kill all of pandas.		
60.	DN060/S HEN/PAR/RUL/K P2	Shen	Ruler	SHEN: <i>Get them all!</i> <i>[The two wolves, one of which is recognized as Boss Wolf, leap at baby Po, jaws open wide. The child's eyes widen with terror... a male panda very similar to the panda from Po's nightmare leaps in front of Baby Po, armed with a rake. With a powerful swing, he strikes Boss Wolf directly in the eye and sends him and his comrade flying backward. They fall past Shen, who stares in astonishment at the panda.]</i>	Shen is a leader of the wolfs. He asks them to get all of pandas.	V	
61.	DN061/S OO/PAR/ SAG/KP2	Soothsayer	Sage	SOOTHSAYER: Your story may not have such a happy beginning... but that does not make you who you are. It is the rest of your story... who you choose to be...	Soothsayer gives Po understanding that he doesn't need to worry about the	V	

					beginning, just care about who he will to be.		
62.	DN062/S HEN/PA R/OUT/K P2	Shen	Outlaw	<p>SHEN: Nothing stands in my way... <i>[A cannon at the front of the line is aimed towards the bridge. The citizens realize what is about to happen and flee for their lives.]</i></p> <p>SHEN: Fire! <i>[The cannon is fired. The citizens barely manage to clear the bridge before it is completely obliterated. They dodge falling debris as they run. The Five are horrified by this act.]</i></p>	There is a bridge in front of Shen, Boss Wolf asks Lord Shen how about the bridge. Shen asks them to destroy the bridge so nothing can prevent his way.	V	
63.	DN063/P O/PAR/H E/KP2	Po	Hero	<p>PO: And now... free the Five! <i>[Po whips off his hat.]</i> Disk of Destruction!</p>	Po gets well and finds his inner peace. He continues his journey to stop Shen, but he does something valuable by free the Five first.	V	

64.	DN064/P O/PAR/J ES/KP2	Po	Jester	<p>TIGRESS: Impressive, Dragon Warrior! What's your plan?</p> <p>PO: Step one, free the Five!</p> <p>VIPER: What's step two?</p> <p>PO: Honestly, I never thought I'd get this far.</p> <p>TIGRESS: Po!</p>	<p>Tigress asks Po seriously about his plan to defeat Shen. He says the first step that is free the Five. Then Viper asks the second step but Po don't thought it yet.</p>	V	
65.	DN065/O X/PAR/H E/KP2	Ox	Hero	<p><i>As Po is fighting, the wolves approaching his back are suddenly taken out by none other than Master Storming Ox himself. Po spins around and is overjoyed.]</i></p> <p>PO: Master Ox!</p>	<p>Po and the Five are fighting against the wolfs. Suddenly, Master Ox appears to help them.</p>	V	
66.	DN066/C ROC/PAR/HE/KP 2	Croc	Hero	<p><i>[Master Croc suddenly leaps out of the river and split-kicks two wolfs (CROC: Chum!), landing beside Ox in the same position (CROC: Bah!).]</i></p> <p>PO: And Croc!</p> <p>CROC: Vengeance is served!</p>	<p>So do Master Croc, he suddenly appears to help Po, the Five and Master Ox to</p>	V	

					bring justice.		
67.	DN067/S HI/PAR/ HE/KP2	Shifu	Hero	<p><i>The figure leaps into view... and we see that it is Master Shifu. Now shown without his green shawl, he kicks away several wolves in midair, and lands perfectly on <u>Oogway's staff</u>.]</i></p> <p>PO: Master Shifu! <i>[Shifu swiftly dispatches the wolves surrounding his fellow warriors.]</i></p>	<p>After Shifu got his feeling, he comes to Gongmen City to follow his students. When the students fight, Master Shifu comes to help them.</p>	V	
68.	DN068/S HI/PAR/ RUL/KP2	Shifu	Ruler	<p>SHIFU: Quickly! Use their boats to block the way! <i>[The warriors move into action.]</i></p>	<p>As a master and leader, he asks his students to block the way with Shen's boat. Po and the Five do it together.</p>	V	
69.	DN069/P O/PAR/ ES/KP2	Po	Jester	<p>SHEN: H-how did you... <i>[He turns his head slightly- Po is standing a couple of feet behind him.]</i> How did you do it? <i>[Po shrugs.]</i></p> <p>PO: You know, you just gotta keep your elbows up and keep the shoulders</p>	<p>Shen asks how can Po did it. Po thinks that Shen asks how can he</p>	V	

				loose...	control the fireworks, then Po answer as is. Just keep elbows up and sholders loose.		
70.	DN070/P O/PAR/C ARE/KP2	Po	CAREGIV ER	SHEN: I don't care what scars do. PO: You should, Shen. You gotta let go of that stuff from the past 'cause it just doesn't matter. The only thing that matters is what you choose to be <i>now</i> .	Po gives his compassion to Shen, he cares about Shen so, Po advises Shen about scars do, just let go of the painful thing in the past. Just matters what you want to be right now.	v	Caregiver?
71.	DN071/S HEN/PA R/OUT/K P2	Shen	Outlaw	SHEN: You're right. Then I choose... THIS! <i>[He pulls out some blades and lunges furiously at Po. The panda barely manages to dodge and is soon on the defensive as the two <u>fight</u> once more.</i>	Shen tries to tricked Po, as if he awares of Po's words but actually he still want to	V	

				<p><i>Shen swings furiously, catching Po's face and slicing off some facial fur. The peacock flings the last of his knives, which are caught in the piece of driftwood Po manages to shield himself with. Shen grabs his lance and continues his assault. Po and Shen continue to fight, Po evading Shen's attacks which unknown to them both are cutting through the ropes holding up the ruined cannon. The cannon eventually begins to topple. Po sees the coming danger and runs for the ship's bow. Shen looks up, sees the cannon... and closes his eyes as his creation crashes down on himself and the ship and explodes, sending a screaming Po flying into the water.</i></p>	<p>attack Po. They fight, finally Shen loses.</p>		
72.	DN072/PING/PAR/CRE/KP2	Mr. Ping	Creator	<p>MR. PING: So how did it go? Did you save China? PO: Yep. MR. PING: I knew you would... that's why I had these new posters made... [<i>He pulls out a poster of Po.</i>] 'My son saved China. You too can save, buy one dumpling get one free'!</p>	<p>Mr. Ping asks Po, did Po save China. He already guessed it, then he already made a new poster about his son saved China.</p>	V	

					Of course, he creates it for business.		
73.	DN073/P O/PAR/L OV/KP2	Po	Lover	<p>PO: I know who I am. MR. PING: <i>[Barely speaking.]</i> You do? <i>[A beat...]</i> PO: ...I'm your son. <i>[The two embrace lovingly.]</i> PO: I love you dad. MR. PING: I love you too, son.</p>	Po knows who he is. He is Mr. Ping's son, and he loves his dad so bad. They hug full of love.	V	
74.	DN074/K AI/PAR/ OUT/KP 3	Kai	Outlaw	<p>Kai: <i>[retrieves blades]</i> Master Oogway. Oogway: <i>[confused]</i> Our battle ended five hundred years ago. Kai: Well, now I'm ready for a rematch.</p>	Kai is not satisfied about his battle with Oogway five hundred years ago. He wants rematch to revenge.	V	
75.	DN075/P O/PAR/J ES/KP3	Po	Jester	<p>Shifu: There is always something more to learn. Even for a master. For instance, let me show you another move. <i>[twirls staff]</i> The dramatic exit. <i>[points staff at the roof]</i> What's that? <i>[quickly leaves the room and closes the door]</i> Po: Whoa! Are you kidding me? That... What? Where'd he go?</p>	Shifu shows a dramatic exit, actually it's just a trick but Po believe it as dramatic exit. The Five stunned by Po's stupidity.	V	

				<i>[The Five appear stunned from Po's stupidity.]</i>			
76.	DN076/P O/PAR/I NN/KP3	Po	Innocent	Po: I don't wanna be more! I like who I am.	Po loves to be himself. Like innocent do, be yourself.	V	
77.	DN072/S HI/PAR/ SAG/KP3	Shifu	Sage	Po: Whoa! ...What's chi? Shifu: The energy that flows through all living things.	Shifu shows how to control Chi. When Po asks what is Chi, Shifu give him knowledge that Chi is an energy that flows through all living things.	V	
78.	DN078/S HI/PAR/ CARE/K P3	Shifu	Caregiver	Po: Teaching? There's no way I'm ever gonna be like you. Shifu: I'm not trying to turn you into me. I'm trying to turn you... into you. <i>[gives Po the revived plant before he departs]</i>	Shifu help Po to understand that Po should be a teacher with his own style not imitating Shifu.	V	
79.	DN079/K AI/PAR/	Kai	Ruler	Kai: Silence! <i>[The farmers cower. Kai tosses the jade pendants on the ground.]</i>	Kai is leader of jade armies.	V	

	RUL/KP3			<i>They materialize into masters covered in jade.] Find Oogway's students and bring them to me.</i>	He asks his jade armies to find Oogway's students.		
80.	DN080/P O/PAR/J ES/KP3	Po	Jester	Po: I am ready... <i>[holds up mini Po]</i> to teach you a lesson! <i>[holds up mini Tai Lung]</i> Teach me? Oh no, he's the Dragon Teacher! <i>[holds up mini Tigress]</i> Yeah, he's so handsome. <i>[holds up mini Po]</i> Thank you for the compliment. <i>[holds up mini Tai Lung]</i> Ah, no! Please don't teach me to death! <i>[smashes mini Po and mini Tai Lung together repeatedly]</i>	Po takes a bath while playing his action figures full of joy.	V	
81.	DN081/P ING/PAR /CRE/KP 3	Mr. Ping	Creator	Mr. Ping: A teacher? Teaching kung fu? That's a promotion! Take the job, son. And someday, when you're in charge of the whole Jade Palace, I can sell noodles in the lobby! <i>[chuckles, then pauses]</i> Why are you still here taking a bath like a baby? Get out. Get out. Go, go, go. Franchise expansion awaits us.	Mr. Ping asks Po to take the teaching job that Shifu offers. He can take that chance to develop his business. Sell noodles in Jade Palace's lobby and create	V	

					Franchise expansion.		
82.	DN082/P O/PAR/J ES/KP3	Po	Jester	<p>Po: Really? Li: Really. Po: I can't believe it. After all these years and you're really here? This is amazing! Oh, Dad! Come say hi to... [<i>chuckles</i>] I don't know what I'm supposed to call you.</p>	Finally, Po meets his biological father. He welcomes his dad full of joy.	V	
83.	DN083/L I/PAR/JE S/KP3	Li	Jester	<p>Li: Look at that. Our bellies could be brothers! Hey son, let me teach you how to belly gong. [<i>knocks belly against Po's – and vice versa</i>] Belly gong! It's like looking in a fat mirror.</p>	Li teaches his son a joke from pandas habit, that is belly gong. They do it happily.	V	
84.	DN084/P ING/PAR /CRE/KP 3	Mr. Ping	Creator	<p>Li: No, the poster did. [<i>points above the counter</i>] And the gift shop. I bought a tiny cup. [<i>A cup with a drawing of Po kicking the air is shown.</i>]</p>	From Li's dialouge, Mr. Ping described as good creator. He create poster, and cup with drawing of Po kicking the air.	V	
85.	DN085/P O/PAR/J	Po	Jester	<p>Po: Dad, check it out! Master Ram's crossbow. The Infinite Gate Smasher.</p>	Po invites his dad to come	V	

	ES/KP3			Dad, look at this! The battle helmets of Master Rat's army. They're so tiny! Master Dolphin's waterproof armor. This is my favorite. Check it out. It's the legendary battle rickshaw of Emperor Hawk!	into Jade Palace. Watch the properties of the Kung Fu masters. He introduces the properties zestfully.		
86.	DN086/P O/PAR/J ES/KP3	Po	Jester	<p>Po: Charge! Faster, faster, faster! <i>[The scene cuts to Po and Li using the helmets of Master Rat's army as thimbles.]</i> Thumb war!</p> <p>Li: Reinforcements! <i>[pulls out more tiny helmets]</i> <i>[The scene cuts to Po and Li using shields as sleds. Po crashes into a pillar.]</i></p> <p>Li: This is so much fun! <i>[Li crashes into a pillar shortly after. The scene cuts to Li spinning Po around on a shield.]</i> Here we go!</p> <p>Po: Awesome! <i>[The scene cuts to Li comforting Po as he vomits.]</i></p>	Watch the properties of Kung Fu shouldn't play it. But Po and Li play it full of joy. They try every properties.	V	
87.	DN087/P O/PAR/H E/KP3	Po	Hero	<p>Po: This is perfect! Now you can see what being the Dragon Warrior is all about. Follow me! <i>[The scene cuts to Shifu and the Five fighting against the</i></p>	Tigress tells the others that valley is under attack. Po	V	

				<i>enslaved masters on a roof. Po leaps into the fray.]</i>	follow Shifu and the Five head out to defend the valley zestfully.		
88.	DN088/O OG/PAR/ EXP/KP3	Oogway	Explorer	Shifu and Oogway: <i>[in unison]</i> I was an ambitious young warrior... <i>[The scene cuts to 2D animation. The ink on the scroll becomes fluid, creating images as Oogway's words continue.]</i>	Shifu reads the scroll about Kai. The scroll tells the story about Oogway and Kai. In the scroll written that Oogway is an ambitious, love to explore the world.	V	
89.	DN089/K AI/PAR/ OUT/KP 3	Kai	Outlaw	Oogway: <i>[off-screen]</i> Yes, pandas. <i>[The scene cuts back to 2D animation.]</i> Pandas who used the power of chi to heal me. They taught me how to give chi. But Kai wanted the power all to himself. He saw that what could be given could also be taken.	Shifu reads the scroll about Kai. The scroll tells the story about Oogway and Kai. In the scroll	V	

					written that Kai wanted more power for himself, the power of Chi to conquer the world.		
90.	DN090/S HI/PAR/ RUL/KP3	Shifu	Ruler	Shifu: You are going to find out where Kai is. Follow the trail of those jade creatures, but do not engage. For with every foe he faces, Kai becomes stronger.	Shifu and the Five read the letters from every master in China that Kai conquers. As an elder, Shifu ask Crane and Mantis to find where Kai is.	V	
91.	DN091/P O/PAR/C ARE/KP3	Po	Caregiver	Po: No... [<i>Lei Lei prepares to cry.</i>] Problem. Of course. Yeah. That's why I brought her. Take good care of her.	Lei Lei finds PO's action figures, she loves it and wants it. But Po says no, Po can't bear to see her cry. Finally, Po	V	

					give it to her.		
92.	DN092/L I/PAR/L OV/KP3	Li	Lover	<p>Li: <i>[sighs]</i> She was the total package. Smart. Beautiful. Tremendous appetite. <i>[Po laughs.]</i> She was the love of my life. And then... just when I thought I couldn't get any luckier... along you came, my little Lotus. <i>[chuckles]</i> I really had it all. Until that... one moment... when I... lost everything.</p> <p><i>[The scene cuts to a flashback from Kung Fu Panda 2 - of the sacrifice of Po's mother.]</i></p>	Li loves his wife so bad, she is smart, beautiful. He became lucky person when his wife give birth of Po. Li is feeling lost after Shen attack pandas.	V	
93.	DN093/K AI/PAR/ OUT/KP 3	Kai	Outlaw	<p>Kai: I am not fit, little kitten? I fought by his side. I loved him like a brother. And he betrayed me. Well, now I will destroy everything he has created! <i>[tosses blades at Shifu and the others]</i></p>	Kai feels that Oogway betrayed him, he destroys everything Oogway has created.	V	
94.	DN094/T IG/PAR/ CARE/K P3	Tigress	Caregiver	<p><i>[The scene cuts to Po training against the dummy. As he is about to resume his training after taking a break, Tigress suddenly appears and blocks his fist.]</i></p> <p>Tigress: This isn't going to work. Po: It has to. <i>[Po and Tigress spar as they talk.]</i></p>	Tigress help Po to calm down his mind. Tigress asks Po to think carefully about what he will do to	V	

				<p>Tigress: You're not thinking straight. Po: I am. Tigress: You're not. Po: I am. Tigress: No.</p>	fight Kai.		
95.	DN095/L I/PAR/H E/KP3	Li	Hero	<p>Li: Unless you had an army of your own. <i>[Li appears from the fog behind Po.]</i> Po: You? Li: Not just me.</p>	Li offers his service to help Po defeat Kai. It is a brave act by Li.	V	
96.	DN096/P O/PAR/I NN/KP3	Po	INNOCENT	<p>Po: No! You can't. But you don't have to be. That's what Shifu meant. I don't have to turn you into me. I have to turn you into you.</p>	Po choose wise act. That he will turn them (all pandas) into theirselves. They don't need to be like him, just be yourself.	VAL	Innocent?
97.	DN097/P O/PAR/J ES/KP3	Po	JESTER	<p>Po: I'm gonna do something I never thought I'd be able to do. I'm gonna teach kung fu. <i>[The scene cuts to Po watching different groups of villagers train for different battle skills.]</i> You guys. Your real strength comes from being the best you - you can be. So who are you? What are you good at?</p>	In this scene, Po teach all of pandas to learn Kung Fu according to their ability. But he teach them by full	v	Jester? Teach by fun?

			<p>What do you love? What makes you - you? <i>[to hacky sack kids]</i> Yes, good. Good, again. <i>[to rolling kids]</i> Good, again. <i>[to Panda Villager #2]</i> Good, good, good. Again!</p> <p><i>[Tigress becomes increasingly confused as she watches the villagers train in nontraditional ways.]</i></p> <p>Tigress: Wha...?</p> <p>Lei Lei: <i>[walks up to Tigress]</i> Stripy baby, stripy baby.</p> <p>Po: <i>[to Mei Mei]</i> Faster. Faster! Roll those ribbons! <i>[to Panda Villager #2]</i> Hug that log you, hug that log like it's the last time you're ever gonna hug it goodbye forever. <i>[to hammock launchers]</i> Higher, and a little more to the left this time. You can do it! <i>[to hacky sack kids]</i> I don't wanna see any of these hit the ground! <i>[tosses up dumplings]</i></p> <p>Lei Lei: <i>[hugs Tigress in the background]</i> Wait, wait, stripy baby.</p> <p>Po: <i>[to Panda Villager #2]</i> Good, try it with this. <i>[Po brings a rock. He then talks to the hacky sack kids.]</i> Now try it with these. <i>[Po brings firecrackers. He then talks to Mei Mei.]</i> Good, now</p>	of joy.		
--	--	--	---	---------	--	--

				try it with these! <i>[brings nunchucks]</i> <i>[Mei Mei twirls around the nunchucks, accidentally flinging it into the air and hitting Panda Villager #1 unconscious. Po continues to train the villagers. Tigress continues to look confused. Finally, the villagers stop their training and gather in front of Po.]</i>			
98.	DN098/P O/PAR/R UL/KP3	Po	Ruler	<i>[The scene cuts to Po and the villagers with a giant map at the center. With a bamboo stick, he moves food to different points of the map as he talks.]</i> Po: Ok, pay attention 'cause I'm only gonna go over this ten more times. The only entrance to the village is here. The dumpling squadron will take position here, while the cookie squadron will take position here. Now, on my signal, the two squadrons will... Right, ok. <i>[The kids eat the dumplings and cookies. Villagers laugh.]</i> The noodle squadron will... <i>[A kid slurps down a noodle. Villagers laugh.]</i> Alright, ok. Anyway, the important thing to remember is that this is the spot where... <i>[Po appears frightened as a kid eats through his stick. Villagers laugh.]</i> Ok, saw that	Before Kai is coming, Po tells pandas the strategy how to defeat Kai. Po asks every group to take position and wait for code.	V	

				coming. If you only remember one thing, it's distract the zombies until I get close enough to put the Wuxi Finger Hold on Kai. You got it? <i>[Villagers cheer and head to their battle positions.]</i> Pandas on three. One, two, three— Panda... You guys... Never mind. I'll teach you that later. <i>[As the villagers run off, Po unrolls the jade scroll and sees a drawing of the battle between Oogway and Kai. He then sees Li touching the drawing of the ancient panda chi masters.]</i>			
99.	DN099/P O/PAR/R UL/KP3	Po	Ruler	Po: Here we go! <i>[holds off Crane and Croc]</i> Dumpling squad! <i>[The scene cuts to Dim and Sum pulling themselves back on their hammocks.]</i>	Kai arrives in their village, the jade asked by Kai to defeat Po. The jades chase Po then Po give the squad a code to attack.	V	
100	DN100/O OG/PAR/ MAG/KP 3	Oogway	Magician	Oogway: On the first day we met, I saw the future of kung fu. <i>[flashes back to Oogway choosing Po as the Dragon Warrior]</i> And the past. <i>[flashes back to ancient panda chi masters]</i> I saw the panda who	Oogway already know that he will not get wrong choice in chose Po as	V	

				<p>could unite them both. That is why I chose you, Po. Both sides of the Yin and Yang. And my true successor. <i>[hands Po a yin-yang staff]</i></p>	<p>the Dragon Warrior. Oogway saw the future and the past of Kung Fu, unifer of the past and the future in Po. Oogway's vision tells that Po is his true successor.</p>		
--	--	--	--	--	---	--	--