

**SKIN COLOR PATTERNS AND THEIR MEANING THEY EVOKE IN
DISNEY'S TINKER BELL'S FILM
(A STUDY OF GESTALT PRINCIPLES)**

THESIS

**Submitted in Partial Fulfillment of the Requirements
for the Degree of *Sarjana Humaniora***



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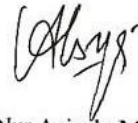
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RATIFICATION

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DEDICATION

This thesis is dedicated to :

1. My beloved parent
2. My beloved family
3. English Letters 2019
4. English Letters Department
5. My Almamater UIN Raden Mas Said Surakarta

MOTTO

لا تحزن ان الله معنا

Artinya : “Janganlah engkau bersedih, sesungguhnya Allah bersama kita”.

حسبنا الله ونعم الوكيل

Artinya : “Cukuplah bagi kami Allah sebagai penolong dan Dia adalah sebaik-baik pelindung”.

PRONOUNCEMENT

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I hereby sincerely state that the thesis entitled *Skin Color Patterns and Their Meaning They Evoke In Disney's Tinker Bell's Film's (A Study of Gestalt Principles)* is my own original work. To the best of my knowledge and belief, the thesis contains no material previously published or written by another person except where due references are made.

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

Surakarta, May 8th, 2023

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ACKNOWLEDGEMENT

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

Surakarta, May 8th, 2023

The Researcher,



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ABSTRACT

Erna Rokhiyanti. 2023. *Skin Color Patterns and Their Meaning and They Evoke in Disney Tinker Bell's Films's (A Study of Gestalt Psychology)*. Thesis. English Letters Study Program, Cultures and Language Faculty.

Advisor : Dr. Nur Asiyah, M.A

Keywords : Gestalt, Skin Color, Narrative, Films

Gestlat is also related to the first visual object appearing in one place, the second visual object not appearing in its normal location closer. Thus, for research questionst hat meaning do the skin colors of tinkerbell's convey in a study gestlat the films and the how do the meaning of Tinkerbell's skin colors signify the skin colors of the other characters.

This study aims to reveal reveal meaning do the skin colors of tinkerbell's convey in a study gestlat the films, to describe how the meaning of tinkerbell's skin color signify the skin colors of the other characters. Therefore, this research uses a descriptive qualitative method because the data are the narration, and scene within the films. To collect the data, the writer does documentation and recording.

This study will be explored based on the Gestlat in interactive media design (2008) and then Gestlat perception in temporal organization of narrative text (1984). Based on the analysis, namely the meaning conveyed by skin color tinkerbells in a gestlat film study. How the author should be able to interpret the meaning of the film using several theories.

Qualitative research is a type of research that focuses on words rather than numbers when collecting and analyzing data (Bryman, 2008, p. 366). Meanwhile, according to Frankel and Norman (2006, p. 105), the definition of a qualitative descriptive method aims to distinguish and present a picture of an event, situation, or situation by using data in the form of words and not numbers.

ABSTRAK

Erna Rokhiyanti. 2023. *Skin Color Patterns and Their Meaning and They Evoke in Disney Tinker Bell's Films's (A Study of Gestalt Psychology)*. Skripsi. Jurusan Sastra Inggris. Fakultas Adab dan Bahasa.

Pebimbing : Dr. Nur Asiyah, M.A

Kata Kunci : Gestalt, Skin Color, Narrative, Films

Gestlat juga terkait dengan objek visual pertama muncul di satu tempat, objek visual kedua tidak muncul di lokasi normalnya lebih dekat. Dengan demikian, untuk pertanyaan penelitian tentang makna warna kulit Tinkerbell yang disampaikan dalam studi gestlat film dan bagaimana makna warna kulit Tinkerbell menandakan warna kulit karakter lain.

Penelitian ini bertujuan untuk mengungkap makna yang disampaikan warna kulit tinkerbell dalam studi gestlat film, untuk mendeskripsikan bagaimana makna warna kulit tinkerbell menandakan warna kulit karakter lainnya. Oleh karena itu, penelitian ini menggunakan metode kualitatif deskriptif karena datanya berupa narasi, dan adegan dalam film. Untuk mengumpulkan data, penulis melakukan dokumentasi dan pencatatan.

Studi ini akan dieksplorasi berdasarkan Gestlat dalam desain media interaktif (2008) dan kemudian persepsi Gestlat dalam organisasi temporal teks naratif (1984). Berdasarkan analisis yaitu makna yang disampaikan warna kulit tinker bells dalam kajian film gestlat. Bagaimana penulis harus mampu menginterpretasikan makna film tersebut dengan menggunakan beberapa teori.

Penelitian kualitatif adalah jenis penelitian yang berfokus pada kata-kata daripada angka saat mengumpulkan dan menganalisis data (Bryman, 2008, p. 366). Sedangkan menurut Frankel dan Norman (2006, p. 105), pengertian metode deskriptif kualitatif bertujuan untuk membedakan dan menyajikan gambaran tentang suatu peristiwa, situasi, atau keadaan dengan menggunakan data berupa kata-kata dan bukan angka.

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CHAPTER 1

INTRODUCTION

A. Background of the Study

Film is a medium that shows a series of moving pictures with a story. In general, several film actors do something to convey a message to the public. (Arsyad, 2003) defines the film as a collection of several images in one frame, frame by frame, projected mechanically through a projector lens so that the images appear clearly on the screen. The film moves fast and takes turns, giving it its charm. Films usually describe politics, love, life, society, and phenomena.

(Herman Felani, 2022) states that the audience is interested in films because films contain the potential as a tool for social control. A film was also made. Of course, certain countries contain or have less romantic elements of state ideology affected. In general, the ideological message contained in the film doesn't necessarily contain positive elements, but there is a possibility that it could be skin colour. Skin colour in post-civil rights African-American culture and society.

Perceptual experience and subjectivity properties of phenomenological consciousness, optical illusions, perceptions change, contextual effects. Continue to inspire contemporary scholarship. Reserch using methods and

tools that do not yet exist at the designer's discretion. According to (Snowden,1970) the causes of differences in human skin colour have existed for centuries and predate formal development to classify people by colour.

(David William, 2020) states that the association between intense sunlight and dark skin existed in ancient times. Light-skinned blacks are acceptable more social rewards than dark-skinned blacks because of their closeness to socially desirable skin colour. In addition to skin colour, many characteristics and characteristics are related to one another in the white group. Examples are choice of words, accent, demeanour, hair, structure, clothing, and protection.

Skin color is the most important clue about the evaluation of African Americans by whites and African Americans and played a fundamental role in African Americans search for identity as well as seeing representations of the state (Lincoln, 1968). However, representation from major powers dominant. (Ayu Krisnadiari, 2018) states that the film is also one of the messenger media through which film engages audiences and usually influences our behavior. There are many life lessons that can be learned from this film, researcher say as research material. Here, researcher have several reasons for studying it. There are at least two interesting things about this films in term of characters, characterization, and themes.

First, one of them is the movie *Tinkerbell's*. How Disney spreads and shapes skin color ideologically, briefly described America as a superior nation. these messages skin color practices infiltrate every scene in different

ways subtle ethnocentrism. The practice of skin color in the film *Tinkerbell* is portrayed as flawed even more. America has good relations with Scotland, France and China. But America remains in power, she has a position decision maker and shaper of the future. But the best relationship intertwined in Scotland, due in part to many American presidential factors is of Scottish descent.

This is reflected in : Clink, Bobble and Fairy Mary acts as a messenger and an image of Queen Victoria on coins being humiliated by the protagonist of scene 10. Lastly, the important lesson that the researcher can take from this film that can be applied in everyday life. This film is very political for the size of a children's film, especially if them film is a fairy tale movie watched by girls. So that's the proof trying to subtly the ideology of skin colour.

The relationship, which is not harmonious but wrong skin colour practices, occur in a very short and small scene 10, where *Tinkerbell* laughs at the picture of a woman on a coin. The first *Tinkerbell* series begins by telling the story of *Tinkerbell's* birth through baby laughter, which takes her to Pixie Hollow, a place in Neverland. Queen *Tinkerbell* advises *Tinkerbell* to find her abilities. In this film, *Tinkerbell's* struggles to find her true identity and abilities with her fairy friends in Pixie Hollow. The *Tinkerbell* film series and *The Legend of The Neverbeast* tell the legend of a large creature that awakens at the same time as a green comet appears over the horizon of Pixie Hollow.

This creature is believed to be a threat to the survival of the fairies, but Fawn, the animal fairy and *Tinkerbell's* friend doesn't believe it. The number of film controversies published after the original story *Peper Pan* which is the work of JM. Barrie proposed Cartoons about Disney (Kavey, 2009:7). For example, as there is *Tinkerbell*, who was just a shapeless shiny dot in the original story, the striking physical appearance of the Disney version suddenly takes on a human form with beautiful curves, blonde hair and a green mini dress. Plus, the flow of the story is also slightly different. For example, the character *Tinkerbell* in the original version said to be dead, lingers on during the Disney animation.

Tinkerbell is not worth the beauty of the story in the film but is also supported by another asset Disney. On the other hand, we must not forget that *Tinkerbell* also has values, especially as part of the classic. Disney story with its characteristics Walt Disney masterpiece, and a film that can illustrate Disney movie content development as a newly released product. With the various ideological values of skin colour in the *Tinkerbell* film visible, the core content of Disney products hasn't changed much in a decade. Here the researcher has several reasons why she studies it. This film is a Gestalt Psychology flow learning and learning process.

Gestalt learning theory is often referred to as comprehensive learning or field theory (Hanafy, 2014). Judging from the name of the theory contradicts the theoretical views of behaviorism. Learning by understanding is

a concept that is conyained in it covers the problems or problems one sees in studying a perticular relationship.

(Lisa Graham, 2008) states that the first, namely Gestalt, there is the interaction between the individual and environment called the perceptual field. Each perceptual has organization and tends to be perceived by humans as figures and ground. Therefore this perceptual ability is a built-in function of humans, not a skill in learning. This organizing affects the meaning in form. Gestalt theory tries to understand other ideas of physiological phenomenon determination. They make a direct connection between experience and physiology.

Gestalt theory (Kohler, 1929; Koffka, 1935; Wertheimer, 1938; in Bell, 2001) is influenced by architectural and based on the overall assumption that humans. Read the meaning of from or melody enter into perceptions beyond the sum of sensations individually so that humans see objects as a unit and cannot differentiate it part by part. Gestalt Psychology confirms the new trend. Ruby shows the difference between the picture and the country. (Wolfgang Kohler, 1954) found lots of evidence on the role of form factors in the field of touch and colour vision and so on. The Gestalt movement, considered first launched by Gestalt (Gestalt Theory), was born in Germany in 1912 and pioneered and developed by Max Wertheimer (1880-1943), which is also considered the founding father of Wolfgang Kohler. Max Wertheimer about the movement, which appeared in 1912, Wolfgang's theory of learning

Kohler (1887-1967) and Kurt Koffka (1886-1941), who researched observation and problem-solving.

Gestalt Psychology experts explain what the interaction between the individual and environment is called. Everyone's field of view perception of belonging to the organization, primarily excellent people as characters down. Because this perception is a built-in function of a person, not a skill to study, these settings affect meaning with references. Gestalt Psychology emphasizes the importance of phenomenology, understanding mental events related to time and biological processes (Eptein and Hatfield, 1994).

(Max Wertheimer, 1934) explains the Gestalt theory. The basic "formula" of Gestalt theory can be stated as follows. The whole whose behaviour is not determined by its individual elements but where the sub-process itself is determined by the internal properties of the whole. Another explanation is that form refers to a unitary structure, arrangement, or arrangement it has a special quality that is greater than the simple sum of its parts. Gestalt theory provides a rational explanation for changes in distance, time, and configuration that can significantly affect the meaning of the information presented.

Several studies on skin colour patterns have been carried out by several researchers, some of which are as follows :

First, research by Nina G. Jablonski (2020) discusses the skin colour and race by which people have been classified in the Western scientific tradition. This research has differences in the object of study with the researcher's research.

Second, research by Fernanda Torres, Mauricio Salgado, Bernardo Mackenna and Javier Nunez (2019) discussed the status attributions and skin pigmentation in Chile. This research has differences in the object of study. Third, research by Karim Bettache (2020) discusses the need for a cultural, psychological approach to discrimination based on skin colour in Asia. This research has differences in the object of the study.

Forth, research by Lian Deng and Shuhua Xu (2018) discussed the adaptation of human skin colour in various populations. This research has differences in the object of study with the research of the researcher. Fifth, research by Astri Dankertsen and Tone Gunn Stene Kristiansen (2021) discusses whiteness isn't about skin colour. Challenges to analyzing racial practices in a Norwegian context. This research has differences in the object of study.

Based on the five previous studies described above, none discussed the skin colour pattern of the main character in the film *Tinker Bell*. Therefore, the researcher wants to analyze skin colour patterns and their meaning in the film *Tinkerbell's* by using the "gestalt psychology" theory from Lisa Graham. From these theories, the focus of this research is to analyze the meaning of *Tinkerbell's* skin colour in other characters. Based on the explanation above, the researcher is interested in choosing *Tinkerbell's* as the object of the study. The most exciting aspect of this is how to see Tinkerbell's skin colour as the figure and the other characters as the background. An example is when the *Tinkerbell* character has a yellow picture and white skin. All of them are white

women. The researcher decided to do the research and took the title for her study: Skin Color Patterns and Their Meaning They Evoke In Disney Tinker Bell's Film

In this gap, there are films that contain criticism, namely by comparison with skin colour. Various Disney films such as *Alladin*, *Peter Pan*, and *The Lion King*, the film were released in the 20th century. The *Mulan* film also has a comparison of skin colour and pattern. Interestingly, it is also related to Gestalt Psychology which basically discusses the existence of existing phenomena. On the other hand, we must not forget that *Tinkerbell* also has value specifically as part of the classic Disney story, namely Peter Pan. But Tinkerbell is a new Disney movie that was just released in late 2008.

B. Limitation of the Problem

In this research, the researcher focused on the meaning the skin colour and how does the meaning of *Tinkerbell's* skin colour signify the skin colours of the other characters. Due to time constraints, in order to do a more in-depth analysis so that this research is not broad and well-targeted analysis, this study only discusses the main characters in the film. The researcher will provide limitations and focus on the topic, namely the skin colours of *Tinkerbell's* film conveyed in a study using the theory Gestalt because the researcher considers that there are problems that have not been answered in this study, and no one has discussed it yet. The problem is the meaning of *Tinkerbell's* skin colour, signifies the skin colours of the characters.

C. The Formulation of The Problem

Based on the limitation above, the researcher formulates the research problem as follows:

1. What do the skin colors Gestalt principles of *Tinkerbell's* film?
2. How does the meaning of *Tinkerbell's* skin colors signify the skin colors patterns of the other characters?

D. The Objective of The Study

From the formulation of the problem above, the researcher formulates the objective of the study as follows :

1. To reveal the skin colors, Gestalt principles of Tinkerbell's convey found in *Tinkerbell's* film.
2. To explain the meaning of *Tinkerbell's* skin colors signify the skin colors patterns of the other characters.

E. The Benefits of the Study

Thompson (1984) states that fundamental observations are made in the study of narrative literature. In the first analyzer, the theoretical significance holds knowledge. To analyze a study, the researcher must have several goals to give academically and theoretically.

1. Theoretical Benefits

The theoretical benefit of this research is to provide more information and explanations about the theory of Gestalt, especially skin color patterns, and the meaning they evoke to get more information about the meaning and give a broader meaning. And have a different or the same figure/ground. Therefore, in analyzing the pattern of skin color in one other character as an earth figure.

2. Practical benefits

The practical benefit of this research is that readers can obtain information about skin color patterns and the meaning they evoke. In addition, the reader can also find out the skin color of various other characters in the literary work. In this day and age, among students, the mindset of Indonesians is that differences in skin color are used as material for ridicule. Therefore it can trigger a fight. However, we should not distinguish the color of the skin that affects the factor.

F. Key Terms

1. The definition of skin color

Skin color is the combination of skin colors that describe different racial groups. Therefore, people consciously or unconsciously use aspects related to culture about each other. Skin color is a combination of skin colors that describe different racial groups. (Taylor & Kelly 2021).

2. A Study of Gestalt Psychology

Gestalt Psychology is one of the schools of psychology that studies a whole variety of Gestalt Psychology data called phenomena. In the phenomenon, there are two elements namely, object and meaning. The object itself is anything that can be described (Davidoff 1988).

3. *Tinker Bell's Film*

Tinker Bell's is a fictional character by J.M Barrie and directed by Bradley Raymond, an American film released in 2008. *Tinker Bell's* has appeared in multiple films and adaptations of the Peter Pan story.

CHAPTER II

LITERARY REVIEW

A. Theoretical Background

This chapter deals with the theoretical skin color patterns and meanings evoked in *Tinkerbell's* film. This study can analyze various characters with skin color patterns as figures depicted in various proximity in *Tinkerbell's* film. There is also the most important visual Gestalt and implemented various interactive designs such as:

1. Theory of Gestalt Principles

a. Definition of Gestalt Principles

In the Gestalt theory of perception, this is well known. As the relationship between the figure and the ground. This is theory in short, claim that no character is recognized except in relation to the background". Gestalt psychology is a school of psychology that verifies things. The symptom as a whole, or as a whole, is called a Gestalt psychological statement as a phenomenon (symptom). (Koffa,1936) states that Gestalt Psychology is viewed as the science of consciousness, mind, and of behaviour. Psychology was posed as the science of consciousness and mind, but we choose behaviour as the basis. The basic principles of Gestalt are interpersonal interaction and the environment is known as the perceptual domain. Each control area has an organization, what people usually think of as character and country. Because

this ability to understand is an innate human function, not a learned ability. This organization influences the resulting meanings and principles. These organizations include the principle of proximity, the principle of similarity, the principle of continuation, the principle of closure, principle of direction, and the principle of figure/ground.

Gestalt Psychology agrees with phenomenological philosophy, saying this experience looks neutral. In something, the phenomenon has two elements, the so-called object and meaning. An object is something to explain an object captured by the senses be knowledge. Purwanto (2007) states that Gestalt theory describes the perceptual process by arranging the feelings of the part you have a relationship, pattern, or similarity unified Gestalt theory is the opposite of structuralist theory. Gestalt theory struggles to try to share less a sense of belonging theory builds three people, Kurt Koffka, Max Wertheimer, and Wolfgang Kohler. He came to the conclusion that someone tends to understand what is visible from the area as a complete unit.

Psychology followers Gestalt represents an understanding of this contrary to the perception presented by experts. Follow other streams like associative flow. Followers for experts form is evolution differentiation process. Work on it that differentiation is paramount for the whole and the parts. Secondary section, section, section means only partially as a whole in relation. Work with parts. Everything else is more first the parts.

The process of learning this gestalt view can be read in detail in (Kofkka, 1935) book Principles is the human ability to know and understand

what is not known. Perception means that people can remember past experiences, objects or events. Therefore, perception requires more processing than the ability to respond to something, namely serious processing, to combine information sources into one image. Therefore, human consciousness is not designed to react to problems (objects) in the environment of an object.

Therefore, the law of the gestalt theory is Pragnanz's law. The understanding of pragnaz law is the parent of three sub-laws of Gestalt law. This law is described in Wertheimer's book Investigation of Gestalt Theory. as follows: 1) The Law of Proximity, 2) The Law of Closure, and 3) The Law of Equality (Hidayati, 2011). Some of the most visually important laws of visual gestalt are image/soil, proximity, closure, similarity and continuity. This research briefly describes these gestalt laws to help designers clearly understand the laws that affect these. These laws, if understood and implemented, provide methods that enable web page designers and interactive designs. Improve their visual organization and document communication skills.

b. Gestalt Theorist

Max Wertheimer, Wolfgang Kohler and Kurt Koffka are the founders of Gestalt Theory. It turned out that the three of them had the same historical roots until they finally managed to merge these ideas into a movement, which he later called Gestalt. However, Max Wertheimer is considered the most well-known leader, while Koffka and Kohler are most responsible for popularizing the Gestalt movement through their writings. Because of the

proximity of the three, the ideas and theories of Koffka, Kohler, and Wertheimer are almost inseparable from the lives of the three. All three completed their studies at the University of Berlin. That is why they are known as the “Berlin Group”. Max Wertheimer, who studied motion-integrated perception. Wolfgang Kohler, who studied chimpanzees, and Kurt Koffka, who explained the laws of perception in detail. They didn’t just work together, they combined their beliefs to fight against behaviourism. It is no coincidence that Kohler’s book *Gestalt Psychology* (1929) is dedicated to Wertheimer, and Koffka's *Principle of Gestalt Psychology* (1935) pays tribute to “Wolfgang Kohler and Max Wertheimer in thanks for their friendship and inspiration.

2. Gestalt Principles by Lisa Graham

Another explanation is that shape refers to a single and uniform structure, configuration, or arrangement. It has certain properties that are greater than the simple sum of its parts. For example, a reader first perceives each word as a complete word and its meaning. See individual letter shapes, each glyph is clearly a separate entity, but has a larger meaning. It depends on the placement of letters in a particular construct (word). Other each frame of the movie individually. Judging by its compositional power, it is a rapid projection of multiple images overlaid.

Time to shape perceptions of movement and narrative continuity. Gestalt theory rationalizes why distance, time and shape change can significantly affect the meaning of the information presented. This is why

Gestalt theory is so attractive to visual artists, educators, and visual communicators. Psychological schools have attempted to explain pattern finding in human behaviour. This shape visual laws help scientifically validate the compositional structure and were used in the design.

Some of the usefulness of the Gestalt visual laws in design and visual communication education are it should be easy to understand and implement. Gestalt theory for visual communicators a framework of analytical understanding for making meaningful design decisions. Greg asBerryman points out in his book *The Graphics of His Designs and the Visual of His Communication Notes*, the “Gestalt” perceptual elements from a visual frame of reference that can provide sedigners with a solid foundation. The psychological basis of the spatial.

Visual communicators have used Gestalt theory as an organizational tool for some time, a tool for creating two dimensional shapes. So far, very little has been published about its useful uses. Interactive media design involving movement and direction. A gap in this literature is areas of visual communication that you. Consider it Gestalt theory explains why simple changes occur. The menaing can change dramatically at a distance. Interactive media design (whetever web or multimedia documents) can span multiple media. Examining traditional Gestalt perceptions is useful in complex interactive environments. They know the rules of the organization and understand the application of interactive.

The section defines the Gestalt Laws of Perception and describes their application in interactive media design. Interactive media designers can take advantage of Gestalt laws of perception. It explores how we interpret and organize the visual information we get from our environment. This is because interactive media include sound and time based content. Interactive media designers can use Gestalt laws of perception to structure the user.

The Gestalt Principle of Lisa Graham (2008) focuses on the search for patterns in human behavior as a meaningful tool for interactive media design that includes motion and interaction.

a. Figure/ground

Organization based on observations in more forms to stand out and be noticed figure. Note that the image/ground law minimizes the contrast present. The figure/ground forms one of the Gestalt laws. Lisa Graham (2008) states that the basic Gestalt laws that help us recognize objects (images) regardless of their background (ground). This law of perception is based on contrasts. Image/ground ratio changes matter and provide feedback value to the user by visually informing the user.

Organization based on observations in more forms to stand out and be noticed as character. Size is important for observation pictures and objects relationship between parts and character, not distinction from this section alone. Basically, figure/ground often uses impressive backgrounds to convey information about place, subject, and content. The figure/ground principle means that people instinctively perceive objects as foreground or background

they push forward or backward. The phenomenon of visual organization describing a picture or background is difficult to recognize “hidden” but familiar stimuli. More eyes often see complex sights described on a visible surface, at different distances, against a different backgrounds, a surface that blocks the view by casting a shadow, etc.

b. Proximity

Spatially adjacent appear as part of a group, whereas separate objects are considered separately. In interactive media design, the closer objects are to one another in space or time, the more likely they are to be perceived as part of an organized and unified group. In this theory adjacent objects appear as units of perception. Therefore, things that are close together in time or place are more likely to be seen as a whole. Also called the organization based on the proximity of elements.

Lisa Graham (2008) also argues the law of proximity is a principle of Gestalt psychology that explains how the human eye perceives elements that are close together as more related than elements that are far apart. This principle also more related than elements that are far apart. This principle also applies when elements differ in color, shape, size, or other character. To explain this, they created a set of principles that explain how we organize and interpret the shapes, figures, objects, colors, and other elements that we perceive. This law allows individuals observer to see the elements spatially adjacent to one another when linked to a template. Form corresponds to the

farthest visible place radiating and has no hierarchy. However, these forms are close seen as a single unit.

c. Closure

Closure is a common design technique that takes advantage of the human eye's tendency to see closed to see closed shapes. Closure occurs when an object is incomplete or a space is not completely enclosed. If enough of the shapes is indicated, people will see the whole by filling in the missing information. This technique is often associated with stenciled artwork, but it also closely associated with logo forms. Object movement and implicit line extrapolation. Closing happens faster if objects move in regular and predictable patterns. Lisa Graham (2008) argues that the people tend to fill in the blanks of an object or observation that is incomplete. An example is in the void that is in a dark scene.

Basically in analyzing existing information, therefore we will focus on one of them not the other. This can be used as a problem to be investigated, some objects have ignored some object are omitted, in the content section with lines contained in the film, and fill in the gaps with a familiar, line, tone, or pattern to complete the form. We can then identify or describe the various objects added to visually complete the form. Hence the existence of closing the form to make it stable.

Organization is based on perfect form. An object is considered intact even if its shape is not completely enclosed. Creation of information that

provides incomplete instructions from the start. Lisa Graham (2008) argues that closure states that humans perceive objects such as shapes, characters, and image as being. Whole, if not complete. In other words, when the parts make up the whole picture. If it doesn't exist, our perception fills in the visual gap. Studies show that the reason is completing a regular number that isn't actually completed is surrounding stimuli.

d. Similarity

Lisa Graham (2008) explained that several visual elements similar in shape, size, color, proximity, and direction are perceived as part of a group. The other side of the law of similarity is that different objects become easy to see because we try to group them together. In interactive design, retention of text, links, and similar animated elements increases the reader's tendency to believe that objects belong to one another, both physically and conceptually. Additionally, elements that move in the same way, such as extended links or animated elements, are considered shared elements.

Proximity occurs when elements are placed close to each other. It's time for a tight arrangement creates group associations between these objects. If the individual elements are also similar, they are more likely to be recognized as a whole. Although they are separate elements. Unification occurs when the squares are close to each other. The principle of similarity states that objects that are similar to each other are recognized as a group. Given a collection of objects, perceptually group similar objects. Similarities may arise in terms of shape, color, texture, or other qualities.

e. Continuation

The continuity Lisa Graham (2008) states that principle when objects are aligned, they are perceived as a group and integrated into the overall perception. If there is an overlap between objects, people perceive the two objects as two unbroken single objects. Organization based on pattern continuity. Objects are considered as a group because they have a continuous pattern. Continuation occurs when the eye is forced to continue moving past an object. Another object that prefers to display one continuous shape rather than separate lines. Pattern continuity, how many object are placed parallel in a pattern to see parallel objects.

This law applies to time based experience in that researcher we seek to understand patterns not only in space but also across time. For instance, researcher a melody instead of single individual notes. Some of the time that is considered an object or events that are closer to the law of continuation.

3. The meaning of *Tinkerbell's* skin colors

Gestalt there is interaction between the individual and environment is called perceptual field. Each perceptual has organization, tend to be perceived by humans as figures and ground. Therefore this perceptual ability is a built in function human, not skill in learn. This organizing affect the meaning in form Gestalt theory tries to understand and other ideas physiological phenomenon determination. They make a very direct connection between experience and physiology.

Tinkerbell is not worth it the beauty of the story in the film, but also supported by other assest Disney. On the other hand, we must not forget that *Tinkerbell* also has values spesically as part of the calssic. Disney story with its own characteristics Walt Disney masterpiece, and also a film that can illustrate Disney movie content development as a newly released product. With the various ideological values of skin color contained in the *Tinkerbell* film are clearly visible the core content of Disney products hasn't changed much from decade. Here the researcher has several reasons why she studies it. In this film there is a Gestalt Psychology flow learning and learning process.

The researcher to the findings of the Gestalt principles of *Tinker Bell's* skin colors patterns of the principles of the other character. Skin colors patterns of the principles of the other characters has six (2) sections, namely direction and closeness color.

a. Direction

Gestalt laws are a key component of vision that researchers have sought to exploit for more efficient visual communication. Early research in cartographic animation assumed that direction was more commonly applied to objects that changed together. Theory of Lisa Graham (2008) stated that a common interpretation of the Gestalt Law of Direction is that the concept of direction only refers to consistent motion, the visual grouping of elements that move at the same speed and direction.

One way he intuitively describes this phenomenon is that visually grouped moving objects are under the influence of a single factor that causes them to move along the same trajectory. But this simple interpretation is not the only one. Of the strongest classical grouping principles is a common destiny, that is, elements that move together he tends to be perceived as a unit (Wertheimer, 1923).

b. Closeness Color

The closeness color principle is closely related to proximity. It indicates that objects within the same enclosed area are perceived as grouped. Adding borders or other visible barriers is a great way to create a perceived separation between groups of objects, even if they have the same distance, shape, size, color, etc. The closeness color principle of color is used to distinguish each pin from all others around it, including photos, titles, descriptions, credits, and other details.

(Lisa Graham, 2008) argues that the structural basis for color proximity grouping appears to be that all elements within a given region share the topological property of being within or surrounded by a larger surrounding contour. Viewed as enclosure similarity, it can be associated with several other similarity-based grouping principles (color, orientation, size, etc.). Closeness colors also seem to have an ecological basis arising from textures and hierarchically embedded parts. When a limited number of near-color surrounds a large number of image elements, they may be elements on the

surface of a single object, such as an object. Leopard spots or facial features rather than independent objects that happen to be within the same boundary.

4. Tinkerbell the pirate (2014) Synopsis

Zarina steals blue pixie dust from Pixie Hollow and then joins the Skull Rock pirates. Tinker Bell and other fairies embark on an adventure to return the pixie dust to where it belonged. Together with the fairies, Tinker Bell tries to keep their existence hidden from the outside world. He had to save the fairy nation.

In this film the synopsis is that Tinker Bell is born to a baby, and carried by the wind to Pixie Hollow. He learns that his talent is to be one of the fairies in fixing good things. Two other tinker fairies, Rob Paulsen and Clank, tell of fairies who visit each season. Tinker bell is an American film released in 2008. The film is directed by Bradley Raymond.

B. Previous Studies

To support the research and finds the best result, here are several previous studies related to this research, namely:

The first is *Public Perception of the Monument Area in Manado* by Pingkan Peggy Egam (2020). In their journal, Aristotulus E. Tungka to describe the perception as the process by which sensations are received by someone is selected then arranged and finally interpreted. Perceptual psychology related to how a person related to the environment. Humans and the environment are interconnected and interplay. The contribution of this research is to provide an overview of Peggy Egam theory of public perception but with a different research object.

The second is *Gestlat Principles Applied on Visual Identity in Bogor City* by Suprayitno (2017). In their journal, Supriyatno to describe the ideally, graphic designers can create visual entities that can be easily understood by visionaries. To understand the tendency of the eye, it is important to understand the principles of vision check for visual patterns. The visual application of the principles of Gestalt theory is the most tested and probably the most accurate visual recognition method. A research question can be formulated using a basic research question. Design principle it has been applied to the visual identity of the city of Bogor and also enriched the repertoire. Knowledge, especially the development of brand identity in visual communication.

The third is Novi Kristiana (2021). *Gestalt Principles on Ades Drinking Water Packaging Labels*, in their journal described that Gestalt research focuses on the structural aspects of perceptual forms to understand how and why they differ when viewed as a whole or separately. The tendency to absorb two-dimensional and three-dimensional forms is not so, but a modified form. Below is what a typical experiment in Gestalt psychology looks like. A psychologist picks an object in the physical world and shows it to the subject. Then the subject reports what they see. It is assumed that perception creates a Gestalt in the subject's mind and when they are asked to describe what they are seeing, they describe not the visual stimulus.

The fourth is Richa Auliya (2021) *Application of Gestalt Theory in Wide Materials and Flat Building Around for SD/MI*. In their journal described the on of them we often see in learning when learning mathematics, students are only given material and formulates and then the questions are worked on. It speeds up students i feel bored every time the lesson takes place. Mathematics lessons are also considered difficult some students because mathematics is a subject related to numbers and formulas and count the number. Therefore, students interest in learning mathematics is low student interest in other subjects.

The last is Pietro Longo Hollanda de Mello (2021) *Transcriptomic Analysis of Skin Color in Anole Lizards* state that patterns that vertebrates rely on for crypsis, aposematism, or intraspecific communication structural and pigmentary. Structural mechanisms produce color through the cohesive

scattering of light by thin, symmetrically arranged nanoscale structures. This study has similarities in examining the ability of skin color in humans. The difference in this research is in the object of research.

Based on all previous studies above, the researcher concludes that there are similarities as well as differences between previous studies and this research. There are similarities regarding the theory in previous studies with differences in the object of research. Then there is also the similarity of the similarity of the object of research in the previous studies, namely *Tinkerbell's* film, but the theory used is different. Therefore, this research is important because it can broaden the information about the theory that the researcher uses.

CHAPTER III

RESEARCH METHODOLOGY

A. Research Design

According to Tanzeh (2018), research is a scientific way to obtain data with specific goals and uses. Researcher must have a design to make it easier to analyze data in research. Research design is a plan and strategy in research. However, to find out what research design will be used in this study, the researcher must look at the problem in the study. The formulation of the problems in this study first explain the meaning of skin color *Tinkerbell's* convey in a study Gestalt the films. Second is to explain meaning of *Tinkerbell's* skin colors signify the skin colors of the other characters. Thus, this study uses a qualitative descriptive method because the researcher wants to achieve the objectives of this study.

Qualitative research is a type of research that focuses on words rather than numbers when collecting and analyzing data (Bryman, 2008, p. 366). Meanwhile, according to Frankel and Norman (2006, p. 105), the definition of a qualitative descriptive method aims to distinguish and present a picture of an event, situation, or situation by using data in the form of words and not numbers. So, the descriptive qualitative approach method is a data processing strategy that involves analyzing factors related to the object of research and presenting data in more depth about the thing

of research (Prabowo, A., & Heriyanto, 2013). The explanation above also makes researcher want to use this method because this study analyzes data using words from writing.

B. Data and Data Source

Research must have data because data is need in conducting to the research. If the researcher does not have data, then cannot analyze the problem in the study. Data is evidence that researchers have collected to answer and discuss research questions. The data can be provide in sentences, clauses, phrases, words, and even morphemes (Subroto, 1992, p. 177).

This data source uses the literary work itsel namely, the films *Tinkerbell's*. A data source is a source where data is collected. Acording to Sutopo state that the data source is an important feature of a study, so research is meaningless without the source (2002:49). The source of data in this research is the *Tinkerbell's* film series and the data for this research is the the meaning of *Tinkerbell's* skin colors signify the skin colors of the other characters. Secondary data sources used to support this research are books, journals, articles, and previous studies.

The data in this study are in the form of words, sentences, and phrases. The purpose of the research is to understand the object under

study in-depth by using additional theory to analyze the data in the research object. Then, descriptive explanations are not only in the form of words. Researcher use descriptive trait because the researcher wants to describe and interpret the problems that exist in the meaning skin colors of *Tinkerbell's* convey in a study gestalt and the meaning of Tinkerbell's skin color signify the skin colors of the other characters.

C. Research Instrument

Research instrument is the characteristic of qualitative, acted as instrument and data collector. Instrument is important tools to help the process in collecting data, suppose to make it systematic and easy for researcher (Arikunto 2000, p. 134). In research activities, researcher needs some equipment facilitate the research process. Research instrument is the tool used collect, measure and analyze data related to subject in the form of tests, surveys, scales, questionnaires, observations, documents. Not even and analysis or a checklist. Used to achieve the goals you set do research. A good instrument is open minded, include clear instrutions.

The research tool uses document analysis and investigators it self as a research tool. The first is researcher, responsible for processing surveys to keep reader informed. In qualitative researcher, the researcher in the position of planners, implementers, data collection, analysis, data interpreters, and ultimately report their findings (Lexy J. Moleong,

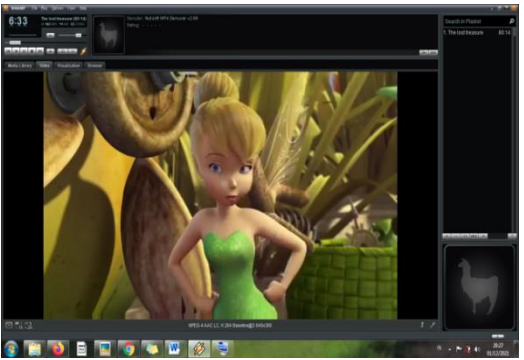
2012:1680). The primary goal of researcher is to seek access to thoughts and ideas participants feelings. They have the potential to influence the collection of material data. To ensure that the text is adequate and acceptable, honesty, curiosity, and good knowledge are required when analyzing the data. The instruments used to facilitate and support the researcher are stationary, mobile phones, laptops, and the internet all have their own functions.

D. Data Collection Technique

Data collection is the process of gathering specific information that provides and explains to help the researcher answers to all the questions that have been asked in the research question (Creswell, 2014). In this research, the researcher uses documentation as the technique of data the collection. The documents purpose to get the main character, then compare the skin colors, the next was make a meaning out of the skin colors. The technique of collecting data are :

1. The researcher downloaded the *Tinker Bell's* film from Disney Hotstar+ watch the movie.
2. The researcher downloaded the transcription from the subtitle.com to get the transcript of the movie.
3. The researcher compared between the movie and the main character and the meaning out of the skin colors.

4. The researcher watched the movie several times to understand the story.
5. The researcher analyzed it according to the movie and the transcription aor figure.
6. The researcher analyzing and identifying the data based on characteristics relevant to the theory used.
7. The researcher draws a table as a medium to put the data for essay analysis. According to, Creswell (2009:227) states that the coding is used to organize the material into text segments and extend the whole. To collect data, researcher must sort it was based on the theory used. Then, the study should analyze irrelevant or relevant data.

No	Data	Explanation	Codes
1	 <p>The Tinkerbell character has a yellow picture, white skin. All of them are white</p>	<p>The data explanation about categorized as ground according to the type of proximity according to Lisa Graham (2008) which states that</p>	<p>2/PRO/6:33 /Tinkerbell</p>

	women.	identifying the figure as something different.	
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Figure 3. 1 Table example for the table collecting data

Coding Explanation :

1. Datum : Data Number

- 01 : Data Number 1
- 02 : Data Number 2

2. Tinkerbell/ : Name of in the film

3. Codes :

- Proximity (PRO)
- Continuation (CON)
- Closure (CLO)
- Direction (DIR)
- Figure/Ground (FG)
- Similarity (SIM)

E. Data Validation Techniques

The researcher do the analysis data after she collected the data. This researcher uses one of three from validation techniques by Creswell and Milner (2000). Those forms are triangulation, number of checking, and auditing. In this research, the researcher uses number of checking technique for the data validation. Therefore, research requires data validity, Cresswell (2009, p. 191) classsifies data validity into eight strategies, but researchers only use one of these strategies, namely tringulation.

In qualitative research, triangulation determine the use of various methods or data sources to develop a through understanding of the phenomenon (Patton, 1999). Denzin (1978) and Patton (1999) identified four types of triangulation : method triangulation, investigator triangualtion. Investigator triangualtion or also called validator is a technique that uses more than one researcher collecting and analyzing data. The validity of the data can be increased, from some researchers prespectives, while interpreting the information and collecting data. The researcher will also use one validator from UIN Surakarta lecturers in Muhammad Rizal, S.S., M.A. Mr. Rizal is a lecturer who is can expert in literature, especially in skin colors, culture studies and literary work. Besides that, Mr. Rizal has been ever also researched films

F. Data Analysis Techniques

The researcher do the analysis data after she collected the data. Analyzing is used to get the research and used Miles and Huberman. Qualitative analysis are really concerned about painting an overly reductionist or mechanistic picture of what may be a series of complex and iterative processes. However, the evaluators identified a number of key features in streamlining qualitative data. In this chapter we adopt the framework developed by (Miles and Huberman, 1994) to describe the main phases of data analysis : Data reduction, data display, data drwaing conclusion.

1. Data Reduction

The first step data is data reduction which means summarizing, choose the basic things, and look for themes and patterns. Firstly, the researcher will collect whatever data is needed in the research, especially on the object of research to get an overview of the meaning out of the skin color. Then described the data, the irrelevant data which were not related to research were discarded. The irrelevant data is the data have no relation with the theme of study but related to the research. Then, the next step is displayed those data in the form of descriptive.

2. Data Display

The second step is data display. A display is an organized compressed assembly of information that permit according to (Miles and Huberman, 1994: 10-12). In this process of the reducing and displaying the data, it was based on the formulation of the study. The formulation of the research problem is : 1. What do the skin colors Gestalt principles of *Tinkerbell's* film? 2. How does the meaning of Tinkerbell's skin colors signify the skin colors patterns of the other character? This step is done by presenting a structured set of information to drawing conclusions, because the data obtained in the qualitative research process is usually in the form of narrative, so that requires simplification. After displaying the data, conclusions are data.

3. Drawing Conclusion

(Miles and Huberman: 1994) states that validity in this context means something different from qualitative assessment, which is a technical term that refers specifically to whether a construct measures what it purports to measure. Here, validity includes the much broader question of whether conclusions drawn from data are reasonable, justifiable, and capable of holding alternative explanations.

Table 3. 2 Componential Table

Character	Gestalt principles				Figure/Ground	The meaning skin colors	
	Proximity	Closure	Similarity	Continuation		Direction	Closeness Color
Tinkerbell	5	5	2	6	3	8	3
Vidia	1	2	2	2		2	
Clank and Booble		1	1	1		3	
Iridessa	2		1	1		3	
Fawn	1	2	1	2	2	1	2

CHAPTER IV

RESEARCH FINDINGS AND DISCUSSION

A. Research Findings

The chapter is aimed to explain about the results of data analysis skin color patterns and the meaning they evoke in disney *Tinker Bell's* films. This chapter is will be divided into two parts namely research findings and discussion. Afterwards, it will provide the data description that is presented in research findings and for the second, a discussion based on the theoretical frameworks as explained in chapter two. In this part, the content analysis of the data is used to answer the formulation of the object of this research. Thus, in this research findings consist of one part; first, the findings of the meaning of *Tinker Bell's* skin colors signify the skin colors patterns of the meaning of the characters.

1. The skin colors Gestalt principles of *TinkerBell's*

The researcher to the findings of the Gestalt principles of *Tinker Bell's* skin colors patterns of the principles of the other character. Skin colors patterns of the principles of the other characters has six (5) sections, namely figure/ground, proximity, direction, similarity, continuation, closure. Then, the analysis will be linked to the parts.

SIM	PRO	CON	CLO	FG
7	9	12	10	5

Figure 3. 2 Results of Gestalt principles

Based on the table above, there are 6 skin colors patterns of the meaning of the other characters, with 60 data. Each skin colors patterns of the Gestalt principles of the other characters has a different amount of data. In Figure/Ground (FG) has 5 data. In closure (CLO) has 10 data. Proximity (PRO) data have 9 data. Similarity (SIM) data have 7 data. Continuation (CON) data have 12 data. Direction (DIR) data have 17 data and closeness color (CC) has 5 data. According in this research, data dominant in skin colors patterns of the meaning of the other characters is proximity. The following data consists in skin colors patterns associated with the meaning of the other characters in *Tinker Bell's* film as follows :

A. Figure/Ground (FG)

Lisa Graham (2008) state that the basic gestalt laws that help us recognize objects (images) regardless of their background (ground). This law of perception is based on contrasts. Image/base ratio changes matter and provide feedback value to the user by visually informing the user. It can be concluded that the definition of figure/ground that people subconsciously place and object in the foreground or background. Based on the table before, it

can be seen that these data are data related to the theory figure/ground. Skin colors patterns of the meaning of the other characters have more data, namely 8 data, so the data relates to figure/ground is the most dominant skin color patterns and the meaning. The researcher wants to explain more detail about this data, and take 2 data. Here the data found in figure/ground :

1. Datum number 3/FG/CC/15:06/Tinkerbell

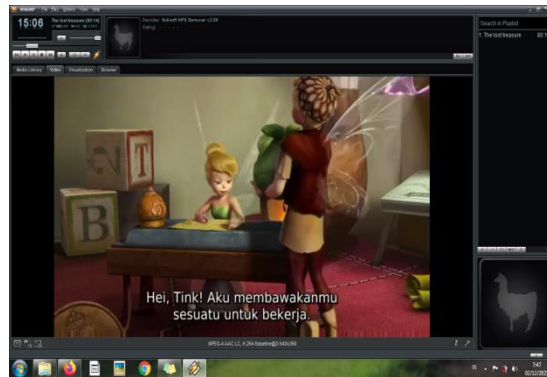


Figure 4. 1 sample of data figure/ground

Blaze : “Hey Tink! I brought you something to work”.

First, datum explained in the scene, the fairies often turn to these two characters for help the other is for transporting various goods, and so it seems normal for everyone. Their work is assisted by Cheese that rat two Pulling a cart, usually full of goods to be delivered/transported. Look making it look as if Clank and Booble were used to being taken care of so it really is their job.

The discussion of the data related to Gestalt can be seen from several characters entering an empty space such as the living room. There are also differences in skin color, such as light brown to dark brown. The skin tone is

almost the same as the background. The camera figure is taken from the living room, where later a character named Clank brings a job to be done with his friends.

2. Datum number 57/FG/CC/72:34/Pixie Hellow



Figure 4. 2 sample of data figure/ground

Second, datum explained about the Tinkerbell's repaired music box is secretly returned to its owner. The open window and the smiling face of the little girl (was window closed and the little girl can only look sadly outside) symbolizes new hope and happiness. This scene shows justified this, because in this scene it looks like the girl's music box. The discussion of the data related to Gestalt can be seen from the character that is in the room, therefore it can be said to be closure or empty money. Skin color has a subtle brightness that can symbolize a cheerful character figure.

B. Closure (CLO)

1. Datum number 12/CLO/40:40/Tinkerbell

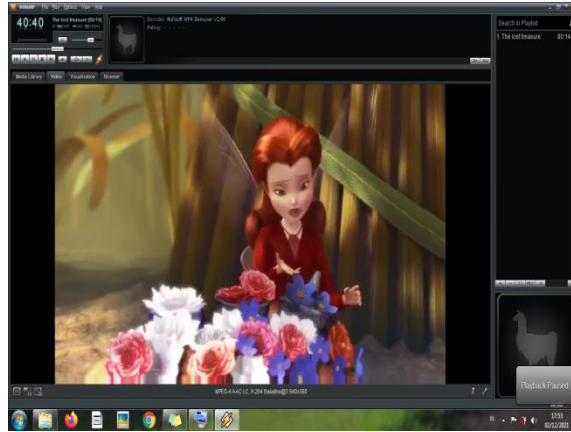


Figure 4. 3 sample of data closure

First, datum explained about the Rosetta is a fairy with red hair, french hairstyle, red rose dress and rose logo. Rosetta is also frequently identified beautifully. Rose, beauty and hairstyles and dresses fashion is his trademark. Also, Rosetta hairstyle is a hair twist on the side of his head is a variation of the signature hairtyle called the french knot.

Rosetta is a fairy who is physically different from her friends another Tinker Bell. Her dress is made of rose and it is her job to look after it. The discussion of the data related to Gestalt can be seen from the character Rosetta who is outside the garden, therefore it becomes an empty space. In the color of his clothes and hair are the same color. In red color represents a bold color.

2. 13/PRO/67:09/Tinkerbell

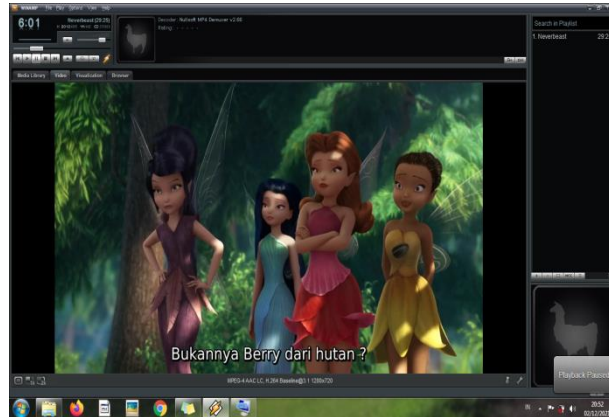


Figure 4. 4 sample of data closure

Second, datum explained about the early scene, it appears that the relationship is five. This figure walk in balance in the sense that no one is taller or taller low, even though the main character is Tinkerbell. They are all explained compact, undivided and non-conflicting. Main thing is, until about the middle of the film, the relationship between the five is illustrated harmonious, and from the whole story thr impression one wants to make seems so. But in the next scene we see that there is actually relationship between the five characters not as harmonious as depicted in thie scene.

The discussion of data related to Gestalt can be seen from the character outside the garden who saw TinkerBell going to the forest. Therefore, the data has closure, and from differences in skin color between one character and another. Like the Mistia character whose skin color is bright compared to the other characters.

3. Datum number 29/CLO/6:41/Pixie Hollow

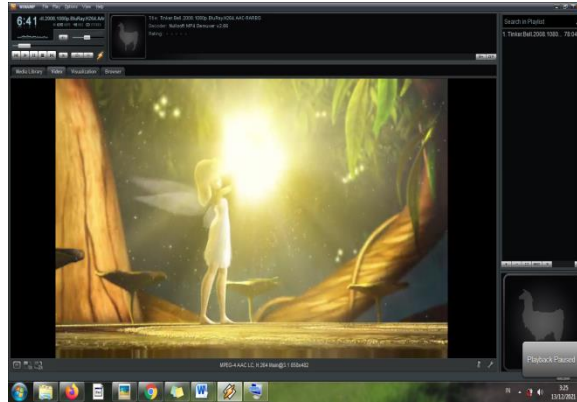


Figure 4. 5 sample of data closure

The next datum, explained about character Tinkerbell is holding a shining hammer in a talent ritual. This scene is about the usual “talent selection” ritual, from newcomers like Tinkerbell. In Pixie Hollow, every fairy has to work, and everyone has different talents. The flower fairy is responsible for its maintenance. Flowers and plants, there are animal fairies whose job it is to teach birds to fly, to take care of their feathers.

The discussion of the data related to Gestalt can be seen from the character outside the empty house. From the light held by the yellow color that is the same as the hair color, the background that sticks is yellow. Yellow is one of the three bases which is not the result of mixing. The philosophy of yellow is associated with joy, happiness and everything that is positive. Figure taken from the camera below.

C. Proximity (PRO)

The law of proximity is a principle of Gestalt psychology that explains how the human eye perceives elements that are close together as more related than elements that are far apart. This principle also more related than elements that are far apart. This principle also applies when elements differ in color, shape, size, or other character. Based on the table above the data in proximity have 9 data in skin color patterns associated with the meaning of the other character. So, both film are the exact amount and neither is dominant. The researcher wants to explain more detail for analysis take 6 data. Here the data found in proximity :

1. Datum number 2/PRO/6:33/Tinkerbell

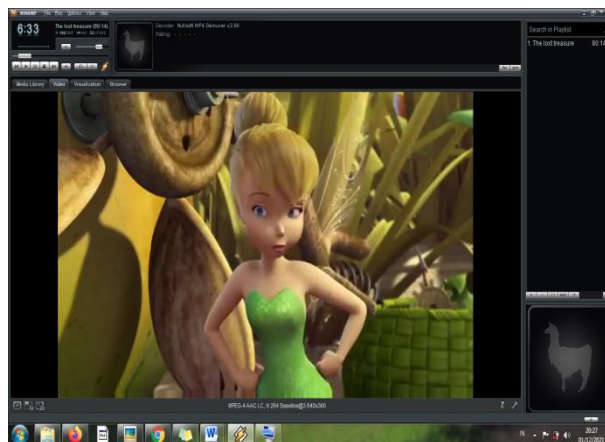


Figure 4. 6 sample of data proximity

First, datum explained about the Tinkerbell character has a yellow picture, white skin. All of them are white women. In the film, it also explained

that the background frame has a yellow affinity with *Tinker Bell* skin color and her hair. According to Abdurrahman (1996) in his book entitled *Learning Theory of Gestalt Psychology and Its Implications* stated that the objects in the film are close to each other as a unitary unit of perception. The discussion of the data is related to Gestalt, namely choosing a close color with a background that sticks to yellow and Tinkerbell's hair. It can be seen the closeness of the elements which will then form a single unit.

2. Datum number 11/PRO/40:31/Iridessa



Figure 4. 7 sample of data proximity

Iridessa : “Almost complete. Fairy Mary. Nice throw, Cheese”.

Second, datum explained about the law of proximity related to the Gestalt that objects placed close to each other will be seen as a group rather than as individual parts. The character Iridessa wants to take a plant to give to her friends. In this explanation regarding the background frame which has close proximity to the skin color of the Iridessa character, which has a brown color

and the background frame is on cheese plants which are brown in color and the dress she is wearing. Figure taken from the bottom camera.

3. Datum number 13/PRO/67:09/Tinkerbell

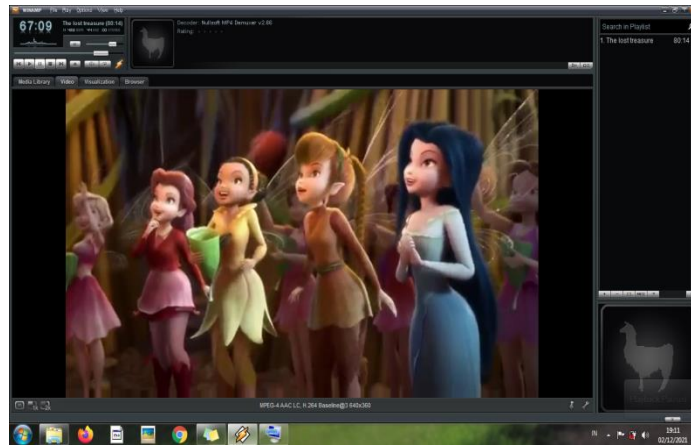


Figure 4. 8 sample of data proximity

The next datum, explained about the character is looking at Tinkerbell carrying a blue magic glass. Described in the frame between the other characters that is seen in close proximity to the light-lit skin color. Then, the closeness of the brown background frame is the same as the dress that the character named Fawn wears and her brown hair.

The discussion of the data with Gestalt has the same brown color as the dress worn by the character named Fawn, which is brown, and the hair is also the same and the color is brown which sticks to the background. The color brown can symbolize sophistication, comfort and safety. The brown color is synonymous with the elements of earth and earth. The figure is taken by the side camera.

4. Datum number 16/PRO/01:09/Iridessa



Figure 4. 9 sample of data proximity

Iridessa : “But watch out for the deceptive sights”.

The next datum, explained about the character Iridessa curly black hair. Dark skin are the physical characteristics of black people. Iridessa has an impatient nature and sometimes likes her protest. His job is to become a light genie whose job is to bring change morning to noon, afternoon to evening, evening to night and so on. It is also responsible for capturing light let the fireflies shine before the sun goes down at night.

The discussion of the data with Gestalt has a close proximity to the color of the light held by a character named Iridessa and the color of the light that reflects from an attached background. Therefore, color affinities contain white tends to be used for clean items. The camera figure was taken from below so that the white color can be clear.

5. Datum number 19/PRO/05:57/Tinkerbell

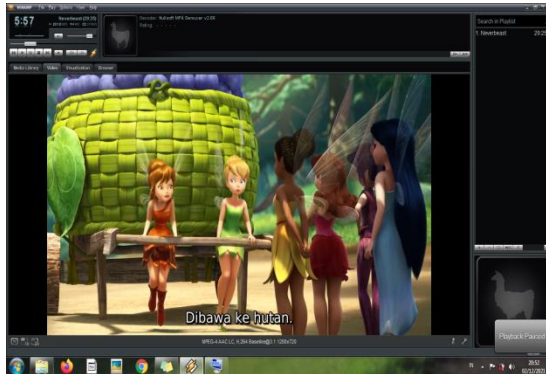


Figure 4. 10 sample of data proximity

TinkerBell : “Taken to the forest”.

The next datum, even though Iridessa is *Tinkerbell's* friend, in this scene it starts it appears that he is slightly distinguished from other *Tinkerbell* friends. Can being said that what we conclude is, even though Iridessa is a friend *Tinkerbell*, Fawn, Silver Mist and Rosetta but in that important conversation only these four members were involved, while Iridessa and her friends stopped approaching *Tinkerbell* and Fawn to go into the forest.

The discussion of these data with Gestalt has a closeness to the color of the dress worn by the red character. In the scene, red color is considered as a warning hazard, for example, such as not being allowed to go into the forest. These include courage, strength, and joy. The camera figure is taken from the bottom.

6. Datum number 46/PRO/52:12/Tinkerbell

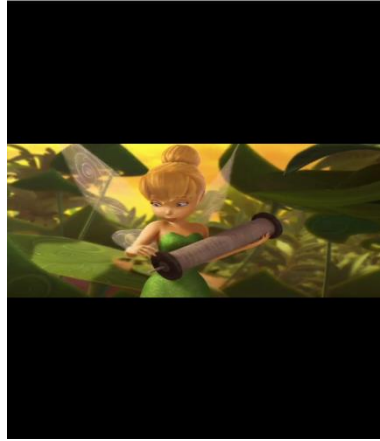


Figure 4. 11 sample of data proximity

The last datum explained about the character is Tinkerbell is fixing a broken music box. Tinkerbell is in what looks like a can of sardines, while in it is full of metal objects. The long tube that Thinkerbell was holding was icon of the music box particle that creates that tone, namely the box particle music. It can be interpreted that *Tinkerbell* is repairing the music box the. This scene is about *Tinkerbell's* thoughts above Fail, then walk to the beach after playing with the coins. After this discovery, Tinkerbell went a step further and found the particle scatterere music box.

The explanation of the data with Gestalt is proximity because it has same color as the yellow hair of the background color that sticks. The figure is taken from the bottom camera because the researcher makes it clear. Yellow also means one of the three basic colors which are not the results of mixing. The philosophy of yellow is often associated with joy, and happines.

D. Similarity (SIM)

1. Datum number 14/SIM/41:04/Vidia

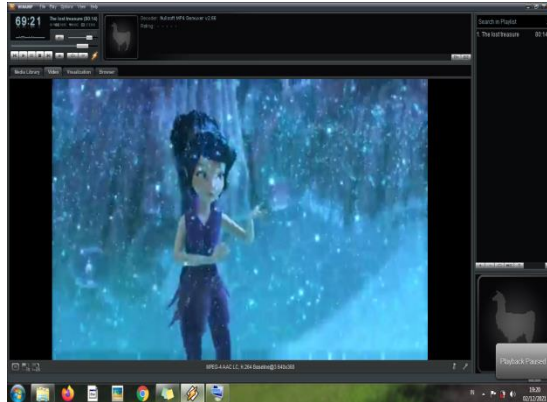


Figure 4. 12 sample of data similarity

First, datum explained about the character about slightly daker skin, but not as dark as black hair, are Vidia reminiscent characteristics certain ethnicity. Because she, of the other fairies, is the most covered in clothing wearing a blouse and trousers. At first glance, Vidia looks like Jasmine in the movie Aladdin. Cycinal smile, narrowed eyes show contempt, condescension.

The explanation of the data with Gestalt is similarity because it has the same skin color as the Vidia character and the attached background. Therefore, it can be said as a similarity, namely the core which is located in blue. Furthermore, dark blue is a symbol of calm, while bright blue tends of symbolize sadness, solitude, reflection, and solitude. The figure is taken from in front of the camera, with reason to be seen clearly.

2. Datum number 28/SIM/4:11/Tinkerbell



Figure 4. 13 sample of data similarity

Tinkerbell : “Welcome to Pixie Hollow (Fairy Valley). I believe you found your way too late”.

Second datum, explained about the character *Tinkerbell* character light hair, light skin, and eyes blue fine facial lines. All of them are symbols of white female characters. The Tinkerbell character in the previous story couldn't speak internally or externally in the book version and the film version of Peter Pan. But in this film, the voice of *Tinkerbell* met Hollywood actress Mae Whitman.

The explanation of the data with Gestalt is proximity because it has same color as the yellow hair of the background color that sticks. The figure is taken from the bottom camera because the researcher makes it clear. Yellow also means one of the three basic colors which are not the results of mixing. The philosophy of yellow is often associated with joy, and happiness.

E. Continuation (CON)

1. Datum number 39/CON/21:40/Tinkerbell



Figure 4. 14 sample of data continuation

First datum, explained about the character visible face man, sagging cheeks and squinting eyes to a dime proud face Tinkerbell facial expression mimics a coin it shows contempt for women on coins. In that scene, Tinkerbell imitates the woman's haughty face in coins and laughter. On the coin he saw an image of a woman a fat middle aged man, the skin on his cheeks was no longer stretched and his face was fine arrogant. Then Tinkerbell noticed the mint lady's expression, imitated him and laughed. It has Tinkerbell as the main character who is kind, friendly and harworking, who ties to become a famous character. Those who appear as perfect as possible also have a sarcastic streak.

2. Datum number 45/CON/40:41/Tinkerbell



Figure 4. 15 sample of data continuation

Second datum, explain about the character Tinkerbell tries to help Vidia, who is also nearly eaten by an eagle. From that scene, it is again revealed that Vidia's character is very negative and negative refuse the good things that are offered to him. As in the previous scenes, disney seems to want to amplify Vidia's bad impression, and it goes a long way too much for the role of an antagonist in an otherwise audience cartoon a girl. The message conveyed is not much different from before it's not Tinkerbell's fault that her relationship with Vidia isn't great.

3. The meaning of *Tinkerbell's* skin colors signify the skin colors patterns of the other characters.

The researcher to the findings of the Gestalt principles of *Tinker Bell's* skin colors patterns of the principles of the other character. Skin colors patterns of the principles of the other characters has six (2) sections, namely direction and closeness color. Then, the analysis will be linked to the parts.

DIR	CC
17	8

Figure 3. 3 Result of the meaning skin color

A. Direction

1. Datum number 25/DIR/07:13/Vidia

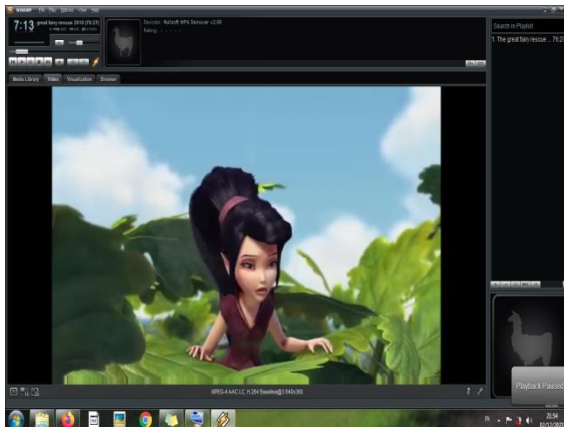


Figure 4. 16 sample of data direction

First datum, explained about the character Vidia it appears that the relationship is five. This figure walks in balance in the sense that no one is taller or taller low, even though the main character is Tinkerbell. They are all

explained compact, undivided and not contradictory. The main thing is, re until about halfway through the film, the relationships of the five are depicted harmonious, and from the whole story the impression one wants to make seems so. But in the next scene we see that there is actually a relationship between the five characters not as harmonious as depicted in this scene. The camera figure is taken from the bottom.

2. Datum number 50/DIR/59:21/Tinkerbell



Figure 4. 17 sample of data direction

Second datum, explained about the character, plant pets are seen wandering around without a trace directing and wreaking havoc everywhere can be called “terrorist”. In this story, it seems that Vidia is the only one because Vidia let her go “sending” them to wreak havoc. Several previous scenes show Vidia getting rid of the pests. The plant that destroyed Tinkerbell reclaimed the existing “pets”. Wlax in fairyland. This pests spoils the work of

all other fairies made for spring. And they are very hard to catch because move like a “terrosist” in an unexpected direction. With the help of cheese, yes with Tinkerbell mice catching plant pests and with it no more damage.

B. Closeness Color

1. 17/FG/CC/04:13/Tinkerbell



Figure 4. 18 sample of data closeness color

First, datum explained about the Tinkerbell know her carft fairies (fairies who job is to make equipment for the needs of other fairies). He doesn't have an important position or he is in a prestigious position because he always is in the workshop with strange looking, charming, fighting fairies with tools, unlike other fairies who work outside and neat and tidy appearance. So he tried his friends work one by one, hoping that he could “trade” his talent with another. In this scene Tinkerbell tries to take over the

duties of the fairy beast. Fawn teaching young birds to fly. But the child was afraid instead and then hiding in the eggshell.

2. 22/FG/CC/08:21/Tinkerbell

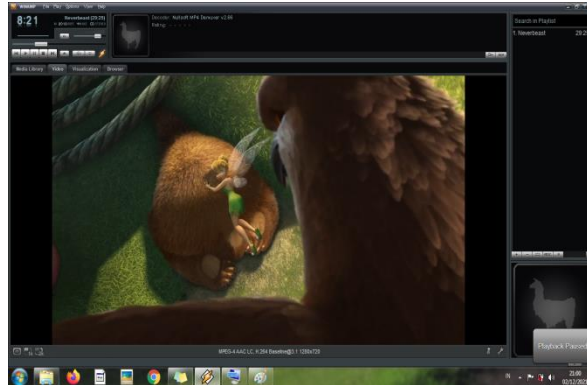


Figure 4. 19 sample of data closeness color

Second, datum explained about Tinkerbell leaned forward and stared at the boy revealed that the he tried to contact the boy because he wanted to try takes Fawn's job teaching chicks to fly. But the pupils of children's eyes the magnification and expression of the bird show that this is so terrified, and thus it could be interpreted that Tinkerbell failed to attract chicks to fly.

The explanation related to Gestalt is the closeness color which has a similar color, namely brown. A bird that approached Tinkerbell so scared. The background attached to Tinkerbell is also brown. The color brown can symbolize a sophisticated, expensive and modern impression, as well as a feeling of warmth, comfort and security. Chocolate is synonymous with the elements of earth and earth. In the world of psychology, this color is used to symbolize the meaning of strong, reliable.

B. Discussion

At this stage, the researcher focuses on the discussion in the formulation of the problem to be studied. The discussion in this study only has one problem formulation, namely does the meaning of *Tinkerbell's* skin colors signify the skin colors of the other characters. This problem will be analyzed by researchers using Lisa Graham (2008) with the title *Gestlat Theoy in Interactive Media Design*. This research will examine two films, namely *Tinkebell the pirate fairy years 2014* and *Tinkerbell the great fairy rescue years 2010* as the object of research.

Gestalt Psychology experts explained the interaction between the individual and environment is called. Everyone's field of view perception of belonging to organization, mostly excellent people as characters down. Because this perception is a built-in function a person, not a skill to study these settings affect meaning with references to. Therefore, the researcher wants to analyze skin color patterns and their meaning in the film *Tinkerbell's* by using "Gestalt psychology" theory from Lisa Graham. From these theories, the focus of this research is to analyzr the meaning of *Tinkerbell's* skin color in relation to other characters. Based on the explanation above, the researcher is interested in choose *Tinkerbell's* as the object of the study. The most interesting aspect of this is how see Tinkerbell's skin color as the figure and the other characters as the background.

The researcher applied a qualitative method and the objectives of this research are to reveal the meaning the skin colors of *Tinkerbell's* convey in a study Gestalt the films. In the research question that was examined through coding and the componential tabel. From the table of data researcher concluded that as reseacher found 60 data. From data findings, the researcher found the dominant data for each question. The question about meaning do the skin colors and how do the meaning of *Tinkerbell's* skin colors signify the skin colors patterns of the other chracters.

One example of datum number 2/PRO/6:33/Tinkerbell explained about character has a yellow picture, white skin. All of them are white women. In the film, it also explained that the background frame has a yellow affinity with *Tinker Bell* skin color and her hair. Abdurrahman (1996) states that in his book entitled Learning Theory of Gestalt Psychology and Its Implications state that the objects in the film are close to each other as a unitary unit of perception.

This creature is believed to be a threat to the survival of the fairies, but Fawn, the animal fairy and *Tinkerbell's* friend, doesn't believe it. The number of film contoversies published after the original story Peper Pan which is the work ov JM. Barrie proposed Cartoons about Disney (Kavey, 2009:7). For example, as there is *Tinkerbell*, who was just a shapeless shiny dot in the original story the striking physical appearance of the Disney version suddenly takes on a human form beautiful curvess, blonde hair and green mini dress.

Plus the flow the story is also slightly different, for example the character *Tinkerbell* in the original version said to be dead, lingers on during the Disney animation.

Psychology followers Gestalt represents an understanding of this contrary to this perception presented by experts. Follow other streams like associative flow. Followers for experts form is evolution differentiation process. Work on it that differentiation is paramount the whole and the parts. Secondary section, section, section means only partially as a whole in relation. Work with parts everything else is more first the parts.

CHAPTER V

CONCLUSIONS, IMPLICATIONS, SUGGESTIONS

A. Conclusions

After analysis the data of the analysis to get the conclusion, finally, in this chapter researcher wants to present the outcome from the entire analysis. The conclusion will answer the questions mentioned in the first chapter of this analysis. In this final chapter of the analysis, the conclusion as well as the answer of the problem statement will be presented.

First, *Tinkerbell* is not worth it the beauty of the story in the film, but also supported by other asset Disney. On the other hand, we must not forget that *Tinkerbell* also has values spesically as part of the calssic. Disney story with its own characteristics Walt Disney masterpiece, and also a film that can illustrate Disney movie content development as a newly released product. With the various ideological values of skin color contained in the *Tinkerbell* film are clearly visible the core content of Disney products hasn't changed much from decade. Here the researcher has several reasons why she studies it. In this film there is a Gestalt Psychology flow lesrning and learning process.

Second, the researcher to the findings of the meaning of Tinker Bell's skin colors patterns of the meaning of the other character. Skin colors patterns of the meaning of the other characters has six (6) sections, namely

figure/ground, proximity, direction, similarity, continuation, closure. Then, the analysis will be linked to the parts.

B. Implications

The researcher hopes that this analysis could be one of references for English Literature students who want to analyze about skin color patterns and their meaning they evoke in Disney Tinkerbell's films. The researcher also hopes that through this analysis, everyone who is interested in similar study will be enriching their knowledge regarding the topic.

C. Suggestions

According to the explanation above, researcher wants to give suggestion to make the analysis clearer. The researcher hopes that if anyone has same interest regarding the idea of this analysis or interested to make an analysis using a similar theory with different object or maybe use the same object but with different theory can develop this thesis and get more knowledge regarding Skin Color Patterns

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<https://doi.org/10.1177/0095798405278341>

APPENDICES

APPENDICES

Appendix 1 : Validator Sheet

VALIDATION SHEET

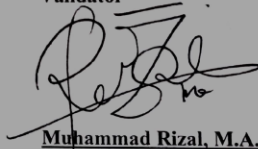
The thesis data titled “**SKIN COLOR PATTERNS AND THEIR MEANING THEY EVOKE IN *DISNEY'S TINKER BELL'S FILM'S* (A STUDY OF GESTALT PSYCHOLOGY)**” had been checked and validated by Muhammad Rizal, M.A. in :

Day : Sunday

Date : March 26th, 2023

Surakarta, March 26th, 2023


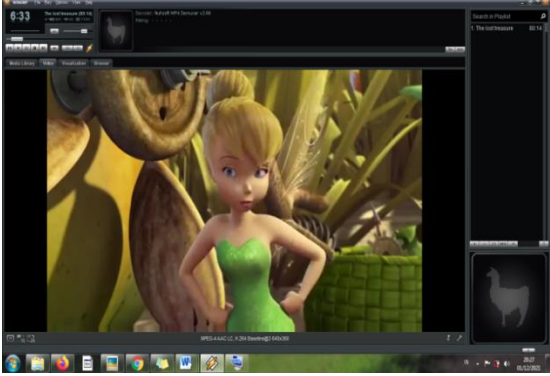
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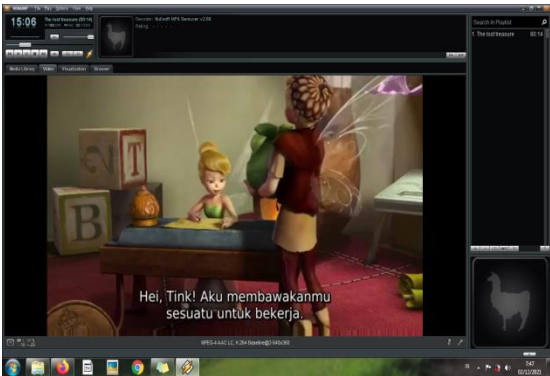
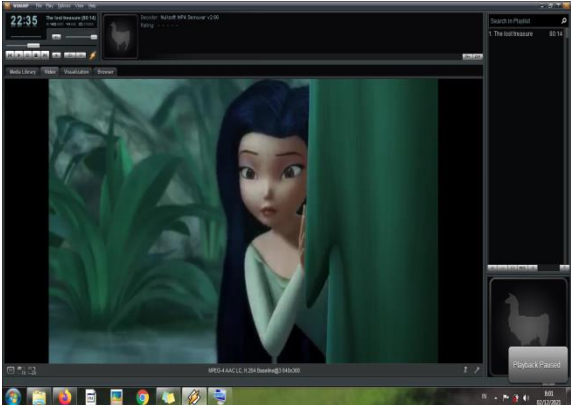



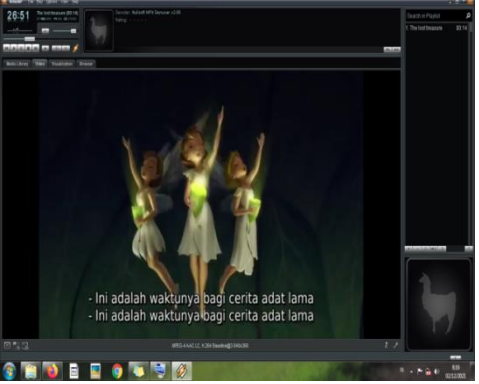
Muhammad Rizal, M.A.

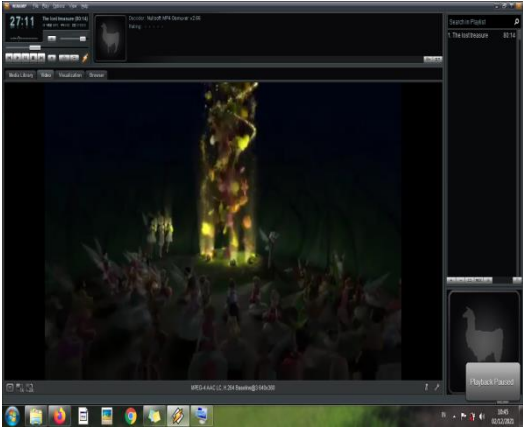

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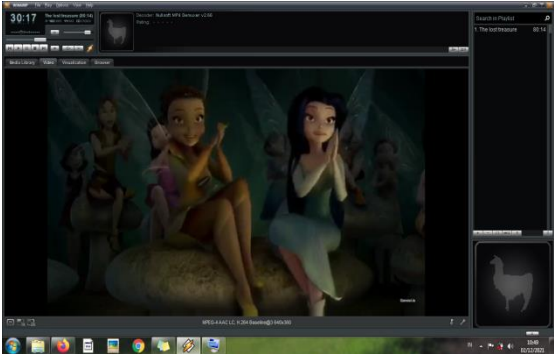

APPENDICES


No	Visual Data	Textual Data	Codes	Notes	Valid/ Inv
1.		<p>Have you asked. Why is it so luminous.</p>	<p>1/DIR/0:53/ Tinkerbell</p>	<p>Flowers and plants that are well cared for are a sign of the fairies that there will be a change of seasons. 1 is a datum number, this datum is categorized as a figure in the direction type according to German Psychologist, Wertheimer (1920) states that the gestalt law depends on contrast, images and text can be understood.</p>	Valid
2.		<p>The Tinkerbell character has a yellow picture, white skin. All of them are white women.</p>	<p>2/PRO/6:33/ Tinkerbell</p>	<p>2 is a datum number, this datum is categorized as ground according to the type of proximity according to Lisa Graham (2008) which states that identifying the figure as something different.</p>	Valid

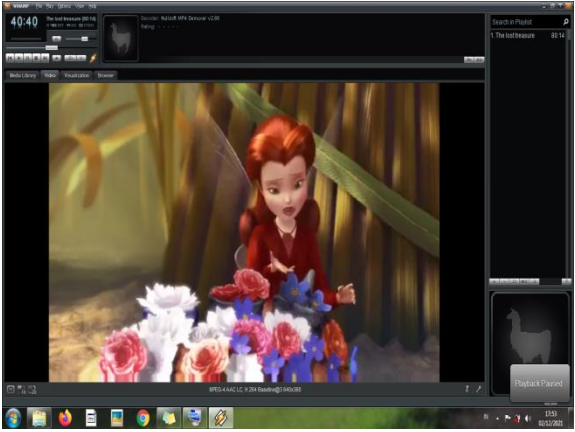
3.		Hey Tink! I brought you something to work.	3/FG/CC/15:06/ Tinkerbell	Tinkerbell's character is making a mirror tool to find blue glass. 3 is a datum number, this datum is categorized as an image in clones color according to German Psychologists, Wertheimer (1920) states that places them within the context of interactive media design.	Valid
4.		The Silver Mist character has white skin color and has long blackish blue hair. You could say the physical characteristic of Asian.	4/DIR/22:35/ Silver Mist	4 is a datum number, this datum is categorized as ground in the type of direction according to A Psychology of the Creative Eye (1954) which states the way humans perceive and process the direction of visual information.	Valid

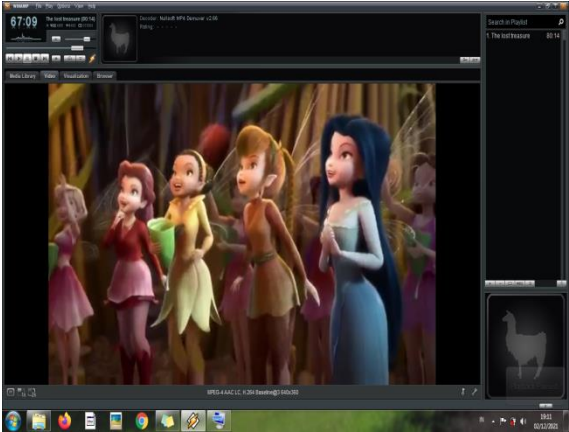
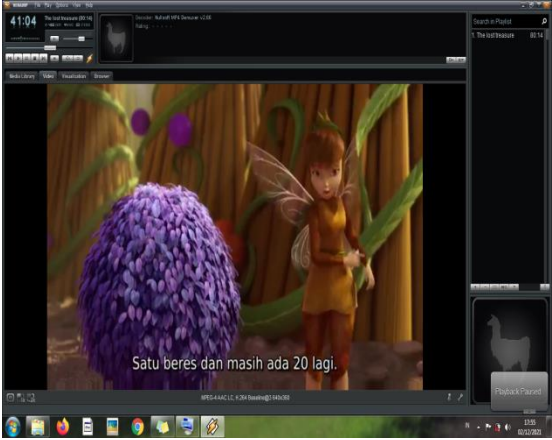
<p>5.</p>		<p>Listen guys, i guess i just don't have time. Don't worry, Think.</p>	<p>5/CLO/24:28/ Booble and Clank</p>	<p>Clank has thick glasses, yellow skin, skinny body can be seen from the behavior has a smart character but is careless in all things. 5 is the datum number, datum this is categorized the image in the type of closure according to Lisa Graham (2008) which states that identifying the closure occurs faster when the object is moving and can be predicted. It can be seen from the figure that Bobble looks like Jane's father in the Tarzan movie.</p>	<p>Valid</p>
<p>6.</p>		<p>It is time for old folk tales. It is time for old folk tales.</p>	<p>6/CON/26:51/ Tinkerbell</p>	<p>In this scene there is a determination of talent that Tinkerbell has succeeded in making blue magic glass. 6 is a datum number, this datum is categorized as ground in the type of continuation according to Arnheim's Art and Visual Perception (1954) which states that the developing part of art education and visual communication.</p>	<p>Valid</p>

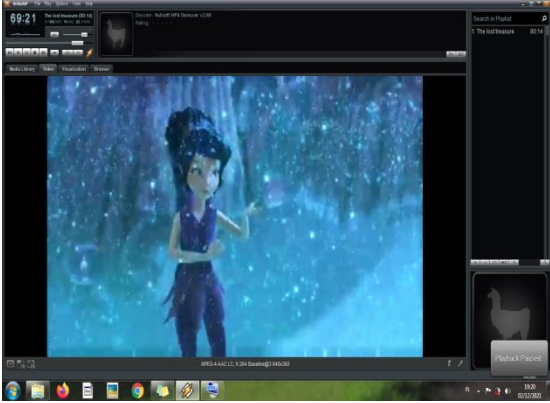

<p>7.</p>		<p>In the spring can be interpreted as a significant change of seasons always occur. This scene Tinkerbell is given the privilege by the Fairy Queen to come into the world.</p>	<p>7/DIR/27:11/ Tinkerbell</p>	<p>7 is a datum number, this datum is categorized as a figure in the direction type according to K.Koffa (1935: 184) states that the ground can determine the interpretation of the image but not vice versa.</p>	<p>Valid</p>
<p>8.</p>		<p>I guess so he said something about the bridge to pay for.</p>	<p>8/CON/29:12/ Tinkerbell</p>	<p>Fawn and Tinkerbell characters have a cheerful nature, he is very easy to determine various opinions. 8 is a datum number, this datum is categorized as a figure in the type of continuation according to Patten Recognition (2007) which states that naked image detection is based on adaptive.</p>	<p>Valid</p>


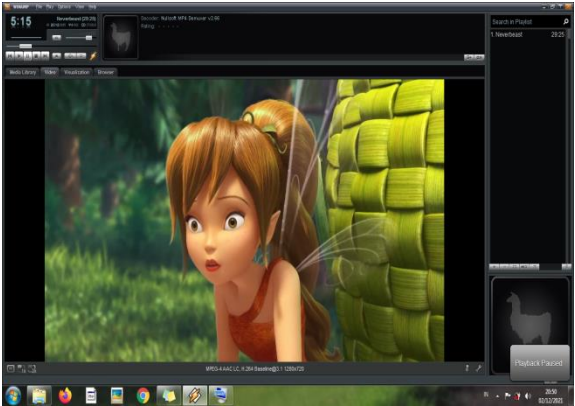
<p>9.</p>		<p>Iridessa's character has black skin, likes to protest. Her daily work is a light fairy.</p>	<p>9/SIM/30:17/ Silver Mist</p>	<p>9 is a datum number, this datum is categorized as ground in the type of similarity according to Graham (2008) which states that elements that are similar in shape, color are considered part of the group.</p>	<p>Valid</p>
<p>10</p>		<p>What do you think? Lend our pixie dust?</p>	<p>10/DIR/31:57/ Tinkerbell</p>	<p>The friend from Tinkerbell planned to see spring but it was not possible because it was far from where he lived. 10 is a datum number, this datum is categorized as ground in the type of direction according to K.Koffa (1936) which states that images and text are seen to be understood in the use of gestlat law.</p>	<p>Valid</p>

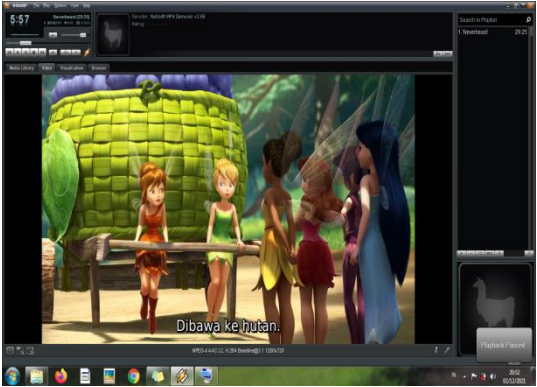
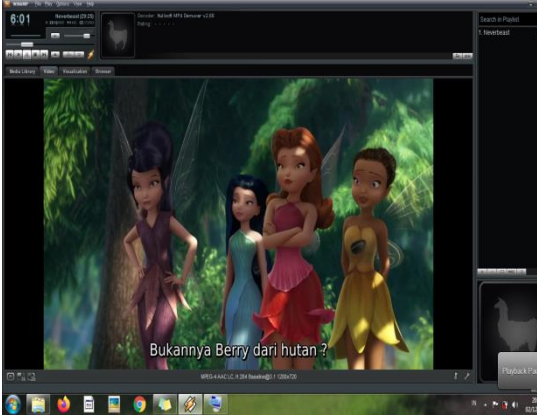
<p>11</p>		<p>Almost complete. Fairy Mary. Nice throw, Cheese.</p>	<p>11/PRO/40:31/ Iridessa</p>	<p>The character Iridessa wants to take a plant to give to her friends. 11 is a datum number, this datum is categorized as a figure in the type of proximity according to Vision Gyorgy a teacher stated that the proximity principle results in a more visually organized design.</p>	<p>Ibid</p>
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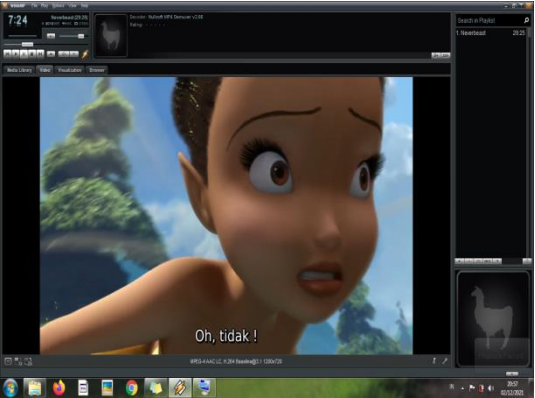
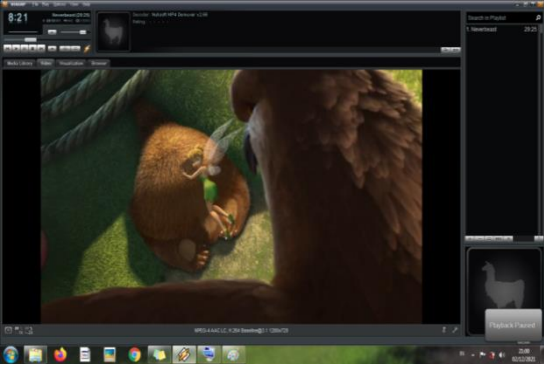
12	 <p>The image is a screenshot of a video player window. The video shows a character with short, reddish-brown hair, wearing a dark red dress adorned with numerous colorful roses. She is standing in a forest-like setting with tall, thin trees and a large green leaf in the foreground. The video player interface includes a search bar, a progress bar, and a taskbar at the bottom with various application icons.</p>	<p>Rosetta's character has reddish hair and wears a dress made of roses to make her look more beautiful every time she wears it.</p>	<p>12/CLO/40:40/ Rosetta</p>	<p>12 is a datum number, this datum is categorized as ground in the closure type according to Fall 2014 Tales of Color and Colonialism which states that the background and foreground narrative partners are not aesthetically pleasing devices, but must be neutral.</p>	<p>Valid</p>
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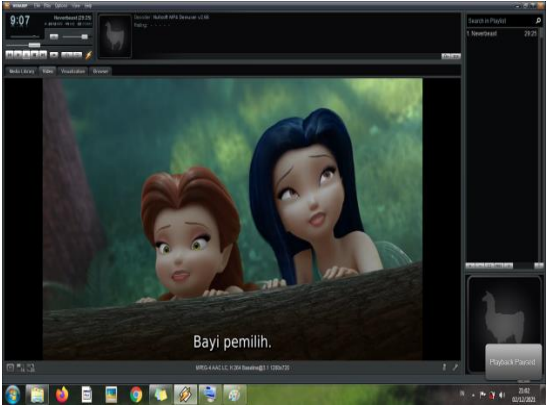
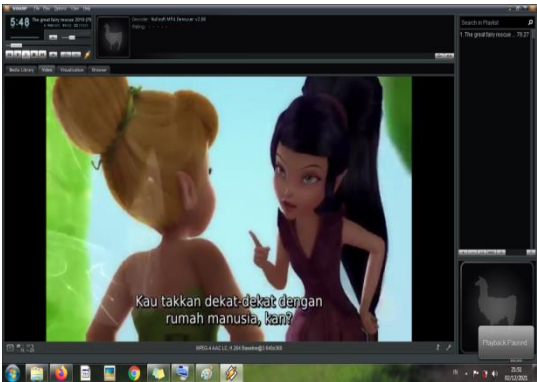
<p>13</p>		<p>The character is looking at Tinkerbell carrying a blue magic glass.</p>	<p>13/PRO/67:09/ Tinkerbell</p>	<p>13 is a datum number, this datum is categorized as ground in the type of proximity according to Lisa Graham (2008) which states that items that are spatially located close to each other can be said to be a group.</p>	<p>Valid</p>
<p>14</p>		<p>One done and there are twenty more.</p>	<p>14/SIM/41:04/ Fawn</p>	<p>Fawn's character has succeeded in removing the bee in the flower and can fly again, when Pery Mary's signal comes the color of the bee is purple. 14 is a datum number, this datum is categorized as a figure in the type of similarity according to K.Koffa (1935: 1835) which states that in interactive design keeping text and animated elements similar increases the tendency of readers to believe objects belong together physically.</p>	<p>Valid</p>

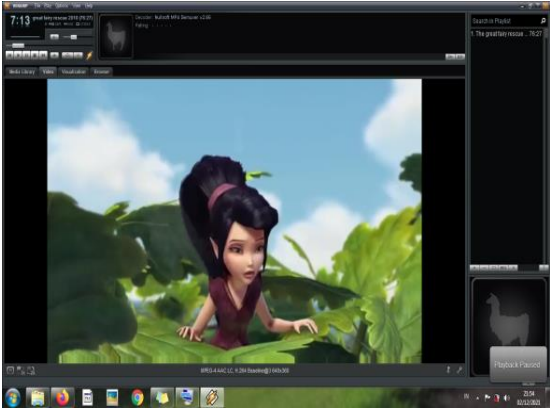

15		Vidia's character is a wind fairy, also has an antagonistic nature. In this film, a few wind fairies work together individually	15/DIR/69:21/ Vidia	15 is a datum number, this datum is categorized as ground in the direction type according to A Psychology of the Creative Eye (1954) which states that the contrast is bad and good under normal circumstances.	Valid
16		But watch out for the deceptive sights.	16/PRO/01:09/ Iridessa	The character Iridessa who holds the light and her face is very happy because the light is very bright. 16 is a datum number, this datum is categorized as a figure in the type of proximity according to Lisa Graham (2008) the principle of proximity results in a more visually organized design.	Valid

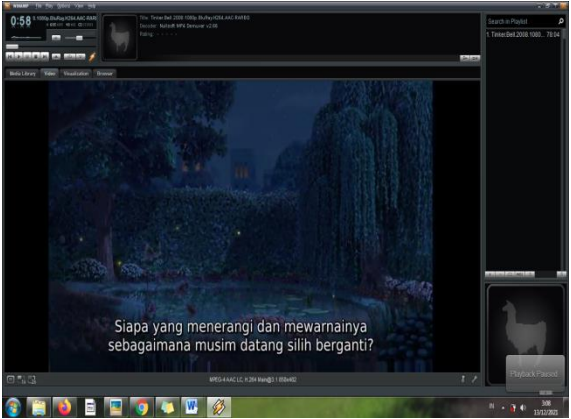

17		Fawn, eagle eats fairies!	17/FG/CC/04:13 /Tinkerbell	<p>The character of Tinkerbell whose white eyes are slightly widened also has a fearful nature.</p> <p>17 is a datum number, this datum is categorized as a figure in the type of closeness color according to K.Koffa (19360) which states that we need to distinguish two different levels which mean that the background becomes an important part of the image.</p>	Valid
18		Fawn's character is the most cheerful character, in this picture a surprised face because he saw a winding road.	18/DIR/05:15/ Fawn	<p>18 is the datum number, this datum is categorized as ground in the direction type, according to Alibardi 2013 stating that the vibrate skin has two primary roles: to provide protection against the external environment and to allow organisms to regulate their osmotic balance.</p>	Valid

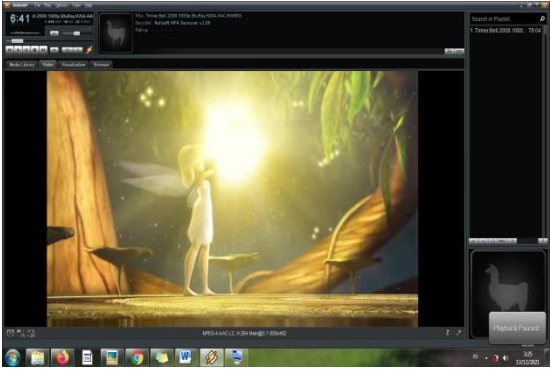
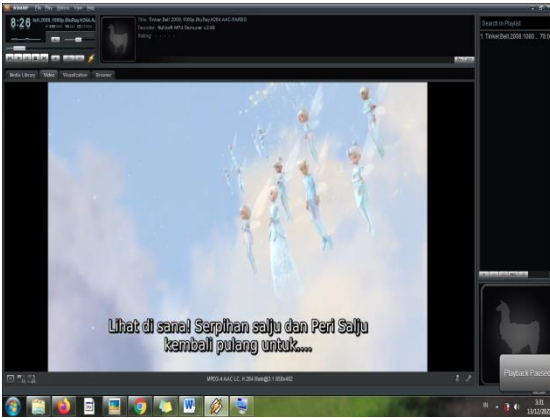
<p>19</p>		<p>Taken to the forest.</p>	<p>19/PRO/05:57/ Tinkerbell</p>	<p>His friends saw Tinkerbell and Fawn carrying a box filled with berries, which they were going to take to the forest. 19 is a datum number, this datum is categorized as ground in the type of proximity according to A Vision, Gyorgy (1969) states that the way humans perceive and process visual information.</p>	<p>Valid</p>
<p>20</p>		<p>Instead of Berry from the forest?</p>	<p>20/CLO/06:01/ Tinkerbell</p>	<p>Her friends named Rosetta don't appear and talk too much because the main character is Tinkerbell. 20 is a datum number, this datum is categorized as a figure in the type of closure according to Graham (2008) which states that what happens quickly can be predicted by limiting it.</p>	<p>Valid</p>



21		Oh, no!	21/CON/07:24/ Iridessa	<p>The character Iridessa has short hair in a bun and black skin, he is surprised because he is being chased by an eagle with a face full of fear.</p> <p>21 is a datum number, this datum is categorized as ground in the type of continuation according to Lisa Graham (2008) stating that the selection of figures has a direct relationship with the background principle.</p>	Ibid
22		Tinkerbell is being chased by an eagle with a scared face and approaches a brown bear.	22/FG/CC/08:21 /Tinkerbell	<p>22 is a datum number, this datum is categorized as ground in the clones color type, according to Kurt Koffa (1936) which states that at this level of perception, one can see images such as women with figures and can identify the ground.</p>	Valid


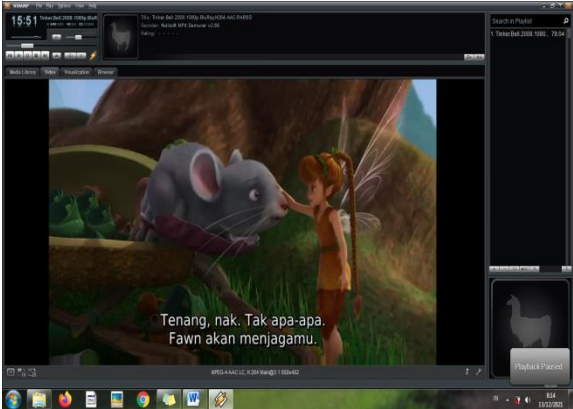
<p>23</p>		<p>Picky baby.</p>	<p>23/FG/CC/09:07 /Silver Mist</p>	<p>Rosetta and Vidia are peeking at Tinkerbell going into the forest. 23 is a datum number, this datum is categorized as ground in the clones color type, according to Kurt Koffa (1936) which states that at this level of perception, one can see images such as women with figures and can identify the ground.</p>	<p>Valid</p>
<p>24</p>		<p>You're not going anywhere near a human home, are you?</p>	<p>24/CLO/05:48/ Tinkerbell</p>	<p>The characters Tinkerbell and Vidia in the picture ask Tinkerbell and Vidia's face is bitchy. 24 is a datum number, this datum is categorized as a figure in the type of closure according to Lisa Graham (2008) which states that it can expand animation elements that are considered to be shared property.</p>	<p>Valid</p>

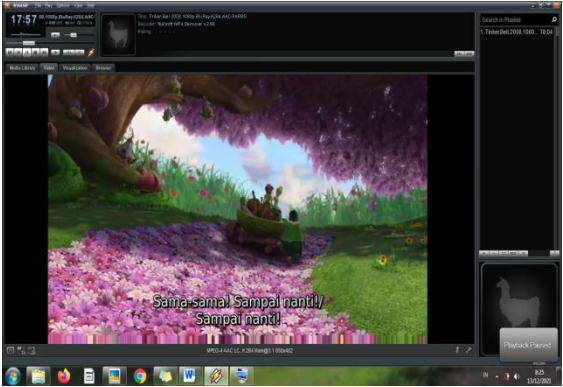
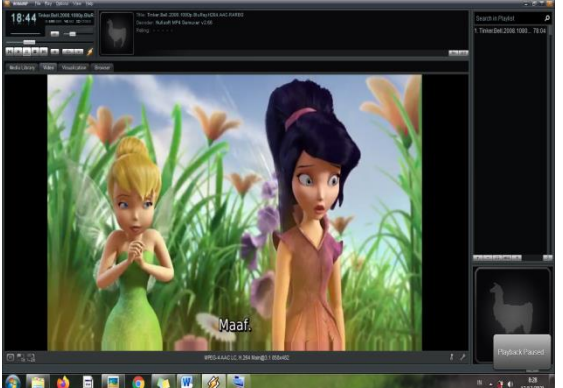
25		Vidia's character peeking at Tinkerbell as she walks towards the pests that Vidia planted.	25/DIR/07:13/ Vidia	25 is a datum number, this datum is categorized as ground in the type of direction according to K. Koffka (1935) which states that the principles of the Gestalt theory governing elections have an ongoing relationship.	Valid
26		Hate to see the size of the slug that thing came from. And at first.	26/PRO/SIM/11 :23/Vidia	The character of Tinkerbell who is walking to the pest that plants vidia then Tinkerbell while looking at the plant. 26 is the datum number, this datum is categorized as ground in the direction type according to Renhalt (1984) which states that it can identify certain shapes as images, which we can see.	Valid

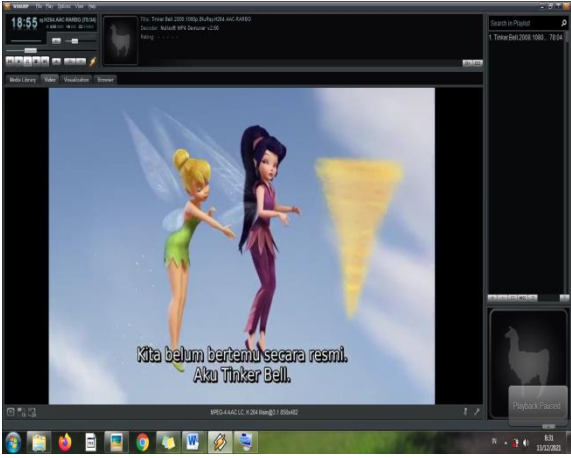
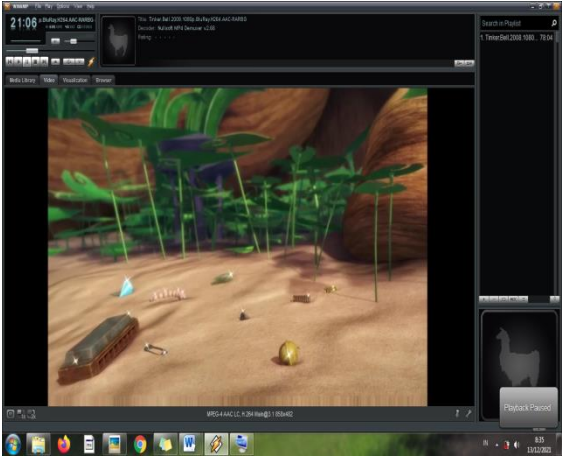
<p>27</p>		<p>Who illuminates and colors it as the seasons come and go?</p>	<p>27/DIR/0:58/ Tinkerbell</p>	<p>Various kinds of flowers that show a happy heart as well as various green trees, clear pool water signifies a beautiful atmosphere. 27 is a datum number, this datum is categorized as ground in the type of direction according to K.Koffka (1936) which states that shifts in distance, time and other configurations.</p>	<p>Ibid</p>
<p>28</p>		<p>Welcome to Pixie Hollow (Fairy Valley). I believe you found your way too late.</p>	<p>28/SIM/4:11/ Pixie Hollow</p>	<p>Tinkerbell character who has blonde hair, white skin, smooth facial lines. All can be said to be white women. Tinkerbell was born in London to Pixie Hollow which is a fairy valley, later named Tinkerbell. 28 is a datum number, this datum is categorized as ground in the type of similarity according to K.Koffka states (1935) which states that visual elements in the form, size, color are considered as part of the group.</p>	<p>Valid</p>



<p>29</p>		<p>Tinkerbell figure wielding a shining hammer in a blessing seeking ritual. The light signifies a source of immense power.</p>	<p>29/CLO/6:41/ Tinkerbell</p>	<p>29 is a datum number, this datum is categorized as ground in the closure type according to Visual Thinking (1969) which states that when an object moves in an orderly fashion.</p>	<p>Valid</p>
<p>30</p>		<p>Look there! Snow Flake and the Snow Fairy are back home to...</p>	<p>30/CLO/8:26/ Tinkerbell</p>	<p>Snow or ice fairies with white hair, cold faces. The ice fairies work in winter. This expression can show a controlled attitude. 30 is a datum number, this datum is categorized as a figure in the closeness color type, according to Graham (2008) which states that images and text can be understood in the gestlat law.</p>	<p>Valid</p>

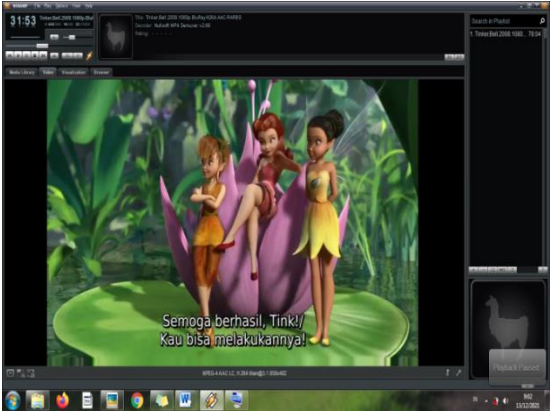

<p>31</p>		<p>He's new. Fairy Mary Nice to meet you.</p>	<p>31/SIM/13:41/ Clank Booble</p>	<p>The two male fairies in the picture are Tinkerbell's co-workers. The fat body is called Bobble while the thin body is called Clank. The character can be said to be sloppy. 31 is a datum number, this datum is categorized as ground in the type of similarity according to K.Koffka (1935) which states that the relationship between narrative and visual organizational systems is more than the figure offered in the gestlat theory.</p>	<p>Valid</p>
<p>32</p>		<p>Always destroying everything. Crashing everyone goes into the flower.</p>	<p>32/DIR/16:29/ Tinkerbell</p>	<p>Tinkerbell's friends who are looking after the flower plants, the face of the rosetta is worried. 32 is a datum number, this datum is categorized as a figure in the direction type according to Lisa Graham (2008) which states that it provides scientific validation and compositional structure.</p>	<p>Valid</p>

<p>33</p>		<p>Good! Show us!</p>	<p>34/CON/16:39/ Tinkerbell</p>	<p>Tinkerbell's friends who are looking at the noble fairy named Queen Clarion wear yellow clothes. 34 is a datum number, this datum is categorized as a figure in the type of continuation according to Renhlat (1984) which states that it can determine to identify the shape.</p>	<p>Valid</p>
<p>34</p>		<p>Calmdown, son. It's okay Fawn will look after you.</p>	<p>34/CON/15:51/ Fawn</p>	<p>Fawn's character is an animal fairy who has braided hair, slightly orange in color and has a little green decoration on his head. 34 is a datum number, this datum is categorized as ground in the type of continuation according to Lisa Graham (2008) stating that the design in motion, the eye and even the object can fade. Fawen approaches European ethnic figures.</p>	<p>Valid</p>


<p>35</p>		<p>You're welcome! See you later! See you later!</p>	<p>36/DIR/17:57/ Booble and Clank</p>	<p>Bobble and Clank characters can return home to help Tinkerbell's work be completed quickly. 36 is a datum number, this datum is categorized as ground in the type of direction according to Koffka (1935: 1840) stating that the principles of gestalt theory that govern the selection of figures have a direct relationship.</p>	<p>Valid</p>
<p>36</p>		<p>Sorry.</p>	<p>36/SIM/18:44/ Tinkerbell</p>	<p>Vidia and Tinkerbell characters whose faces are bitchy and want to win themselves and their eyes are slightly bulging. 36 is a datum number, this datum is categorized as a figure in the type of similarity according to A Psychology of the Creative Eye (1954) which states that we are trying to group different objects so that they are easy to see.</p>	<p>Valid</p>



<p>37</p>		<p>We haven't official met yet. I'm Tinker Bell.</p>	<p>37/CLO/18:55/ Tinkerbell</p>	<p>Tinkerbell character who wants to meet Vidia and make friends. Vidia has narrow eyes, can be pulled to one side. The sand roll has a desert can be interpreted as a symbol of the desert. 37 is a datum number, this datum is categorized as a figure in the closure type according to Graham (2008) stating that humans have a natural tendency to visually close gaps in a form, especially in familiar forms.</p>	<p>Valid</p>
<p>38</p>		<p>Tinkerbell's character looking at the scattered work tools, as they are used for spring.</p>	<p>38/DIR/21:06/ Tinkerbell</p>	<p>38 is a datum number, this datum is categorized as a figure in the type of direction according to Koffka (1936) who states that shifts in time, distance can have an effect on the information presented.</p>	<p>Valid</p>



<p>39</p>		<p>The character of Tinkerbell which tells the story of the tough woman in the coin, hair and other characteristics of the woman contained in the coin that Tinkerbell holds</p>	<p>39/CON/21:40/ Tinkerbell</p>	<p>39 is a datum number, this datum is categorized as ground in the type of continuation according to Lisa Graham (2008) which states that the law of continuation is to form a stronger experience or perception.</p>	<p>Valid</p>
<p>40</p>	 <p>Lalu kemudian Beliau akan mengijinkanku pergi ke mainland saat Muslim Semi.</p>	<p>Then later he would let me go to the mainland in the spring.</p>	<p>40/DIR/30:43/ Iridessa</p>	<p>Tinkerbell's friend with a surprised face, then who saw Queen Clarion who was going to spring. 40 is a datum number, this datum is categorized as a figure in the type of direction according to Renhlat (2008) which states that the link color is similar to the background color both in normal and in status.</p>	<p>Valid</p>



<p>41</p>		<p>Good luck Tink! You can do it!</p>	<p>41/CLO/31:53/ Rosetta</p>	<p>Tinkerbell's friend can be seen as Fawn's character who is very relaxed compared to the others, as well as the black female iridessa. 41 is a datum number, this datum is categorized as a figure in the closeness color type, according to Arnheim (1969) which states that the principles of psychology in humans perceive and process visual information.</p>	<p>Valid</p>
<p>42</p>		<p>Do you think light is heavy? No it's light.</p>	<p>42/SIM/35:50/ Silver Mist</p>	<p>Tinkerbell's friends who are talking at night, can then be seen from the difference in skin, and hairstyles. 42 is a datum number, this datum is categorized as ground in the type of similiarity according to Koffka (1935) which states that we can know that different objects are easily visible.</p>	<p>Valid</p>



<p>43</p>		<p>Now, flutter. So! Have a good time!</p>	<p>43/CLO/38:50/ Fawn</p>	<p>The character Fawn who is teaching birds to fly, as well as a gray bird. 43 is a datum number, this datum is categorized as a figure in the closeness color category, according to Florida A (2014) which states that color and colonialism : racial realism and settler colonial theory.</p>	<p>Valid</p>
<p>44</p>		<p>Hey little buddy. Do you want to play flapping wings?</p>	<p>44/CON/39:49/ Tinkerbell</p>	<p>The character of Tinkerbell who approaches the bird, because he wants to try to replace the task. That's why Tinkerbell always dresses less than the other fairies. 45 is a datum number, this datum is categorized as ground in the continuation type according to Visual Thinking (1969) which states that seeing the relationship between narrative and visual organizational systems is more general.</p>	<p>Valid</p>



45		Let me help you. Do not touch me! I'm fine!	45/CON/40:41/ Tinkerbell	In the picture it can be seen that Vidia's very negative and antagonistic nature, Vidia has an excess. 45 is the datum number, this datum is categorized as ground in the continuation type according to (Graham 2008) stating that it means we interpret the background as continuing under the image.	Ibid
46		Tinkerbell's character is fixing a music town like a sardine can, and full of metal. The particle is usually called the music box particle Tinkerbell is holding.	46/PRO/52:12/ Tinkerbell	46 is a datum number, this datum is categorized as a figure in the type of proximity according to Lisa Graham (2008) which states that they are spatially located close to each other.	Valid


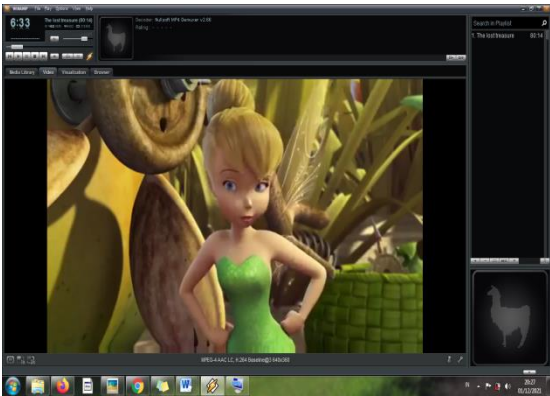
47		<p>Tinkerbell's character is looking at the scattered particles of the music box, which are very large compared to their bodies.</p>	47/CLO/52:58/ Tinkerbell	<p>47 is a datum number, this datum is categorized as ground in the type of closure according to Gyorgy (1944) which states that humans have a natural tendency to visually close gaps in a form.</p>	Valid
48		<p>The character of Tinkerbell admiring the music box he has successfully repaired. In the music box there is a statue of a woman with short black hair.</p>	48/DIR/55:01/ Tinkerbell	<p>48 is a datum number, this datum is categorized as ground in the direction type, according to Koffka (1935) which states that the relationship between the image and the ground is a function of dependence.</p>	Valid

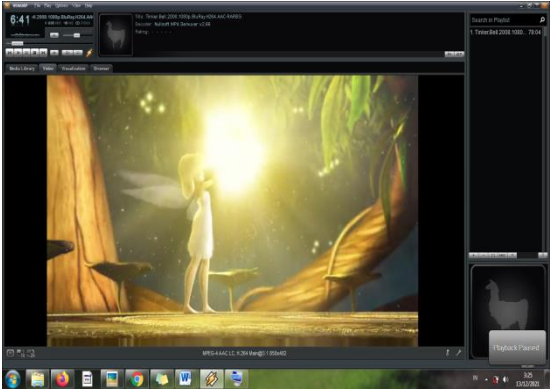

<p>49</p> 	<p>This must be fun.</p>	<p>49/CON/58:23/ Vidia</p>	<p>Vidia's character has slightly darker skin but not as dark as black people, sharp facial lines, ethnic impression, black hair and Vidia's appearance is similar to Jasmine in the movie Aladin. 49 is a datum number, this datum is categorized as ground in the type of continuation according to Graham (2008) which states that the law of continuation is to form a stronger experience or perception.</p>	<p>Ibid</p>
<p>50</p> 	<p>The character of Tinkerbell who is re-capturing a plant pest that Vidia released, causing havoc.</p>	<p>50/DIR/59:21/ Tinkerbell</p>	<p>50 is a datum number, this datum is categorized as ground in the direction type according to K. Koffka (1936) visual elements that are similar in shape, size, color, proximity, and direction are perceived as part of a group.</p>	<p>Valid</p>

51		Vidia's character is releasing weeds, such as moving wild animals.	51/SIM/60:02/ Vidia	51 is a datum number, this datum is categorized as a figure in the type of similarity according to Renhalt (2008) which states that maintaining text, animation elements that can increase the tendency of readers.	Valid
52		Hammer	52/CON/62:37/ Tinkerbell	The character of Tinkerbell who is making a gear tool to speed up the work of the fairies in preparation for spring. 52 is a datum number, this datum is categorized as a continuation figure according to Lisa Graham (2008) which states that in motion design, the eye will follow the sequence of moving objects, even fading out.	Valid

53		<p>The character Tinkerbell is making a tool that will be used to save spring. It was as if everyone stood and watched then Tinkerbell.</p>	53/PRO/65:56/ Tinkerbell	<p>.53 is a datum number, this datum is categorized as ground in the type of proximity according to A Psychology Creative Eye (1954) which states that items that are spatially located near each other seem part of a group.</p>	Valid
54		<p>We found your little dancer!</p>	54/CON/66:37/ Clank an Booble	<p>The Clank and Bobbles characters, together with Cheese the mouse, bring the Think music box. Transport a wide variety of goods. 54 is a datum number, this datum is categorized as a figure in the continuation type according to Graham (2008) which states that in motion design, the eye will follow the sequence of moving objects, even if the object fades it will come out.</p>	Valid

<p>55</p>		<p>The Clank and Bobble characters bring the music box that Tinkerbell will return to the girl who owns it.</p>	<p>55/DIR/69:41/ Clank an Bobble</p>	<p>56 is a datum number, this datum is categorized as a figure in the type of direction according to Koffka (1935) which states that gestlat has helped us identify objects as something different from the background.</p>	<p>Valid</p>
<p>56</p>		<p>Tinkerbell and her friends are enjoying the human sight. It can be seen from the difference in the skin.</p>	<p>56/CLO/70:21/ Tinkerbell</p>	<p>56 is a datum number, this datum is categorized as a figure in the closure type (Graham 2008) stating that humans have a natural tendency to visually close gaps in a form, especially in familiar forms.</p>	<p>Valid</p>

57		The music box that Tinkerbell repaired was quietly returned to its owner.	57/FG/CC/72:34 /Tinkerbell	The window girl with a smiling face symbolizes happiness. The girl has a brownish white cult and brown hair. 57 is a datum number, this datum is categorized as ground in the clones color type, according to Renhalt (2008) which states that gestlat is to determine the structure, configuration and properties.	Valid
58		Tinkerbell's character is imitating the haughty face of a woman on a coin and laughing at her. In the coin has a sagging face and cheeks.	58/DIR/73:51/ Tinkerbell	58 is the datum number, this datum is categorized as ground in the direction type according to Graham (2008) which states that each frame in the film can be considered separately.	Valid

<p>59</p>		<p>Physically the water fairies in the picture have black hair.</p>	<p>59/CON/75:352/ Pixie Hollow</p>	<p>Physically the water fairies in the picture have black hair, little eyes slanted, white skin but not as white as Tinkerbell, representing the physical characteristics of Asian people. 59 is a datum number, this datum is categorized as ground in the continuation type according to Visual Thinking (1969) which states that seeing the relationship between narrative and visual organizational systems is more general.</p>	<p>Valid</p>
<p>60</p>		<p>The two male fairies in the picture are symbols of Tinkerbell's co-workers</p>	<p>60/DIR/75:41/ Booble Clank</p>	<p>The fat one is Bobble, the skinny one is Clank. Clank and Bobble's expressions that grinning, slightly narrowed eyes is a 'stupid' expression and in a movie this kind of expression animation is only often shown by minor characters who careless and acting stupid, and being made fun of in movies. 62 is a datum number, this datum is categorized as ground in the type of direction according to</p>	<p>Valid</p>

				K.Koffa (1936) which states that images and text are seen to be understood in the use of gestlat law.	
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