

### Appendix 1. Synopsis of *Brave* (2012)

In the Medieval Scotland, Princess Merida of the clan Dunbroch was given an arrow by her father, King Fergus, for her sixth birthday, to the dismay of her mother, Queen Elinor. While venturing into the wood to search for her lost arrow, Merida encountered a will-o-the-whisp, a mythical creature that could lead to one's destiny. Soon afterward, when Merida told her experience to her parents, Mor'du, a huge demon bear, attacked the family. Merida was taken away by her mother to keep her safe, while her father and the citizens fought against Mor'du. Though, the fight cost him one of his legs.

Ten years later, Merida has 3 little brothers; red-headed triplets who got away with everything, while she got away with nothing. She was told that she was betrothed to the son of one of her father's allies. Queen Elinor explained that failure to consent to the betrothal could harm Dunbroch, reminding Merida of a legend of a prince whose pride and refusal to follow his father's wishes destroyed his kingdom. But, Merida was stubborn and wanted to fail the wedding no matter what it took.

The allied clans' chieftains and their first-born sons arrived to compete in the Highland games for Merida's hand in marriage. Merida twisted the rules, announced that as her own clan's firstborn she was eligible to compete for her hand. She easily won the archery competition, shaming the other clans, and after a heated argument with her mother, Merida ran away into the wood. The will-o-the-whisp appeared again, leading her to the hut of an old woman which turned out to be a witch. Merida bargained for a spell to change her mother, and the witch gave her a spell cake.

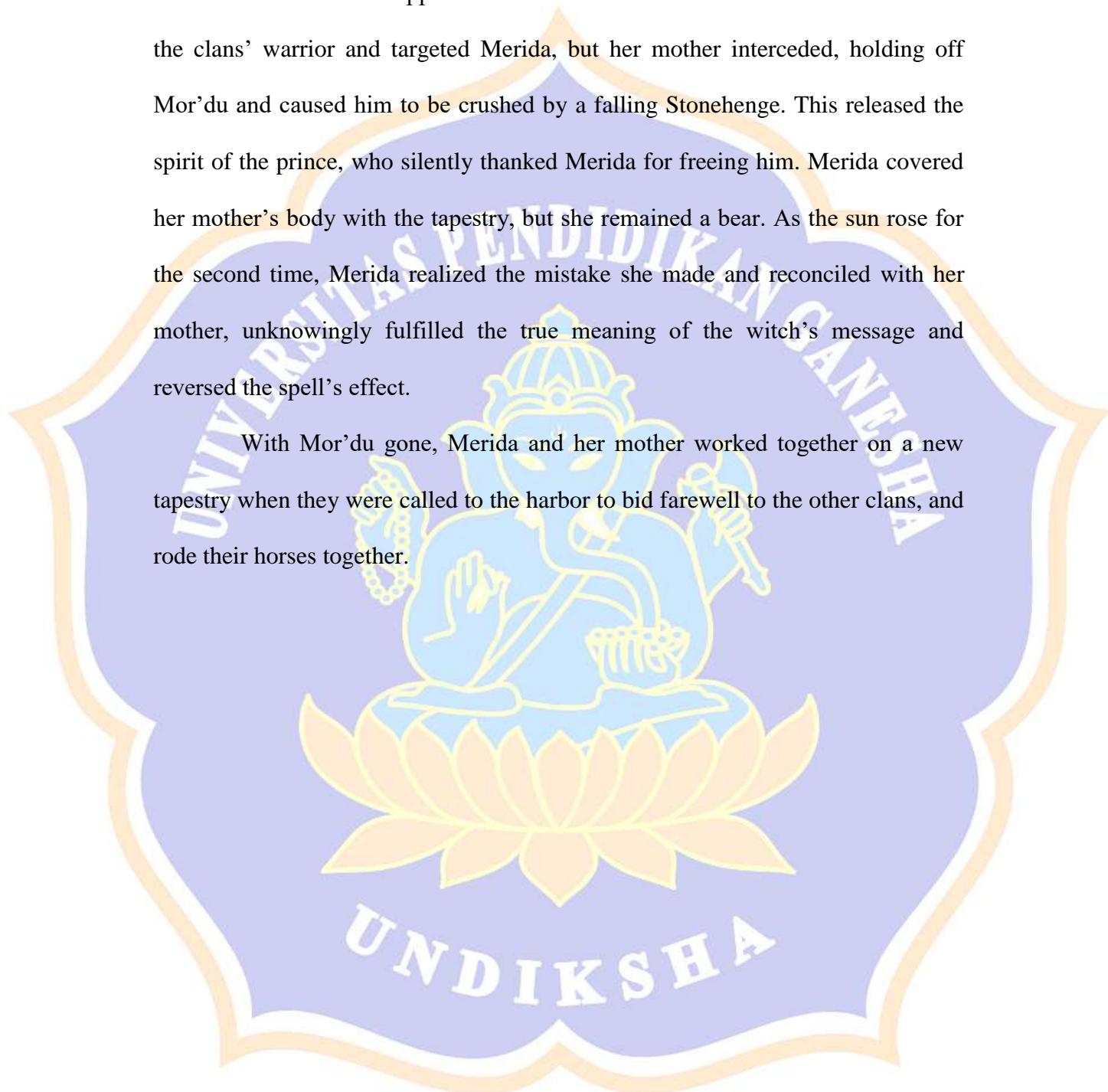
When Merida returned home, she gave her mother the spell cake which transformed her mother into a bear, unable to speak but still retained most of her human consciousness. King Fergus smelled something was not right and then he with the clans hunted the bear that made Merida escaped the kingdom with the help of her brothers. Merida returned to the witch's cottage with her mother, only to find it deserted, and discovered a message from the witch: unless Merida was able to "mend the bond torn by pride" before the second sunrise, the spell would become permanent. Merida was confused and did not understand what the witch message was. Merida and Queen Elinor were led by the whisps to ancient ruins inside the wood, where they encountered Mor'du. Realizing that Mor'du was the prince in the legend, Merida vowed that she would not let the same thing happened to her mother. She realized that the witch's message was about the tapestry, then decided to repair the family tapestry she damaged during the argument.

They returned to the castle to find the clans on the verge of war. Merida intended to relent and declare herself ready to choose a suitor as the tradition demanded, but Queen Elinor prompted her instead to insist that the firstborn should be allowed to marry in their own time to whomever they choose. The clans agreed, breaking the tradition but renewing and strengthening their alliance.

Merida sneaked into the tapestry room with her mother who was losing her humanity, attacked King Fergus, but suddenly regained her composure and ran away from the castle. Mistaking the queen for Mor'du and unwilling to listen to Merida, Fergus pursued the bear with other clans, and locked Merida in the room. Merida escaped with the assistance of her brothers, who have also eaten the spell

cake that turned them into bear cubs. Merida repaired the tapestry and rode her horse to save her mother. King Fergus and the clans captured Queen Elinor, but Merida interfered and stopped her father before Mor'du arrived. Mor'du battered the clans' warrior and targeted Merida, but her mother interceded, holding off Mor'du and caused him to be crushed by a falling Stonehenge. This released the spirit of the prince, who silently thanked Merida for freeing him. Merida covered her mother's body with the tapestry, but she remained a bear. As the sun rose for the second time, Merida realized the mistake she made and reconciled with her mother, unknowingly fulfilled the true meaning of the witch's message and reversed the spell's effect.

With Mor'du gone, Merida and her mother worked together on a new tapestry when they were called to the harbor to bid farewell to the other clans, and rode their horses together.





**Appendix 2. Sequence Segmentation of *Brave* (2012)**

No	Description
1	<p><b>The introduction Merida's childhood</b></p> <p>1a. Description of Merida who loves her mother shown by the happiness she expresses when she plays with her mother</p> <p>1b. Merida's attraction to bow that her father put on the table</p> <p>1c. Merida's excitement of getting a small bow from her father</p> <p>1d. Merida's hardwork to be able to shoot the arrow in the right target but the arrow missed and lost in the wood</p>
2	<p><b>Merida's meeting with the will-o-the-whisp</b></p> <p>2a. Merida's curiosity of the wood when she tried to find her lost arrow</p> <p>2b. Merida's excitement of being in the wood</p> <p>2c. Merida's fear of the strange sound in the wood</p> <p>2d. Merida's meeting with will-o-the whisp</p> <p>2e. Description of Merida's attraction to will-o-the-whisp expressed when she tried to follow it in the wood</p> <p>2f. Merida's excitement to tell her parents that she met the whisp when she tried to find the lost arrow in the wood</p>
3	<p><b>The introduction of Mor'du as a beastly bear</b></p> <p>3a. Merida's fear of Mor'du expressed by the scream when Mordu showed up in front of her</p> <p>3b. The description of the fight with Mo'rdu</p> <p>3c. The description of Merida who cares about his father shown when she looked back while her mother was taking her away from the fight</p>
4	<p><b>The description of the Kingdom a couple years later</b></p> <p>4a. The description of Merida's father who loved to fight and very powerful</p> <p>4b. The description of Merida's twin little brother who is very naughty and creative</p> <p>4c. The description of Merida as a careless princess when she eats an apple and walked vigorously to the throne</p> <p>4d. Merida's unwillingness to act like a proper princess like her mother shown by her mad expression when her mother disappointed of her rude behavior</p>
5	<p><b>The description of Merida's training to be a proper princess like her mother</b></p> <p>5a. The description of Merida's disinterest of the speech training that her mother gave to her</p> <p>5b. Merida's unwillingness to listen to her mother shown when she draws her mother instead of listening to her</p> <p>5c. The description of Merida's disinterest to learn music shown by her lazy</p>

	expression when learning to play music with her mother
6	<p><b>The description of Merida as a not proper behaving princess</b></p> <p>6a. The description of Merida's interest of being with her father who does not compel her to be the perfect princess shown by her happy expression when playing with her father</p> <p>6b. Merida's improper behavior of laughing and snorting which was very impolite trigger the anger of her mother</p> <p>6c. The description of Merida eating food very fast and messy</p> <p>6d. Merida's laziness at waking up in the morning</p> <p>6e. The description of Merida's mother who wanted her to be the perfect princess like herself</p>
7	<p><b>The reveal of Merida's trueself</b></p> <p>7a. The description of Merida's happiness of getting one day free from training so she can train her archery and explore the wood with her horse</p> <p>7b. The description of Merida riding her horse while training her archery in the wood</p> <p>7c. The perfect shoot of Merida when she trained her archery skill</p> <p>7d. Merida's attraction to her bow shown when she curved her bow and smiled</p> <p>7e. The description of Merida climbing without worrying to fall</p> <p>7f. Merida's accomplishment to climb the Crone's tooth and drink from the fire-falls</p>
8	<p><b>The announcement of Merida's wedding approval from the three clans</b></p> <p>8a. Merida's arrival at her kingdom</p> <p>8b. The description of Merida grabbing food freely from the kitchen</p> <p>8c. The description of Merida's father who is very proudly telling the story of himself fighting with Mordu to his children</p> <p>8d. The description of Merida who remembers all the detail of her father's story</p> <p>8e. The description of Merida's mother who doesn't like her to put her bow on the dining table</p> <p>8f. The description of Merida's father who defend her</p> <p>8g. Merida's enthusiasm to tell her accomplishment to climb the Crone's tooth and drink from the fire-falls to her mother</p> <p>8h. Merida's mother's ignorance of her story</p> <p>8i. The description of Merida's mother who always tries wants her best in the family</p> <p>8j. The arrival of 3 letters</p> <p>8k. The chaos happening in the dining table while Merida's mother focused on reading the letters</p> <p>8l. Merida's mother announcement of the approval from 3 kingdom</p> <p>8m. Merida's uneasiness about the contest news</p>

	<p>8o. The struggle of her father to tell about the news to Merida</p> <p>8p. Merida's mother's excitement while telling the news to Merida</p> <p>8q. Merida's direct disapproval to the news</p> <p>8r. The tense argument between Merida and her mother</p>
9	<p><b>Merida's persuasion to her Mother to cancel the wedding approval from the three clans</b></p> <p>9a. Merida's rage and disapproval shown when she slashed her sword to her bed</p> <p>9b. The description of Merida begging to her mother to not continue the wedding</p> <p>9c. Merida's mother story telling about the legend of the four clans to reassure Merida that she needs to accept the wedding</p> <p>9d. Merida's rejection of her mother's desire shown when she stills argue and turn her back on her mother</p> <p>9f. Merida's mother final decision that she needs to continue the wedding</p> <p>9g. Merida's disapproval by slamming the door when her mother walked away from her bedroom</p>
10	<p><b>The difference between Merida and her mother's desire about the wedding</b></p> <p>10a. The mumbling when Merida's mother knit the family tapestry</p> <p>10b. The description of Merida's father who tries to cheer his wife up</p> <p>10c. The desire of Merida's mother of her daughter marriage</p> <p>10d. The rejection of Merida with any excuses from her mother about the marriage and she wants to be free</p> <p>10e. The description of Merida's mother and her who thinks that they never listen to each other feelings</p> <p>10f. Merida's final decision to never let the wedding runs smoothly</p>
11	<p><b>The arrival of the three clans</b></p> <p>11a. The description of three boats approaching Merida's kingdom</p> <p>11b. The description of the three clans by shouting their name while racing to be the first to reach Merida's kingdom</p>
12	<p><b>The preparation of Merida to meet her suitors</b></p> <p>12a. The description of her mother who dress her up like a true princess should be</p> <p>12b. The admiration of Merida's beauty by her mother</p> <p>12c. The description of Merida's uncomfortableness with the wardrobe</p> <p>12d. The description of Merida's mother who is touched to see her daughter is going to get married</p> <p>12e. Merida's surprise of her mother reaction</p>
13	<p><b>The entrance of the three clans</b></p> <p>13a. The announcement of the guards about the arrival of the three clans</p>



	<p>13b. The description of Merida's mother who manage everything to look perfect and runs smoothly</p> <p>13c. The description of Merida feeling uncomfortable with her dress and try to pull out her hair</p> <p>13d. The description of Merida's mother tidy up her hair again</p> <p>13e. The description of Merida's father who laughed at Merida because of the dress</p> <p>13f. The description of Merida's mother who scold her husband her doing it.</p> <p>13g. Merida's disapproval and uncomfortableness that she pull her hair out again</p> <p>13h. The entrance of the three clans to the hall</p> <p>13i. The presentation of each suitors of the clan</p> <p>13j. The description of the clans who do not like each other and feels they are the best</p> <p>13k. The fight with the three clans</p> <p>13l. The description of Merida's mother who stops the fight and announce about the rules of the contest that Merida should choose one fighting skill and the one who wins will be the groom for her</p> <p>13m. Merida's direct answer of archery skill since she knows that no one have the best archery skill rather than her</p>
14	<p><b>The contest to win as Merida's betrothal</b></p> <p>14a. The training for the contest by the three clans</p> <p>14b. The beginning of the contest</p> <p>14c. The description of Merida sneaking her bow to the contest</p> <p>14d. The failure of the 2 clans</p> <p>14e. The description of Merida who makes fun of the failed clans</p> <p>14f. The lucky shot of the last clan</p> <p>14g. The description of Merida joins the contest without telling her parents and break the rules</p> <p>14h. The description of Merida who tore her dress so she manages to shot perfectly</p> <p>14i. The winning of Merida in the contest by shooting 3 arrows at the perfect targets</p> <p>14j. The disapproval of her mother about her action</p>
15	<p><b>Merida's fight with her mother because of her action</b></p> <p>15a. Queen Elinor's anger towards Merida</p> <p>15b. Merida's effort to make her mother understand her desire that she did not want to get married</p> <p>15c. Queen Elinor disapproval of Merida's desire</p> <p>15d. Merida's anger towards her mother which makes her tore the royal knit</p> <p>15e. Queen Elinor final anger which makes her threw Merida's sword and burned Merida's bow</p>

	<p>15f. Merida's sadness of her mother who threw her bow and burned it in the fire place</p> <p>15g. Queen Elinor's realization that she hurt Merida's feeling</p>
16	<p><b>Merida's run away from her kingdom</b></p> <p>16a. Merida's escape to the forest riding her horse while crying</p> <p>16b. Merida's accident because her horse threw her away</p> <p>16c. Merida's discovery of the Stonehenge</p> <p>16d. Merida's meeting with the will-o-the-whisp</p> <p>16e. Merida's decision to follow the will-o-the-whisp</p>
17	<p><b>Merida's discovery of the hut inside the forest</b></p> <p>17a. The description of Merida entered the hut without any anxiety</p> <p>17b. Merida's meeting with the woodcarver</p> <p>17c. Merida's curiosity about the woodcarver</p> <p>17d. Merida's realization that the woodcarver was actually a witch</p> <p>17e. Merida's desire of the witch help to change her fate</p> <p>17f. The witch disapproval of her desire</p> <p>17g. Merida's offer to buy all of the carvings with her royal necklace if the witch give her one spell</p> <p>17h. Merida's desire to change her mother so she can change her fate</p> <p>17i. The witch approval of her desire</p>
18	<p><b>The witch house discovery</b></p> <p>18a. The witch's story about a prince who came to her to change his fate by making him have the strength of ten men</p> <p>18b. The made of the spell</p> <p>18c. Merida's acceptance of the cake that has a spell in it</p> <p>18d. The witch's sudden gone after giving her the cake</p>
19	<p><b>The situation at Merida's kingdom after she left</b></p> <p>19a. The entertainment given by the King to distract the suitors</p> <p>19b. Merida's preparation to give her mother the cake</p> <p>19c. Queen Elinor gladness to meet Merida</p> <p>19d. Merida's lie about the cake as a peace offering so her mother would eat it</p>
20	<p><b>The reaction of the spell cake</b></p> <p>20a. Queen Elinor sickness after eating the cake</p> <p>20b. Merida's persistent asking her mother about the marriage</p> <p>20c. The three suitors' question about the final decision of the marriage</p> <p>20d. Queen Elinor's request for them to wait her until she got better</p> <p>20e. King Fergus' worry about his wife condition</p> <p>20f. Queen Elinor's command not to worry her and continue to entertain to suitors</p> <p>20g. Merida's care to her mother and wait her mother to change her mind about the marriage</p>



	20h. Queen Elinor's realization that there was something wrong with the cake
21	<p><b>The change of Queen Elinor into a bear</b></p> <p>21a. Queen Elinor's transformation into a bear because of the cake</p> <p>21b. The panic happened when Merida and Queen Elinor realized that Queen Elinor turned out to be a bear</p> <p>21c. Merida's confession to her mother that the cake which she gave to her mother was not a normal cake and has a spell in it</p> <p>21d. Merida's realization that her desire caused all of this</p> <p>21e. King Fergus suspiciousness about the condition</p> <p>21f. Merida's decision to find the witch and tell her to fix the condition</p> <p>21g. King Fergus lead to hunt the bear in the castle</p> <p>21h. Merida's agreement with her three brothers to help her escape the castle</p> <p>21i. Merida's brother's effort to fool the three clans and King Fergus so that Merida and Queen Elinor could get out of the Kingdom</p>
22	<p><b>The effort to find the witch</b></p> <p>22a. Merida's failed effort to find the witch's cottage</p> <p>22b. Queen Elinor's instinct to find the cottage</p> <p>22c. The description of Merida who found the witch's cottage</p> <p>22d. Merida's effort to make the witch came back</p> <p>22e. The witch's message to Merida about how to turn her mother back normal</p> <p>22f. Merida's effort to try every vials so that the witch would come back</p> <p>22g. Merida's desperation to turn her mother back normal</p>
23	<p><b>Flashback of Merida's childhood with her mother</b></p> <p>23a. The description of Merida who loved her mother so much</p> <p>23b. The description of Queen Elinor who always protected Merida</p>
24	<p><b>Merida's and her mother life in the wood</b></p> <p>24a. Queen Elinor's effort to prepare breakfast</p> <p>24b. Merida's knowledge about the poisonous berries</p> <p>24c. Merida's ability of being in the nature that was praised by her mother</p> <p>24d. Merida's effort to teach her mother how to catch fish</p> <p>24e. Description of Merida who cooks for her mother because her mother would not want to eat it raw</p>
25	<p><b>Merida and Queen Elinor meeting with the whisps</b></p> <p>25a. Queen Elinor started to lost humanity feeling and tried to attack Merida but then she realized it back</p> <p>25b. The meeting with the whisps</p> <p>25c. Merida's effort to calm her mother down</p> <p>25d. The description of Merida and her mother following the whisps</p>
26	<b>Discovery of the ruins</b>

	<p>26a. the discovery of ruins inside the forest</p> <p>26b. The realization of Merida about the prince who became Mordu</p> <p>26c. The description of Mor'du tried to catch Merida and her mother who helped her to ran away</p> <p>26d. The accomplishment to run away from Mor'du</p> <p>26e. Merida's realization about the witch message</p>
27	<p><b>Merida's effort to get the tapestry</b></p> <p>27a. The description of Merida and Queen Elinor sneaking to the kingdom to pass the guards</p> <p>27b. The description of Queen Elinor who told Merida to speak in front of the three clans and distract them so Queen Elinor can take the tapestry</p> <p>27c. Merida's speech about unity that made Queen Elinor realize and decided that Merida would marry with the person she chooses and by the way she wanted to</p> <p>27d. Merida's accomplishment to make the three clans understand that they should choose their suitors in their own way and in their own time, not by doing stupid contest</p> <p>27e. The description of Merida who distract the three clans so Queen Elinor will not be found out</p>
28	<p><b>Misunderstanding between King Fergus and Merida</b></p> <p>28a. The description of Merida and Queen Elinor who took the tapestry</p> <p>28b. King Fergus misunderstanding that Queen Elinor has been eaten by Mor'du</p> <p>28c. King Fergus discovery of Merida with a Queen Elinor as a bear</p> <p>28d. The fight between King Fergus and Queen Elinor as a bear where Merida tried to tell her father that the bear was her mother</p> <p>28e. Queen Elinor realization of her wild actions that hurt Merida's arm and she ran away to the forest</p> <p>28f. The hunt of Queen Elinor as a bear that lead by King Fergus</p> <p>28g. King Fergus disapproval of Merida's explanation about the bear who was actually Queen Elinor which made him to lock the door and secure Merida</p> <p>28h. Merida's effort to open the locked door to save her mother but the door could not be opened</p> <p>28i. Merida's sadness of her mother who hunted by the three clans and her father</p> <p>28j. Merida's resurrection to solve the problem</p>
29	<p><b>The hunt of Queen Elinor as a bear</b></p> <p>29a. The description of the three clans and King Fergus hunted Queen Elinor</p> <p>29b. Merida's accomplishment to find sewing kit and escape from the</p>

	kingdom to help her mother helped by her brothers 29c. The description of Merida who finally could sew the tapestry while riding her horse to save her mother
30	<b>The fight with Mor'du</b> 30a. The description of Merida's mother got caught by the three clans and King Fergus who wanted to kill her 30b. The description of Merida helped her mother and protected her 30c. The description of Mor'du showed up and fought the three clans and King Fergus 30d. The description of Merida got caught by Mor'du that made her protect herself and fought against Mor'du 30e. Queen Elinor's effort to help Merida 30f. The fight between Mor'du and Queen Elinor 30g. Queen Elinor's win against Mor'du
31	<b>The change of Queen Elinor</b> 31a. Merida's effort to change her mother before the second sunrise but the tapestry would not work 31b. Merida's sadness and regret that her mother would not change to human again 31c. The magic happened when the sunrise touched the tapestry 31d. Queen Elinor turned into a human again 31e. The reunite of the Merida's family
32	<b>The departure of the clans</b> 32a. Merida and Queen Elinor made a new tapestry about Merida and Queen Elinor as a bear 32b. The departure of the three clans 32c. Merida and her mother rode horse together



**Appendix 3. Table of Data Tabulation of Merida's Characterization**

No	Characterization	Frequency	Sequences
1	Religious	7	2d, 2e, 7f, 16e, 17d, 25b, 25d
2	Honest	21	1g, 2f, 4d, 5a, 5c, 7a, 7f, 8g, 8m, 8q, 9b, 10d, 12c, 13c, 13g, 15b, 15f, 21c, 28d, 28g, 31b
3	Tolerant	7	12a, 18c, 21h, 24e, 27c, 28e, 32b
4	Discipline	9	1d, 4c, 5a, 5c, 7b, 8e, 12a, 13m, 24b
5	Hardworking	29	1d, 4d, 5b, 5c, 7b, 7e, 7f, 8r, 9a, 9d, 9b, 10d, 10f, 12a, 13c, 13g, 14c, 14g, 14f, 15b, 17h, 20b, 22d, 22f, 28d, 28g, 28j, 29b, 31a
6	Creative	10	5b, 7b, 7d, 8k, 13m, 14c, 14h, 19b, 21i, 24d
7	Autonomous	13	2a, 10f, 17g, 17h, 21f, 22d, 27a, 27d, 28h, 29b, 29c, 30b, 31a
8	Democratic	8	9b, 15b, 17g, 17i, 21h, 27c, 27d, 30b
9	Curious	14	1b, 2a, 2b, 2e, 8m, 16c, 16d, 16e, 17a, 17c, 18b, 25d, 26a, 32a
10	Nationalist	14	3b, 3c, 7d, 8c, 8d, 11b, 21h, 27c, 27d, 30b, 30d, 29b, 29c, 32a
11	Patriotic	12	3b, 3c, 4a, 7d, 10a, 27c, 27d, 29b, 29c, 30b, 30d, 32a
12	Appreciative	7	1c, 7a, 7d, 7f, 8g, 18c, 32a
13	Friendly / communicative	14	1a, 2f, 6a, 6b, 7a, 8d, 8g, 8k, 9b, 14e, 17b, 27b, 27d, 32b
14	Peace loving	7	1a, 6a, 7d, 23a, 25c, 31e, 32c
15	Bibliophilic	14	2f, 9c, 13m, 17d, 21b, 21d, 24b, 24c, 24d, 26b, 26e, 27d, 29b, 31a
16	Nature Loving	15	2a, 2b, 7b, 7d, 7e, 7f, 16a, 16c, 17a, 24b, 24c, 24d, 25d, 26a, 32c
17	Social awareness	15	1a, 3c, 7d, 8d, 12e, 20g, 24d, 27d, 28i, 29c, 30b, 31a, 31b, 31e, 32b
18	Responsible	8	2a, 21d, 21f, 28j, 29b, 29c, 30b, 31a
19	Brave	15	2a, 2b, 2e, 7b, 7e, 7f, 8r, 16a, 16e, 17a, 27a, 27c, 28d, 30b, 30d
20	Polite	7	8g, 9b, 13m, 15b, 17a, 18c, 27c

**Appendix 4. Table of Peirce's Triadic**

1. Honest

No	Sequence	Description	Representamen	Object	Interpretant
1	2f	Merida's excitement to tell her parents that she met the whisp when she tried to find the lost arrow in the wood	<ul style="list-style-type: none"> <li>-Merida's expression: raised eyebrows, eyes wide opened</li> <li>-Merida's action: running back from the wood</li> <li>-Merida's dialogue: "I saw a whisp!"</li> <li>-constant and repeated dialogue</li> <li>-deep eye contact with her parents</li> <li>-previous scene that showed Merida met the whisp</li> </ul>	-Honest character	Merida was running back from the wood to tell her parents that she met the whisp. The whisp in the film is pictured as a mythical being that could lead to one's destiny and only certain people could see the whisp. Therefore, when Merida tried to tell her experience, her parents were in doubt and thought that Merida was lying. But, in the previous scene showed that Merida actually met the whisp in the wood, so it represented that what Merida was trying to say to her parents was true. The use of camera movement following Merida's gesture of running that was taken from behind her, captured her parents expression where they furrowed their eyebrows when Merida said, "I saw a whisp!" created an object of disbelieve and doubt which triggered the audience to think that her parents did not believe in what she said. Therefore, her parents questioned her to make sure she was telling the truth. Merida's unchanged answer when her parents questioned her, created an object of sincerity that could trigger a reaction in the audience's mind that Merida was telling the truth to her parents. It is also supported by Merida's facial expression that focused through front lighting to her face where she raised her eye brows and eyes wide opened while having a deep eye contact with her parents that creates an object of seriousness which could trigger the audience to think that Merida was not lying and being serious to her parents. These representamen triggered the audience to capture Merida's honest

					characterization in sequence 2f.
2	8g	Merida's enthusiasm to tell her accomplishment to climb and drink from the fire-falls to her mother	<ul style="list-style-type: none"> <li>-Merida's expression : raised eyebrows, eyes wide opened and stared closely</li> <li>-Merida's high and clear tone</li> <li>-Merida's dialogue: "I climb the Crone's tooth and drink from the fire falls"</li> </ul>	-Honest character	Merida was trying to tell her mother that she accomplished climbing the Crone's tooth and drank from the fire-falls. The Crone's tooth in the film is pictured as the highest cliff and the fire-falls was the waterfalls which is located beside the Crone's tooth. In the film, the citizen believed a legend that only the ancient kings were brave enough to climb the Crone's tooth and drink from the fire-falls. Therefore, when Merida tried to tell her accomplishment, her mother did not pay attention and were busy reading letters because her mother thought woman would not be able to do it and Merida was lying. It is also supported by her father reaction that questioned her that created an object of disbelieve and doubt which triggered the audience to think that her parents did not believe in what she said. Merida's facial expression that was supported by front lighting where she raised her eyebrows and eyes wide opened while making a deep eye contact when she told her parents created an object of sincerity that could trigger the audience to think that Merida was being truthful. It is also supported by the previous scene where Merida was shown climbing the Crone's tooth and drinking from the fire-falls, so it represented that what Merida was telling was the truth. These representaments trigger the audience to capture Merida's honest characterization in sequence 8g.
3	21c	Merida's confession to her mother that the cake which she gave to her mother was not a normal cake and has a	<ul style="list-style-type: none"> <li>-Merida's expression : frowned eyebrows, eyes wide opened and stared closely</li> <li>-entangled hands</li> </ul>	-Honest character	Merida's facial expression where she frowned her eyebrows, eyes wide opened and staring closely to her mother acts as a representamen that trigger an object of Merida who was feeling sorry and telling the truth to her mother. Her



		spell in it	<p>-low tone and deep clear voice</p> <p>-Merida's dialogue: I just wanted to change you"</p>		<p>gesture of entangling both of her hands represented the object of her uneasiness that triggers a reaction of feeling sorry to her mother . The use of medium shot with camera still and bottom lighting to Merida acts as a representamen to create an object of her uneasy expression because she knew she was the one who caused the problem. The blurred background in this sequence helps the audience to focus only on her facial expression and hand gesture. The representamen of light yellow lighting which came from the fire place creates an object of focusing on Merida's expression which triggers the audience to think that she was trying really hard to tell the truth even though her mother would be furious. The representamen of low tone and deep clear voice of Merida creates an object in the audience's mind that Merida was uneasy and felt deeply sorry for her mother condition which triggers the reaction of Merida's honest character in the audience mind. These aspects supports the audience to capture Merida's honest character in sequence 21c</p>
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## 2. Hardworking

No	Sequence	Description	Representamen	Object	Interpretant
1	1d	Merida's hard work to be able to shoot the arrow in the right target	<p>-Merida's expression: stared closely to the target, grinned teeth, frowned eyebrows</p> <p>-Merida's action: shaken body</p> <p>-growling voice</p>	-Hardworking character	<p>Merida's facial expression where she was staring closely to the target, grinning teeth, and frowning eyebrows triggers the audience to think that she was being very serious. Furthermore, her shaken body gesture triggers the audience to think that she tried really hard to shoot the arrow even though her body was still small, this leads the audience to capture her hardworking character. The use of medium long shot with camera zooming out and side lighting</p>

					helps to show Merida's facial expression and body gesture. The movement of the camera from Merida's face only to a medium long shot which framed her with her parents triggers the audience to not only focused on her expression but also to her environment that supported her effort. The bright colored background is not only showing her expression and body gesture but also represents the positivism and effort of Merida. Her struggle to shoot the arrow represented in her growling voice which triggers the audience to think that she was giving all she got. These aspects helps the audience to capture Merida's hardworking character in sequence 1d.
2	22f	Merida's effort to try every potion so that the witch would come back	<ul style="list-style-type: none"> <li>-Merida's expression : frowned eyebrows, eyes wide looked closely</li> <li>-Merida's gesture: grab all the vials</li> <li>-Merida's shaken voice and high tone</li> <li>- Merida's dialogue "Maybe there's a book of spells. Look around. We'll need more vials."</li> </ul>	-Hardworking character	Merida's facial expression where she frowned her eyebrows, eyes looked closely to the vial triggers the audience to think that she was being focused on searching the potion that and could trigger the reaction of Merida who was doing her best to solve the problem in the audience's mind. Furthermore her gesture of grabbing all the vials and looking closely to every vials represent that she was not easy to give up, this triggers the audience to think that she would do anything to solve the problem that she made. The use of medium shot with camera still and front lighting to Merida emphasize her worried and panicked expression while searching for another vials. The dominant background color was green and black where the green lighting came from the magic pot that shone to Merida which emphasize her expression. Her shaken voice and high tone showed her panic situation but still she tried to find other vials, this triggers the audience to think that in her panic situation she still managed to focus on solving the

					problem. Her dialogue “Maybe there’s a book of spells. Look around. We’ll need more vials.” represent her never give up spirit and tried to find every way possible this triggers reaction in the audience mind that she has hardworking character. These aspects helps the audience to capture Merida’s hardworking character in sequence 22f.
3	28h	Merida’s effort to open the locked door to save her mother but the door could not be opened	-Merida’s expression : grinned teeth, frowned eyebrows, squinted eyes -slammed the door repeatedly -growling voice	-Hardworking character	In sequence 28h Merida’s facial expression where she grinned her teeth, frowned eyebrows, squinted eyes triggers the audience to think that she gave her best effort to open the locked door and save her mother. Furthermore her gesture of slamming the door with chair, and gouging with iron to open the door represent her endless effort even though her strength was not enough. The use of eye level angle, close-up shot with camera following and side lighting to Merida emphasize her expression of hardworking. The movement of the camera which followed her action also emphasize her gesture when she tried to open the door. The dominant background color in this scene is light yellow which came from the candle located in the room. Merida’s repeated growling voice trigger the audience to think that it was very hard to open that door but yet she still tried her best and drained her energy. These aspects triggers reaction in the audience’s mind that helps the audience to capture Merida’s hardworking character in sequence 28h.



### 3. Brave

No	Sequence	Description	Representamen	Object	Interpretant
1	2e	Description of Merida's attraction to will-o-the-whisp expressed when she tried to follow it in the wood	-Merida's expression: widened eyes, opened mouth -Merida's action: followed the whisp alone	-Brave character	In sequence 2e Merida was still a child. She was alone in the wood trying to find the arrow she lost when she tried her first archery. The use of eye-level angle, medium shot, camera movement following, showing Merida's facial expression and gesture that triggers the audience to think that Merida was brave to follow the whisp alone. The background used is dominant dark blue and dark green that emphasize Merida ignored the thrilling circumstances and kept following the whisp. Her widened eyes and opened mouth shows that she was attracted to the whisp eventhough that was the first time she ever saw it. Her expression creates an object in the audience's mind that she was courageous to travel the wood alone. These aspects triggers reaction in the audience's mind that helps the audience to capture Merida's brave character in sequence 2e.
2	7e	The description of Merida climbed the highest rock without worrying to fall	-Merida's expression : eyes staring up -Merida's gesture: climbed the Crone's tooth alone - sun shine	-Brave character	In sequence 7e Merida has grown into an adult. She got one day free from her mother's attitude training and she choose to travel the wood and climbed and drank from the fire-falls which they believed only the true king would be able to do it. In that sequence showed that Merida struggled in climbing the fire-falls. The use of high level angle, medium shot and camera movement following emphasize the expression of Merida which triggers an object in the audience's mind that she was not afraid of falling from the fire-falls. The dominant background color is light yellow that came from

					the sun shine which focused on Merida's facial expression of staring eyes creates an object of her determined will in climbing the fire-falls. The sun represents spirit that supported Merida's brave character in that sequence. These aspects triggers reaction in the audience's mind that helps the audience to capture Merida's brave character in sequence 7e.
3	30b	The description of Merida helped her mother and protected her	-Merida's expression : frowned eyebrows, opened mouth, -stiff body while holding the bow -Merida's dialogue: "Get back. That's my mother"	-Brave character	In sequence 30b Merida tried her best to help her mother and fight against the three clans and her father who thought the bear was Mor'du. The use of eye-level angle, medium shot, and camera movement following, showing her facial expression and Merida's nimble gesture that triggers the audience to think that Merida would sacrifice everything so her mother could be saved. Her brave expression showed by frowned brows, opened mouth and stiff body while holding the bow towards her father. In this sequence Merida's dialogue of "Get back. That's my mother." triggers the audience to think that Merida was brave enough against his dad. The dominant background color is light yellow that came from the flame. Fire represents braveness and spirit that supports Merida's brave character in that scene. The thumping drum sound also support the situation by adding more tension to the scene. Thus the brave character of Merida is created in the audience's mind.

4. Tolerant

No	Sequence	Description	Representamen	Object	Interpretant
1	24e	Description of Merida who cooks for her mother because her mother would not want to eat it raw	-Merida's expression: stared at her mother, smiled -Merida's action: cooked the fish for her mother	-Tolerant character	The tolerant character possessed by Merida is shown in sequence 24e. In this sequence Merida was cooking the fish for her mother because her mother would not like to eat it raw. She decided to cook for her mother because she knew that her mother could not cook for herself because she turned into a bear. This action triggers the audience to think that Merida tolerate her mother condition and wanted to help her even though she thought her mother was being spoiled. It is also supported by her facial expression of staring her mother to check if she enjoyed Merida's cooking or not. This trigger the audience to think that Merida was being considerate and careful which later can trigger the reaction of tolerant character possessed by Merida in the audience. The use of eye level angle, long shot and camera movement still emphasize more on Merida's gesture and helps the audience to see her interaction with her mother. The dominant background color used is green that came from the tree and front lighting is used to capture Merida's and her mother's gesture clearly. The silence of Merida also represents that she did not want to complain of her mother's attitude this later could trigger the reaction of Merida's tolerant character in the audience. These aspects triggers reaction in the audience's mind that helps the audience to capture Merida's tolerant character in sequence



2	28e	Queen Elinor realization of her wild actions that hurt Merida's arm and she ran away to the forest	<p>-Merida's dialogue: "It's all right. I'm all right. It's nothing. It's just a little scratch. Mum!"</p> <p>-Merida's action: held her wound</p> <p>-Merida's expression: raised eyebrows, eyes looked deeply to her mother</p>	-Tolerant character	7e. In this sequence Merida's right arm was hurt by her mother when her mother lost her humanity and tried to attack Merida and King Fergus. Merida's dialogue "It's all right. I'm all right. It's nothing. It's just a little scratch. Mum!" expressed with a low tone triggers the audience to think that Merida did not want to hurt her mother by saying the scratch was fine and it did not hurt which then could trigger the reaction of Merida's tolerant character in the audience. This is also supported by her gesture of holding her wound which triggers the audience to think that she wanted to hide from the mother that later could trigger the reaction of Merida who did not want to make her mother felt guilty. Her facial expression of raised eyebrows and eyes looking deeply into her mother represents her consideration of her mother's feeling. The use of eye level angle, medium shot and camera movement still helps to capture Merida's facial expression clearly. The dominant background color used is bright orange which came from the candle flame. Front lighting is used to emphasize Merida's facial expression clearly to the audience. These aspects triggers reaction in the audience's mind that helps the audience to capture Merida's tolerant character in sequence 28e.
3	32b	The departure of the three clans	<p>-Merida's expression : smiled</p> <p>-Merida's action: let her hand kissed</p>	-Tolerant character	In this sequence Merida was at the harbor to say farewell to the three clans. Her gesture of letting her hands be kissed with one of the lord's son represents that Merida did not want to hurt his feelings by rejecting him. Even though she did not like accepting romantic attitude but she let him did that. Her action triggers the reaction of

					Merida's tolerant character towards other in the audience. Moreover her facial expression of smiling to him represents that she was okay with his action which triggers the reaction of Merida as a tolerant girl in the audience. The use of eye level angle, long shot and camera movement panning emphasizes Merida's facial expression, gesture and interaction between the lord's son. The dominant background color used is bright yellow that came from the sun shine. Side lighting is used to highlight Merida's facial expression and interaction. These aspects triggers reaction in the audience's mind that helps the audience to capture Merida's tolerant character in sequence 32b.
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#### 5. Discipline

No	Sequence	Description	Representamen	Object	Interpretant
1	24e	Description of Merida who cooks for her mother because her mother would not want to eat it raw	-Merida's expression: stared at her mother, smiled -Merida's action: cooked the fish for her mother	-Discipline character	The tolerant character possessed by Merida is shown in sequence 24e. In this sequence Merida was cooking the fish for her mother because her mother would not like to eat it raw. She decided to cook for her mother because she knew that her mother could not cook for herself because she turned into a bear. This action triggers the audience to think that Merida tolerate her mother condition and wanted to help her even though she thought her mother was being spoiled. It is also supported by her facial expression of staring her mother to check if she enjoyed Merida's cooking or not. This trigger the audience to think that Merida was being considerate and careful which later can trigger the reaction of tolerant character possessed by Merida in the audience. The use of eye level

					angle, long shot and camera movement still emphasize more on Merida's gesture and helps the audience to see her interaction with her mother. The dominant background color used is green that came from the tree and front lighting is used to capture Merida's and her mother's gesture clearly. The silence of Merida also represents that she did not want to complain of her mother's attitude this later could trigger the reaction of Merida's tolerant character in the audience. These aspects triggers reaction in the audience's mind that helps the audience to capture Merida's tolerant character in sequence 7e.
2	28e	Queen Elinor realization of her wild actions that hurt Merida's arm and she ran away to the forest	-Merida's dialogue: "It's all right. I'm all right. It's nothing. It's just a little scratch. Mum!" -Merida's action: held her wound -Merida's expression: raised eyebrows, eyes looked deeply to her mother	-Discipline character	In this sequence Merida's right arm was hurt by her mother when her mother lost her humanity and tried to attack Merida and King Fergus. Merida's dialogue "It's all right. I'm all right. It's nothing. It's just a little scratch. Mum!" expressed with a low tone triggers the audience to think that Merida did not want to hurt her mother by saying the scratch was fine and it did not hurt which then could trigger the reaction of Merida's tolerant character in the audience. This is also supported by her gesture of holding her wound which triggers the audience to think that she wanted to hide from the mother that later could trigger the reaction of Merida who did not want to make her mother felt guilty. Her facial expression of raised eyebrows and eyes looking deeply into her mother represents her consideration of her mother's feeling. The use of eye level angle, medium shot and camera movement still helps to capture Merida's facial expression clearly. The dominant background color used is bright orange which came from the



					candle flame. Front lighting is used to emphasize Merida's facial expression clearly to the audience. These aspects triggers reaction in the audience's mind that helps the audience to capture Merida's tolerant character in sequence 28e.
3	32b	The departure of the three clans	-Merida's expression : smiled -Merida's action: let her hand kissed	-Discipline character	In this sequence Merida was at the harbor to say farewell to the three clans. Her gesture of letting her hands be kissed with one of the lord's son represents that Merida did not want to hurt his feelings by rejecting him. Even though she did not like accepting romantic attitude but she let him did that. Her action triggers the reaction of Merida's tolerant character towards other in the audience. Moreover her facial expression of smiling to him represents that she was okay with his action which triggers the reaction of Merida as a tolerant girl in the audience. The use of eye level angle, long shot and camera movement panning emphasizes Merida's facial expression, gesture and interaction between the lord's son. The dominant background color used is bright yellow that came from the sun shine. Side lighting is used to highlight Merida's facial expression and interaction. These aspects triggers reaction in the audience's mind that helps the audience to capture Merida's tolerant character in sequence 32b.

#### 6. Creative

No	Sequence	Description	Representamen	Object	Interpretant
1	5b	Merida's unwillingness to listen to her mother shown when she draws her mother instead of	-Merida's drawing -Pencil -Paper	Creative character	Merida was given a lecture by her mother, but instead of listening she doodled her mother's figure. Her action of doodling her mother triggers the audience to think that she can draw

		listening to her			her mother which then could trigger a reaction of creative character possessed by Merida in the audience. The use of eye level angle, over the shoulder shot and camera still emphasized her creative character by focusing on the doodling. The dominant background color is bright grey that came from the wall. Front lighting is used to emphasize Merida's drawing clearly. These aspects triggers reaction in the audience's mind that helps the audience to capture Merida's creative character in sequence 5b.
2	7d	Merida's attraction to her bow shown when she curved her bow and smiled	-Merida's action of curving her bow with her kingdom's symbol -knife	Creative character	In this sequence Merida was curving her bow with her kingdom's symbol. Her action of curving her bow with her kingdom's symbol represents that she could express her kingdom's symbol into a curving which later could trigger the reaction of creative character possessed by Merida in the audience. The use of eye level angle, close up shot and camera still emphasized Merida's hand and curving which later could trigger the audience to capture Merida's creative character. The dominant background color used is bright orange that represents creativeness. Front lighting is used to emphasize Merida's hand and curving. These aspects triggers reaction in the audience's mind that helps the audience to capture Merida's creative character in sequence 7d.
3	19b	Merida's preparation to give her mother the cake	-Flowers -ornaments -Merida's action of putting the flower on the plate	Creative character	Merida wanted to give her mother the cake from the witch. Her creativeness showed when she arranged the cake with another ornament like flower and berries. Her action of arranging the cake triggers the audience to think that she could beautify the look of the cake before giving it to her mother which later could trigger the reaction

					of creative character possessed by Merida. The use of eye level angle, close up shot and camera movement following emphasize Merida's hand gesture of arranging the cake which later can trigger the audience to capture her creative character. Front lighting is used to show Merida's hand gesture clearly to the audience. These aspects triggers reaction in the audience's mind that helps the audience to capture Merida's creative character in sequence 19b.
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7. Autonomous

No	Sequence	Description	Representamen	Object	Interpretant
1	10f	Merida's final decision to never let the wedding runs smoothly	-Merida's serious expression -Merida's decision to solve her own problem - Her dialogue "I swear, Angus, this isn't going to happen"	Autonomous character	Merida decided that the wedding would not happen. The representamen of her thought and action triggers the audience to think that she decided to solve the problem in her own way which later could trigger the reaction of autonomous character in the audience. Her dialogue "I swear, Angus, this isn't going to happen" expressed with assertive tone acts as a representamen which trigger the audience to think of her independency that later could trigger the reaction of autonomous character possessed by Merida. Her expression where she scrunched her eyebrows and opened her eyes widely represents her determined will in solving her problem. The use of eye level angle, close up shot, and camera still emphasized her facial expression to the audience. Front lighting is used to support the audience to capture Merida's facial expression clearly.
2	21f	Merida's decision to find the witch and tell her to fix the condition	-Merida's decision to find the witch - Her dialogue "I'll get	Autonomous character	Merida was trying to fix the problem by finding the witch. Her action triggers the audience to think that she wanted to solve the problem using



			<p>her to fix this”</p> <ul style="list-style-type: none"> <li>- Her gesture of pointing her right arm while mumbling</li> </ul>		<p>her own way which later could trigger the reaction of autonomous character in the audience. Her dialogue “I’ll get her to fix this” represents her determined will. Her gesture of pointing her right arm while mumbling represents that she was thinking of a solution to the problem. The use of eye level angle, medium long shoot and camera movement still emphasizes Merida’s gesture to the audience. The dominant background color is bright yellow that came from the candle flame. Front lighting is used to emphasize Merida’s gesture to the audience clearly.</p>
3	29b	<p>Merida’s accomplishment to find sewing kit and escape from the kingdom to help her mother helped by her brothers</p>	<ul style="list-style-type: none"> <li>-Merida’s action to find the sewing kit alone</li> <li>- Her facial expression where she raised her eyebrows, eyes wide opened, and smiled</li> </ul>	Autonomous character	<p>Merida succeed in finding the need and thread that she needed. The representamen of her success in finding the needle and thread creates an object of Merida as an independent girl that can solve her own problem which later could trigger a reaction of autonomous character in the audience. Her facial expression where she raised her eyebrows, eyes wide opened, and smiled represents her happiness to be able to find the needle and thread that she needed. The use of eye level angle, close up shot and camera still emphasized on her facial expression to the audience. Front lighting is used to support the reader in capturing her facial expression clearly.</p>

#### 8. Curious

No	Sequence	Description	Representamen	Object	Interpretant
1	2a	<p>Merida’s curiosity of the wood when she tried to find her lost arrow</p>	<ul style="list-style-type: none"> <li>-strange sound inside the wood</li> <li>-Merida’s gesture to turn her head back and looked around the wood</li> </ul>	Curious character	<p>Merida was alone in the wood when she tried to find her lost arrow. In the wood there were lots of big trees that made Merida felt anxious inside the wood. Her anxiousness is represented through her gesture when she looked to the left</p>

					and right to see if there was anything suspicious. After that, she heard an uncommon sound that came from behind her, she suddenly looked back to check what was making the noise. her action of right away checking the source of the sound created an object of wanting to know more which then could trigger the reaction of her curious character. It is also supported by her expression which was captured using close up shot when she looked back her eyebrows raised, eyes looking to the right and left and mouth opened that created an object of thinking and searching for more information. Furthermore the camera movement that switched to Merida's point of view captured the view in the wood that made the audience felt that Merida was being observant. Front lighting is used to support the audience in capturing her facial expression clearly.
2	8m	Merida's uneasiness about the contest news	-Merida's question to her mother -Merida's expression to scrunch her eyebrows	Curious character	Merida was having dinner with her family. But then, her mother said "They are all accepted!" that shocked Merida. She was questioning her mother "Who's accepted what mother?" that created an object of seeking for detailed information which could trigger her curious character. It is supported by her facial expression that was shot using medium long shot that captured her scrunched eyebrows that created an object of thinking and processing information. Front lighting is used to support the reader in capturing her facial expression clearly.
3	17c	Merida's curiosity about the woodcarver	-Merida's question to the witch -Merida's action of looking around the hut, grabbing things,	Curious character	Merida entered the hut inside the wood. Her curiosity is represented through her gesture when she lifted all the things inside the hut that created an object of observant. It is supported by her eye movement that was captured using

			observing the situation	Merida's point of view that showed the way she looked to the right and left inside the hut. When she met an old woman who said that she was a wood carver, Merida did not believe it. She observed the woman and the thing inside the hut because she felt there was something weird about it. Her action created an object of seeking for more detailed information which could trigger the reaction of her curious character. Her dialogue "Who are you?" created an object of asking for more information that triggered her curiosity. Her expression which was shot using close up shot represented her curious character when she scrunched her eyebrows while observing the old woman and the thing inside the hut. Front lighting is used to support the reader in capturing her facial expression clearly
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9. Appreciative

No	Sequence	Description	Representamen	Object	Interpretant
1	1c	Merida's excitement of getting a small bow from her father	-Merida's dialogue "Thankyou" -Merida's hug -Merida's happy face	Appreciative character	Merida was given a small bow due to her birthday. Her father gave the bow because he knew that Merida was very interested in archery, therefore for the gift her father gave a small bow that she can use to train her archery skill. Merida's expression when she saw the bow captured using medium shot showed her surprised expression where she raised her eyebrows, eyes wide opened and mouth opened that created an object of amazed to the gift. It is also supported through her dialogue "Thankyou!" that created an object of thanking other for giving something to her that triggered her appreciative character. Furthermore her scream while she hugged her father created an



					object of appreciating the gift that she got. Front lighting is used to support the reader in capturing her facial expression clearly.
2	7d	Merida's attraction to her bow shown when she curved her bow and smiled	-Merida held the bow tightly -Merida's smile -Merida's action of taking care the bow	Appreciative character	Merida curved her bow that her father gave when she was little. Her action of curving the bow while smiling that is captured using medium shot created an object of her appreciation towards the gift that she got since she was a child. It is also supported by her facial expression where she looked closely to the bow while smiling softly that represented her appreciation. Her gesture of holding the bow tightly created an object of Merida who did not want to lose the bow that she treasured which then could trigger her appreciative character. Front lighting is used to support the audience in capturing her facial expression clearly
3	18c	Merida's acceptance of the cake that has a spell in it	-Merida's acceptance of the spell cake -Merida's direct response	Appreciative character	The witch gave her the spell she wanted in form of a cake. The witch then asked Merida "You don't want it?" and Merida directly answered "Yes! I want it". Her reply to the witch question created an object of Merida who did not want to hurt the witch's feeling and accepted the cake. It is also supported by her facial expression which was shot using close up shot where she raised her eyebrows and eyes wide opened to reassure the witch that she truly wanted the cake. Front lighting is used to support the audience in capturing her facial expression clearly

#### 10. Bibliophilic

No	Sequence	Description	Representamen	Object	Interpretant
1	24b	Merida's knowledge about the poisonous	-Merida's question -Merida's true guess	Bibliophilic character	Merida was served berries by her mother as their breakfast in the wood. Merida did not directly

		berries	-Merida's action of observing the berries		eat the berries but she observed the berries closely. Her action of observing the berries before she ate it created an object of seeking for detailed information. After observing the berries, she then asked her mother whether her mother got the berries from the bushes and her guess was true. She then informed her mother that the berries was nightshade berries and it was poisonous. Her knowledge of the berries inside the wood created an object of her intellectual that triggered her bibliophilic character. It is also supported by her mother's reaction where she felt itchy after eating the berries that represented Merida's information was true. Her expression of eyes widened and scrunched eyebrows when asking her mother created an object of checking the information with her knowledge that triggered her bibliophilic character. Front lighting is used to support the audience in capturing her facial expression clearly.
2	26e	Merida's realization about the witch message	-Merida's action of reading the picture on the wall -Merida's knowledge about the legend	Bibliophilic character	Merida finally realized that the answer for her to turn her mother back to human was the tapestry. She realized it when she entered the ruin inside the forest and tried to connect the picture inside the ruin with her problem. Her action of reading the picture on the wall created an object of eager to read information and symbol which then triggered her bibliophilic character. It is also supported by her gesture when she read the picture, she read it closely while moving the torch so she could read it well in the darkness that created an object of eager to read information and symbol. Her expression of scrunching her eyebrows and eyes looking closely to the picture represented her bibliophilic character. Front lighting is used to support the

					audience in capturing her facial expression clearly
3	27d	Merida's accomplishment to make the three clans understand that they should choose their suitors in their own way and in their own time, not by doing stupid contest	-Merida's knowledge about the history of the clans	Bibliophilic character	Merida gave speech in front of the three clans about the importance of unity. She then mentioned the history between the three clans and the way they helped each other back in the war. Her knowledge of the history created an object of her intellectual that triggered the reaction of her bibliophilic character. Her knowledge about the history created an object of Merida who knew about detailed information of something. It is also supported by her expression where she raised her eyebrows and eye wide opened that created an object of thinking when she retell the history. Front lighting is used to support the audience in capturing her facial expression clearly.

#### 11. Responsible

No	Sequence	Description	Representamen	Object	Interpretant
1	21f	Merida's decision to find the witch and tell her to fix the condition	-Merida's decision to solve the problem she caused -Merida's idea to find the witch	Responsible character	Merida was confused because her mother turned into a bear. At first, she only wanted her mother to change her mind about the wedding, but the witch gave her a spell that "change" her mother look from human into a bear. Merida who was very angry at the witch decided to find the witch and asked her to change her mother back to human. Her decision to find the witch and made her turn her mother back to human created an object of wanting to take responsibility of her fault which then triggered the reaction of responsible character. It is also supported through her expression where she scrunched her eyebrows which represented her determination in solving the problem. Front lighting is used to



					support the audience in capturing her facial expression clearly.
2	29c	The description of Merida who finally could sew the tapestry while riding her horse to save her mother	-Merida's action to sew the tapestry that she tore -Her willingness to save her mother	Responsible character	Merida rode her horse while sewing the tapestry to fix it so her mother could turn into human again. Her action of sewing the tapestry to fix it created an object of responsibility where at first she was the one who tore the tapestry. She fixed the tapestry that represented her responsible character in this sequence. It is also supported by her facial expression where she looked closely to the tapestry that created an object of focus to fix the tapestry which then could trigger the reaction of her responsible character. Front lighting is used to support the audience in capturing her facial expression clearly.
3	31a	Merida's effort to change her mother before the second sunrise but the tapestry would not work	-Merida admitted her fault -Merida's sadness and regret	Responsible character	Merida finally admit that she was the one who caused all the chaos and it was her fault that her mother changed into a bear. Her action created an object of being responsible where she admitted her fault and wanted to accept the consequences. At first, she blamed the witch for giving her the spell she did not want to. But then, she realized that her desire caused all of this. It is also supported by her facial expression where she cried while looking deeply to her mother's eyes that created an object of regret which then triggered the reaction of her responsible character. Front lighting is used to support the audience in capturing her facial expression clearly.

#### 12. Polite

No	Sequence	Description	Representamen	Object	Interpretant
1	8g	Merida's enthusiasm to tell her accomplishment	-Merida polite choice of words	Polite character	Merida just got back from her journey and wanted to tell her mother about her experience.

		to climb the Crone's tooth and drink from the fire-falls to her mother	-Merida's low tone		But she knew that her mother was busy reading the letters, therefore she used a very low tone so that her mother would not be disturbed. Her action created an object of consideration toward others that triggered the reaction of her polite character. It is also supported through the choice of words which used a very polite way to talk to her mother that created an object of respecting elder people that could trigger the reaction of her polite character. In addition, her expression where she tried to smile even though her mother did not pay attention to her story represented her politeness to her parents. Front lighting is used to support the audience in capturing her facial expression clearly
2	13m	Merida's direct answer of archery skill since she knows that no one have the best archery skill rather than her	-Merida's low tone -Merida's polite way of speaking -Merida's gesture to put her hands in front of her chest and straightened her body	Polite character	Merida was giving the announcement about the choice of the competition. At first she screamed "Archery!" because she was too excited. The way she announced it created an object of impoliteness in front of the Highland Lords. Therefore, her mother looked at her and she realized her mistake and directly change it to a softer and graceful way. Her change of the way she spoke created an object of politeness where she used a lower tone in front of the Highland Lords. It is supported through her gesture where she put her hands in front of her chest and straightened her body that created an object of gracefulness that could trigger the reaction of her polite character. In addition, her facial expression which was shot using medium shot where she smiled gracefully and looked calm represented her polite character. Front lighting is used to support the audience in capturing her facial expression clearly
3	18c	Merida's acceptance of	- Merida's acceptance of	Polite character	Merida was given the spell cake by the witch to

		the cake that has a spell in it	the cake -Merida's smile		grant her wish. At first, Merida looked at the cake doubtfully which made the witch felt offended and said "You don't want it?". Merida directly responded "Yes, I want it!" so that the witch would not be offended. Her direct respond created an object of did not want to offend others which then could trigger the reaction of polite character. It is also supported through her expression which was shot using medium close up shot where she raised her eyebrows and eyes looked closely to the witch that created an object of sincerity to accept the cake. Front lighting is used to support the audience in capturing her facial expression clearly.
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### 13. Social Awareness

No	Sequence	Description	Representamen	Object	Interpretant
1	3c	The description of Merida who cares about his father shown when she looked back while her mother was taking her away from the fight	-Merida's action of looking back to the fight -Merida's facial expression	Social Awareness character	Merida was taken away by her mother to protect her against Mor'du attack. In this sequence Merida looked back to the place where her father and the villagers fought against Mor'du which triggers the audience to think that Merida wanted to know about her father and the villagers's condition. Merida's expression of raising eyebrows, mouth half-opened and eye wide-opened triggers an object in the audience's mind that Merida was paying a close attention to the fight and worried about her father and the villagers' condition. The use of eye-level angle and medium shot emphasizes Merida's facial expression used in this scene while following movement of the camera helps to capture Merida's expression longer. The dominant background color used is light yellow that came



					from the sun shine. Side above lighting supports the audience to see Merida's worried expression that triggers the audience to think that she cared about the condition
2	20g	Merida's care to her mother and wait her mother to change her mind about the marriage	<ul style="list-style-type: none"> <li>-Merida's care towards her mother</li> <li>-Merida's dialogue</li> <li>-Merida's understanding of her mother's condition</li> </ul>	Social Awareness character	Merida was laying her mother down because her mother felt weird after eating the cake. In this sequence there is a gesture of covering her mother's body with a blanket that triggers the audience to think that Merida still took care of her mother which can trigger the reaction that Merida cared and loved her mother so much. Furthermore Merida's facial expression of raising eyebrows and looking deeply into her mother's eye triggers an object in the audience's mind about Merida's care and worry. The use of eye-level angle and medium shot helps to emphasize Merida's facial expression while following movement of the camera supports the audience to see Merida's gesture clearly. The dominant background color used is warm yellow that came from the candle flame. The use of side lighting emphasize into Merida's facial expression. In this sequence Merida's dialogue of "Just take all the time you need to getting yourself right, Mum" triggers the audience to think that Merida would wait for her mother to get better thus the reaction of Merida's social awareness character built up in the audience's mind
3	31b	The reunion of the Merida's family	<ul style="list-style-type: none"> <li>-Merida's sadness</li> <li>-Merida's regret</li> <li>-Merida admitted her fault</li> <li>-Merida's hug</li> </ul>	Social Awareness character	Merida was sad because her mother would not change back to human even that she already put the tapestry on her mother's body before the second sunrise. In this sequence Merida's facial expression of frowning eyebrows and eyes looking deeply into her mother trigger the audience to think that Merida cared her mother

					so much which trigger the reaction of Merida's caring character in the audience. The use of eye-level angle, medium shot and camera still helps the audience to capture Merida's facial expression clearly. Furthermore Merida's dialogue of "Oh, Mum. I'm sorry" triggers the audience to think that Merida felt sorry and it could trigger the reaction of Merida's social-care character in the audience. Also Merida's gesture of bowing down and tilting her head supports the audience to create an object of caring which triggers the reaction of social-care character in the audience mind. The dominant background color used is deep grey with not so much lighting to emphasize the sorrow of Merida. Soft front lighting is used to create an illusion of sadness and sorrow feeling.
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14. Friendly/Communicative

No	Sequence	Description	Representamen	Object	Interpretant
1	1a	Description of Merida who loves her mother shown by the happiness she expresses when she plays with her mother	-Merida's happiness while playing with her mother -Merida's laugh -Merida's easiness to interact	Friendly/Communicative character	Merida was still a child. She was playing hide and seek with her mother. In this sequence Merida laughed and smiled so much when playing with her mother, this action triggers the audience to think that Merida was enjoying her quality time with her mother, the enjoyment of playing will trigger a reaction of friendly character in the audience. Furthermore the use of happy expression where Merida raised her eyebrows, smiling, and eyes wide-opened creates an object in the audience mind that Merida was having fun and feeling comfortable socializing with her mother. The use of eye level angle and medium shot captures Merida's expression and also action that supports the

					friendly character while following movement of the camera helps the audience to see all the actions performed by Merida which emphasized her friendly character. Also in this sequence the sound of laughter act as a representamen of friendly character which trigger a reaction in the audience mind of the friendly character possessed by Merida. The dominant background color used is bright yellow that came from the sunshine. Front lighting helps to show Merida's facial expression clearly.
2	8d	The description of Merida who remembers all the detail of her father's story	<ul style="list-style-type: none"> <li>-Merida's gesture of calling her brothers</li> <li>-Merida gave her cake to her brothers</li> <li>-Merida shared the thing to make someone happy</li> </ul>	Friendly/Communicative character	Merida and her family was having a dinner. While her mother was reading letters, Merida did a contact with her brothers which triggers the audience to think that Merida loves to talk and cooperate with her brothers that could trigger the reaction of Merida's friendly/communicative character in the audience. Merida's expression of smiling, raising her eyebrows and put her left hand to call her brother represents that Merida wanted to communicate with her brothers which created a reaction in the audience mind that Merida loves to talk. After she called her brother, she gave them the cake below the table so her mother would not know it. The plan that Merida made with her brother represents cooperation. Loving to talk and cooperative is one of the characteristic of friendly/communicative character. The use of eye level angle and medium shot emphasized Merida's expression and gesture while camera movement still supports the audience to see Merida's expression clearly. The dominant background color is bright yellow that came from the candle flame. Front lighting helps the audience to captures



3	17b	Merida's meeting with the woodcarver	-Merida's easiness to talk with stranger -Merida led the conversation -Merida's happy face	Friendly/Communicative character	Merida's facial expression. Merida just met the witch but she already made many conversation and did not eager to talk with a stranger. These action represents friendly/communicative character that triggers the audience to think that Merida possessed friendly/communicative character. Merida's facial expression of raising her eyebrows, eyes wide opened and smiling triggers an object in the audience mind that Merida loves to make contact and talk to everyone this could trigger the reaction of Merida's friendly/communicative character in the audience. The use of eye level angle and close up shot emphasized Merida's facial expression to the audience while camera movement still helps the audience to see her expression clearly. The dominant background color is bright yellow and front lighting focused on Merida's facial expression. Merida's dialogue of "You are a witch!" expressed by high tone represents her friendly character where she was not eager to communicate with a stranger and was excited.
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15. Democratic

No	Sequence	Description	Representamen	Object	Interpretant
1	17g	Merida's offer to buy all of the carvings with her royal necklace if the witch give her one spell	-The deal between Merida and the witch -Merida's offering	Democratic character	Merida was offering the witch her royal necklace so that the witch would agree to make her a spell to change her mother. Merida's action of offering something to get something back is a representamen of democratic character which triggers a reaction that Merida was making a deal and trying to get the deal approved. Furthermore Merida's facial

					<p>expression of raising her eyebrows and smiling triggers the audience to think that Merida was trying to convince the witch to agree with the deal. The use of medium long shot and eye level angle supports the audience to see not only Merida's facial expression but also the witch's facial expression of paying a close attention to what Merida was saying. This triggers the audience to think that they were in a conducive situation to make a deal which then could trigger a reaction of democratic character possessed by Merida. While the use of camera movement still helps the reader to capture the action and facial expression clearly. The dominant background color is bright yellow that came from the sunshine. Front lighting is used to emphasize the gesture and expression.</p>
2	21h	<p>Merida's agreement with her three brothers to help her escape the castle</p>	<ul style="list-style-type: none"> <li>-Merida's deal with her brothers</li> <li>-Merida's offering to her brothers</li> <li>-Merida's acceptance of the deal</li> </ul>	Democratic character	<p>Merida was asking her brothers help to escape from the castle, but her brothers did not agree. Finally she offers her desserts for two weeks then changed into three weeks but still her brothers did not want to help her. Lastly she offers her desserts for a year and finally her brother agreed to help her. This interaction between Merida and her brother represents Merida's democratic character that triggers the audience to think that Merida was making a deal with her brothers until her brothers agreed with her which then triggers the reaction of democratic character possessed by Merida in the audience. Merida's facial expression of eyes wide-opened and smiling act as a representamen of convincing her brothers which triggers the audience to think that Merida wanted her brothers to agree with the deal. Furthermore her gesture of using both hands in giving numbers to</p>

					her brothers emphasize her eagerness of dealing with her brothers. High tone is used in the dialogue that represents Merida's effort to convince her brothers. The use of high level angle, camera still and medium shot helps the audience to see Merida's facial expression and gesture clearly. The dominant background color is bright yellow that came from the fire flame. Side lighting emphasized Merida's facial expression which triggers the audience to captures Merida's democratic character
3	27d	Merida's accomplishment to make the three clans understand that they should choose their suitors in their own way and in their own time, not by doing stupid contest	-Merida gave chance for other people to choose -Merida's deal with the three clans	Democratic character	Merida was giving speech about how the kingdom supposed to be united and not fighting against each other because of betrothal. At first Merida gave rationale and understanding to the three clans and in the end Merida throw back the decision to the lords. This represents Merida democratic character where she gave the decision to the lords and not making a decision by herself. Merida's facial expression of eyes looked deeply into the lords, the curve of the brows down indicates her effort of convincing the lords about her argument. Furthermore her gesture of tilting her head and both hands entangled shows her effort in making herself looked trusted. The use of eye level angle and over the shoulder shot emphasize Merida as the main attention in that situation while camera movement panning supports the audience to see Merida's facial expression and gesture not only from one side. The dominant background color is bright yellow and side front lighting is used to show Merida's expression and gesture clearly. Her dialogue of "The Queen and I put the decision to you my lords" indicates Merida's democratic character by giving another person



					chance to choose.
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16. Peace Loving

No	Sequence	Description	Representamen	Object	Interpretant
1	7d	Merida's attraction to her bow shown when she curved her bow and smiled	-Merida's enjoyment of being alone -Merida's peaceful smile	Peace loving character	Merida was alone in the field. she curved her bow while enjoying the circumstances around her. She felt comfortable which was represented through her gesture of closing her eyes while she was enjoying the breeze of the wind. Her peace loving character also supported by her action where she felt at ease when she was alone in the nature. Her facial expression which was shot using medium close up shot where she smiled happily represented her joy and comfort to enjoy the nature. Front lighting is used to support the audience in capturing her facial expression clearly.
2	31e	The reunite of the Merida's family	-Merida's happiness to be together with her family -Merida's smile -Merida's gladness that she could reunite with her family	Peace loving character	Merida finally united with her family again. She felt happy and glad that she could be together with her family. Her action created an object of peace loving character. It is also supported through her interaction with the other member of the family where she laughed and smiled joyfully which created an object of happiness. Her facial expression which was shot using medium long shot where she opened her eyes wide and smiled brightly created an object of happiness to be able to reunite again with the people she loved. Front lighting is used to support the audience in capturing her facial expression clearly
3	32c	Merida and her mother rode horse together	-Merida's enjoyment of being alone -Merida's smile -Merida looked the view	Peace loving character	Merida was riding her horse alone to enjoy the view. Her expression which was shot using medium long shot where she closed her eyes which created an object of her thankfulness that

					all of the problem are already solved. Then her mother came and Merida smiled. Her reaction when she saw her mother created an object of love and happiness that her mother could turn into human again which then triggered the reaction of her peace loving character. She rode her horse together with her mother and enjoyed the view along the journey. Her laugh represented her happiness when she was with her mother. Camera movement following Merida's gesture made the audience able to capture her interaction with her mother clearly.
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17. Nationalist

No	Sequence	Description	Representamen	Object	Interpretant
1	7d	Merida's attraction to her bow shown when she curved her bow and smiled	-Merida curved her bow with her kingdom's symbol -Merida's proudness of her kingdom's symbol -Merida's smile	Nationalist character	Merida was curving her bow with her kingdom's symbol, this action triggers the audience to think that Merida was appreciating and admiring her kingdom which then trigger the reaction of nationalist character in the audience. The use of eye level angle, close up shot and camera movement zooming in helps the audience to capture the kingdom's logo and Merida's action of curving the bow which makes the audience easily get the nationalist character. The dominant background color used is bright orange that came from the sunset. Front lighting is used to emphasize Merida's gesture and the kingdom's symbol.
2	29c	The description of Merida who finally could sew the tapestry while riding her horse to save her mother	-Merida's action of sewing back the tapestry -Merida's action of wanting to save her mother -Merida's effort	Nationalist character	Merida was trying to sew the royal tapestry that she tore when her mother accidentally burnt her bow. The royal tapestry was made by her mother and the picture was about Merida's family. Merida's facial expression of scrunched eyebrows, eyes looking deeply into the tapestry

					and flat lips represents her concern about what would happen to the queen and her kingdom if the family tapestry could not be fixed. Her thought of the unity of the kingdom represents her care and concern that triggers the reaction of nationalist character of Merida in the audience. The use of eye level angle, medium shot and camera movement panning emphasize Merida's facial expression and gesture clearly to the audience. The dominant background color used is black due to the setting that was taken at night. The lighting that came from the lantern she brought becomes the only light visible in that sequence. Below lighting is used to emphasize Merida's concern facial expression which triggers the audience to think about Merida's nationalist character
3	30d	The description of Merida got caught by Mor'du that made her protect herself and fought against Mor'du	-Merida protected her kingdom from Mor'du -Merida protected her mother	Nationalist character	Merida was fighting with Mor'du where at first Mor'du tried to attack to three clans and her father. Merida thought about how to defend herself and her kingdom when Mor'du tried to approach and attack her by looking around for weapons. This trigger the audience to think that Merida was trying her best to protect her kingdom and family which later could trigger a reaction of nationalist character in the audience. Merida's gesture of searching for weapons and when she found it she pointed it right away to Mor'du represents her willingness in protecting the kingdom. The use of eye level angle, medium shot and camera movement panning emphasized Merida's facial expression and gesture to the audience. Front lighting is used to helps the audience in capturing Merida's facial expression and gesture. Due to the setting of the time, the background color used is mostly dark



					or greyish
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18. Patriotic

No	Sequence	Description	Representamen	Object	Interpretant
1	27c	Merida's speech about unity that made Queen Elinor realize and decided that Merida would marry with the person she chooses and by the way she wanted to	-Merida's speech about unity -Merida did not want the clans to fight against each other	Patriotic character	Merida was giving a speech about unity to the three clans so that they would not fight against each other just because power. This action acts as a representamen that trigger the audience to think of Merida's concern about the unity of the kingdom which then could trigger a reaction of Merida's patriotic character in the audience. Merida's facial expression of scrunched eyebrows, eyes wide opened, and head titling up represents her bravery in expressing opinion in front of the three clans and her father which then triggers the audience to capture her determined will in keeping the kingdom united. The use of eye level angle, medium shot and camera movement still helps to emphasize Merida's facial expression and gesture clearly to the audience. Moreover the camera which focused on Merida with background of the three clans lords represents Merida as the role leader in that discussion, this triggers a reaction in the audience mind that Merida was respected as the princess in the kingdom that can lead the clans to a better future. Her dialogue of "It was an alliance forged in bravery and friendship" emphasized her patriotic character that represents her willingness to unite the kingdom and make them remember about the history of the kingdom. The dominant background color used is bright yellow that came from the candle flame. Front lighting is used to emphasize Merida's facial expression clearly

2	29c	The description of Merida who finally could sew the tapestry while riding her horse to save her mother	<ul style="list-style-type: none"> <li>-Merida's effort to save her mother</li> <li>-Merida's effort to sew back the tapestry</li> </ul>	Patriotic character	Merida was trying to sew the royal tapestry that she tore when her mother accidentally burnt her bow. The family tapestry is a representament of the royal family or the kingdom. Merida's action who tried hard to sew the tapestry triggers the audience to think that Merida loves her family and the kingdom which then could trigger a reaction of patriotic character in the audience. This is also supported by the lantern which helps Merida to sew in the darkness. The lantern gave focused lighting to the tapestry and Merida's action of sewing which then helps the audience to focus and get the patriotic character possessed by Merida clearly. The use of eye level angle, close up shot and camera movement still emphasize Merida's action and the tapestry perfectly. The dominant background color is black because Merida was in the wood at night and the only lighting came from the lantern located beside the tapestry.
3	30d	The description of Merida got caught by Mor'du that made her protect the her family and the three clans and fought against Mor'du	<ul style="list-style-type: none"> <li>-Merida's effort to protect the three clans and her family</li> <li>-Merida's fight with Mor'du</li> </ul>	Patriotic character	Merida was fighting with Mor'du where at first Mor'du tried to attack to three clans and her father. Merida was holding a spear pointed at Mor'du. Her gesture of pointing the spear to Mor'du becomes the representament of bravery which then triggers the audience to think that Merida was protecting her family and kingdom that later could trigger a reaction of patriotic character of Merida in the audience. Merida's facial expression of lifting her eyebrows, opening her mouth and eyes staring at Mor'du represents her determined will in protecting the kingdom and her family from Mor'du's attack. The use of eye level angle, medium shot and camera movement panning helps the audience to capture Merida's gesture and facial expression

					clearly. The dominant background color is black which caused by the night setting and only a little light that came from the moon light. Soft front lighting is used to emphasize Merida's facial expression and gesture.
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19. Religious

No	Sequence	Description	Representamen	Object	Interpretant
1	2d	Merida's meeting with will-o-the whisp	-Merida's belief in mythical being -Merida's belief of destiny	Religious character	Merida was still a child. She met the whisp in the wood where she tried to find her lost arrow. Even though it was her first time in meeting the whisp where in her believe it is a magical creature that can lead to your destiny she was not afraid. In fact she was amazed and attracted to it. Merida's facial expression of raising eyebrows, eyes and mouth wide opened represents her admiration of the whisp that trigger the reaction of Merida's religious character in the audience. Her gesture of holding her bow closer to her chest acts as a repretamen of amazed reaction that later could trigger the audience to capture Merida's religious character. Furthermore, her dialogue "A will-o-the-whisp" that is said with low tone represents that she believe and appreciated the real existence of the whisp. The use of eye level angle, medium shot and camera movement zooming in emphasize her facial expression that helps the reader to see Merida's facial expression. The dominant background color used is dark green that came from the trees and bushes. Front lighting is used to support the audience to capture Merida's facial expression clearly
2	17d	Merida's realization that the woodcarver was	-Merida's belief in witch craft	Religious character	Merida finally realized that the wood carver was actually a witch. The witch acts as a



		actually a witch		representamen of Witchcraft belief that Viking in Scotland believed. Scotland is the setting where Merida kingdom took place in the film. Merida's realization of the witch represents her belief of witchcraft which later triggers the reaction of religious character in the audience. This is also supported by her facial expression of raised eyebrows, eyes and mouth wide opened which represents her shock and excitement to meet a real witch. Her dialogue of "You are a witch!" expressed using high tone emphasized her excitement and surprise. The use of eye level angle, close up shot and camera movement still helps the audience to capture Merida's facial expression clearly that could trigger the audience to capture Merida's nationalist character in this sequence. The dominant background color used is bright yellow and front lighting is used in emphasizing Merida's facial expression to the audience
3	25b	The meeting with the whisp	-Merida's dialogue "jing, crivens, help ma boab" -Merida followed the whisp	Religious character Merida used a Scottish idiom to represent her religious character. The idiom that she used was "Jings, crivens, help ma boab" which translated into English would be "For god's sake". Her dialogue represents that she believed in the help of a greater power that later could trigger the reaction of Merida's religious character in the audience. It is also supported by her facial expression of raised eyebrows and eyes wide opened that could trigger the audience to think that Merida was being serious, this later could trigger a reaction of religious character possessed by her. The use of eye level angle, medium shot and camera movement still helps the audience to capture Merida's facial expression clearly. The dominant background

					color used is bright yellow that came from the sun shine and green that came from the trees. Front lighting is used to emphasize Merida's facial expression to the audience
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20. Nature-loving

No	Sequence	Description	Representamen	Object	Interpretant
1	2b	Merida's excitement of being in the wood	-Merida touched the leaves and bushes -Merida's happy expression -Merida's laugh -Merida's enjoyment of being in the wood	Nature-loving character	Merida was still a child. She entered to wood alone to find her lost arrow. Her gesture of jumping around while running represents her excited and joy to be in the wood that later could trigger the reaction of Merida's nature loving character. It is also supported by her gesture of looking around the wood which creates an object in the audience mind about Merida who enjoyed the situation and was curious. Furthermore her curiosity is also represented by her gesture to touch the leaves beside her. Merida's facial expression of raised eyebrows, smiling and eyes wide opened to see the things inside the wood represents her happiness being in the wood that could trigger the reaction of nature-loving character in the audience. The use of eye level angle, medium shot and camera movement still helps the audience to see Merida's facial expression clearly. The dominant background color used is bright blue that came from the sky and green that came from the trees. Front lighting is used to emphasize Merida's facial expression to the audience. The giggle that she uttered also represents her joyfulness when she was in the wood that could trigger the reaction of nature loving character in the audience
2	7f	Merida's	-Merida's amazed	Nature-loving character	Merida finally accomplished to climb the

		<p>accomplishment to climb the Crone's tooth and drink from the fire-falls</p>	<p>expression</p> <ul style="list-style-type: none"> <li>-Merida's excited scream</li> <li>-Merida's smile</li> </ul>		<p>Crone's tooth and drink from the fire falls. Her facial expression of raised eyebrows, eyes wide opened and smiled represents her amused reaction towards the nature that could trigger the audience to capture her nature loving character. Merida's amused reaction also shown from her gesture of moving her hand closer to her body that represents she was happy and enjoying the beautiful view she saw. The use of eye level angle, medium shot and camera movement panning emphasized Merida's facial expression and gesture. The dominant background color used is bright orange that came from the sun shine. Side lighting that focused on Merida's facial expression also supports the audience to capture Merida's facial expression clearly. The shout that she uttered also represents her excitement and joy of being able to see the beautiful view that could represents nature loving character possessed by Merida to the audience</p>
3	24d	<p>Merida's effort to teach her mother how to catch fish</p>	<ul style="list-style-type: none"> <li>-Merida's ability to survive in the nature</li> <li>-Merida's happiness</li> </ul>	<p>Nature-loving character</p>	<p>Merida was trying to teach her mother how to catch fish using bare hands. Her gesture of catching fish easily represents that she is already used to being in nature. This triggers the reaction of nature-loving character possessed by Merida in the audience mind. This is also supported by her facial expression which mimic the expression of a bear eating fish represents that she ever saw a bear eating fish in the nature that later could trigger the reaction of Merida who used to be in nature. The use of eye level angle, over the shoulder shot and camera movement still helps the audience to not only see Merida's facial expression but also her interaction with her mother. The dominant</p>



					background color used is bright yellow that came from the sun shine behind Merida. Side lighting is used to emphasize Merida's nature loving character by emphasizing the setting she was in
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**Appendix 5. Decoupage of *Brave* (2012)**

1. Decoupage of sequence 7d

Sequence 7d : Merida's attraction to her bow shown when she curved her bow and smiled

Time : 00:08:10-00:08:23:70

Duration : 00:13:70

SHOT		VISUAL IMAGERY		SOUND DESCRIPTION	
NO.	DURATION (hour, minute, seconds, mili seconds)	DESCRIPTION (colour, content, staging, movement + performances)	CAMERA (perspective, angle, movement)	DIALOG (in/off)	SOUND + MUSIC
1	00:00:04:30	<ul style="list-style-type: none"> <li>- Color: yellowish</li> <li>- Light direction: front</li> <li>- Light color: bright yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- content: Merida, Angus</li> <li>- Performance:</li> <li>- Merida was curving sitting with her horse, facing the sunset</li> </ul>	<ul style="list-style-type: none"> <li>- medium long shot</li> <li>- still</li> </ul>		<ul style="list-style-type: none"> <li>- Happy music with fast tempo</li> </ul>
2	00:00:02:48	<ul style="list-style-type: none"> <li>- Color: yellowish</li> <li>- Light direction: top lighting</li> <li>- Light color: bright yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida's hand</li> <li>- Performance:</li> <li>- Merida was curving her bow</li> </ul>	<ul style="list-style-type: none"> <li>- Close up shot</li> <li>- still</li> </ul>		<ul style="list-style-type: none"> <li>- Happy music with fast tempo</li> <li>- The sound of the wood scratched by knife</li> </ul>
3	00:00:01:75	<ul style="list-style-type: none"> <li>- Color: yellowish</li> <li>- Light direction: front lighting</li> <li>- Light color: bright</li> </ul>	<ul style="list-style-type: none"> <li>- Close up shot</li> <li>- Panning</li> </ul>		<ul style="list-style-type: none"> <li>- Happy music with fast tempo</li> </ul>

		<ul style="list-style-type: none"> <li>- yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida</li> <li>- Performance:</li> <li>- Merida smiled while holding and looking closely to the bow</li> </ul>			
4	00:00:03:36	<ul style="list-style-type: none"> <li>- Color: yellowish</li> <li>- Light direction side lighting</li> <li>- Light color: bright yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida, eagle</li> <li>- Performance:</li> <li>- Merida looked up to see the eagle</li> </ul>	<ul style="list-style-type: none"> <li>- Medium long shot</li> <li>- Over the shoulder shot</li> <li>- Zooming in to the eagle</li> </ul>		<ul style="list-style-type: none"> <li>- Sound of the eagle</li> <li>- Happy music with fast tempo</li> </ul>
5	00:00:05:74	<ul style="list-style-type: none"> <li>- Color: yellowish</li> <li>- Light direction: front lighting</li> <li>- Light color: bright yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Eagle</li> <li>- Performance:</li> <li>- The eagle flew to the Crone's tooth</li> </ul>	<ul style="list-style-type: none"> <li>- Medium long shot</li> <li>- Panning and following the eagle movement</li> </ul>		<ul style="list-style-type: none"> <li>- Happy music with fast tempo</li> </ul>

2. Decoupage of sequence 8g

Sequence 8g : Merida's enthusiasm to tell her accomplishment of climbing the fire-falls to her mother

Time : 00:13:23:16 – 00:13:37:18

Duration : 00:00:14:03



SHOT		VISUAL IMAGERY		SOUND DESCRIPTION	
NO.	DURATION (hour, minute, seconds, mili seconds)	DESCRIPTION (colour, content, staging, movement + performances)	CAMERA (perspective, angle, movement)	DIALOG (in/off)	SOUND + MUSIC
1	00:00:07:01	<ul style="list-style-type: none"> <li>- Color: yellowish</li> <li>- Light direction: side lighting</li> <li>- Light color: bright yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida, Queen Elinor</li> <li>- Performance:</li> <li>- Merida was beside the dining table, put her bow in the chair</li> <li>- Merida looked very proud of herself; she stood confidently</li> </ul>	<ul style="list-style-type: none"> <li>- over the shoulder shot</li> <li>- medium long shot</li> <li>- still</li> </ul>	Merida (in): Mom, you you'll never guess what Idid today. I climbed the Crone's tooth.."	<ul style="list-style-type: none"> <li>- The wood cracked from the fireplace</li> <li>- The sound of Merida putting her bow in the chair</li> <li>- Fork and knife clanking</li> </ul>
2	00:00:01:74	<ul style="list-style-type: none"> <li>- Color: yellowish</li> <li>- Light direction: side lighting</li> <li>- Light color: bright yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida</li> <li>- Performance:</li> <li>- Merida was sitting while talking to her mother</li> <li>- Merida was looking excited of her mother response; her eyes widened</li> </ul>	<ul style="list-style-type: none"> <li>- Close up shot</li> <li>- still</li> </ul>	Merida (in): "...and drank from the fire-falls!"	<ul style="list-style-type: none"> <li>- The wood cracked from the fire place</li> <li>- Fork and knife clanking</li> </ul>

3	00:00:01:75	<ul style="list-style-type: none"> <li>- Color: yellowish</li> <li>- Light direction: front lighting</li> <li>- Light color: bright yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: King Fergus, Merida's brothers</li> <li>- Performance:</li> <li>- Merida's triplet twin little brother were sitting on the dining chair while eating their food</li> <li>- They looked shocked; their mouth opened, eyes widened, and tilted their head</li> </ul>	<ul style="list-style-type: none"> <li>- Medium shot</li> <li>- Panning</li> </ul>	Father (in): "Fire falls?"	<ul style="list-style-type: none"> <li>- Fork and knife clanking</li> </ul>
4	00:00:03:61	<ul style="list-style-type: none"> <li>- Color: yellowish</li> <li>- Light direction: front lighting</li> <li>- Light color: bright yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: King Fergus</li> <li>- Performance:</li> <li>- Merida and her father were sitting on the dining chair</li> <li>- Merida looked excited and her father mocked her</li> </ul>	<ul style="list-style-type: none"> <li>- Medium shot</li> <li>- Panning</li> </ul>	Father (in) : "they say only the ancient king.."	<ul style="list-style-type: none"> <li>- Sound of chair moving when her father leaned to Merida</li> </ul>
5	00:00:03:50	<ul style="list-style-type: none"> <li>- Color: yellowish</li> <li>- Light direction: front lighting</li> </ul>	<ul style="list-style-type: none"> <li>- Close-up shot</li> <li>- Still</li> </ul>	Father (in): "are brave enough to drink from the fire"	<ul style="list-style-type: none"> <li>- Merida's father's giggle</li> <li>- Fork and knife</li> </ul>

		<ul style="list-style-type: none"> <li>- Light color: bright yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida</li> <li>- Performance:</li> <li>- Merida giggled and mocked her father back</li> <li>- Merida looked happy; she smiled and giggled</li> </ul>			clanking
6	00:00:01:15	<ul style="list-style-type: none"> <li>- Color: yellowish</li> <li>- Light direction: front lighting</li> <li>- Light color: bright yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: King Fergus</li> <li>- Performance: Her father giggled</li> <li>- Her father looked proud of his daughter</li> </ul>	<ul style="list-style-type: none"> <li>- Medium shot</li> <li>- still</li> </ul>	Father (in) : “hehehe”	- Giggling sound

3. Decoupage of sequence 11b

Sequence 11b : The description of the three clans by shouting their name while racing to be the first to reach Merida’s kingdom

Time : 00:16:23:16 – 00:16:41:18

Duration : 00:00:18:35

SHOT		VISUAL IMAGERY		SOUND DESCRIPTION	
NO.	DURATION (hour, minute, seconds, mili seconds)	DESCRIPTION (colour, content, staging, movement + performances)	CAMERA (perspective, angle, movement)	DIALOG (in/off)	SOUND + MUSIC
1	00:00:04:04	- Color: yellowish	- medium shot	McGuffin leader (in):	- Happy music with



		<ul style="list-style-type: none"> <li>- Light direction: front lighting</li> <li>- Light color: bright yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: leader of Maccintosh and leader of McGuffin</li> <li>- Performance: <ul style="list-style-type: none"> <li>- The Maccintosh leader was standing on the boat</li> <li>- The McGuffin leader was standing on the boat while shouting his clan's name</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>- over the shoulder shot</li> <li>- zooming in</li> </ul>	<p>“Mcguffin!”</p>	<ul style="list-style-type: none"> <li>- fast tempo</li> <li>- The sound of the drum and trumpet</li> </ul>
2	00:00:07:56	<ul style="list-style-type: none"> <li>- Color: yellowish</li> <li>- Light direction: front lighting</li> <li>- Light color: bright yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: leader of Maccintosh and Dingwall</li> <li>- Performance: <ul style="list-style-type: none"> <li>- Dingwall leader was standing on the boat</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>- Close up shot</li> <li>- still</li> </ul>	<p>Dingwall leader (in): “Dingwall!”</p>	<ul style="list-style-type: none"> <li>- Happy music with fast tempo</li> <li>- The sound of the drum and trumpet</li> </ul>
3	00:00:04:93	<ul style="list-style-type: none"> <li>- Color: yellowish</li> <li>- Light direction: front lighting</li> <li>- Light color: bright yellow</li> <li>- Light quality and light source: soft key lighting</li> </ul>	<ul style="list-style-type: none"> <li>- Close up shot</li> <li>- Panning</li> </ul>	<p>Maccintosh (in): “Maccintosh!”</p>	<ul style="list-style-type: none"> <li>- Happy music with fast tempo</li> <li>- The sound of the drum and trumpet</li> </ul>

		<ul style="list-style-type: none"> <li>- Content: leader of Maccintosh and his citizen</li> <li>- Performance:</li> <li>- Maccintosh leader was standing on the boat</li> </ul>		
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4. Decoupage of sequence 15a

Sequence 15a : Queen Elinor's anger towards Merida

Time : 00:27:23:16 – 00:44:31:18

Duration : 00:00:17:56

SHOT		VISUAL IMAGERY		SOUND DESCRIPTION	
NO.	DURATION (hour, minute, seconds, mili seconds)	DESCRIPTION (colour, content, staging, movement + performances)	CAMERA (perspective, angle, movement)	DIALOG (in/off)	SOUND + MUSIC
1	00:00:03:79	<ul style="list-style-type: none"> <li>- Color: grey</li> <li>- Light direction: front lighting</li> <li>- Light color: bright yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Queen Elinor and Merida</li> <li>- Performance:</li> <li>- Queen Elinor tossed</li> </ul>	<ul style="list-style-type: none"> <li>- medium shot</li> <li>- close up shot</li> <li>- still</li> </ul>	Queen Elinor (in): "Mitchy me! I've just had enough of you lass!"	

		Merida to her room			
2	00:00:04:42	<ul style="list-style-type: none"> <li>- Color: grey</li> <li>- Light direction: front lighting</li> <li>- Light color: bright yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida</li> <li>- Performance:</li> <li>- Merida was fighting with her mother</li> </ul>	<ul style="list-style-type: none"> <li>- medium shot</li> <li>- still</li> </ul>	Queen Elinor (in): “You’re the one that wants me to..”	
3	00:00:03:58	<ul style="list-style-type: none"> <li>- Color: grey</li> <li>- Light direction: front lighting</li> <li>- Light color: bright yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Queen Elinor</li> <li>- Performance:</li> <li>- Queen Elinor was fighting with Merida</li> </ul>	<ul style="list-style-type: none"> <li>- Close up shot</li> <li>- Still</li> </ul>	Queen Elinor (in): “You embarrassed them. You embarrassed me!”	
4	00:00:02:17	<ul style="list-style-type: none"> <li>- Color: grey</li> <li>- Light direction: front lighting</li> <li>- Light color: bright yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida</li> <li>- Performance:</li> <li>- Queen Elinor was fighting with Merida</li> </ul>	<ul style="list-style-type: none"> <li>- medium shot</li> <li>- still</li> </ul>	Merida (in): “I’m following the rules”	
5	00:00:01:77	<ul style="list-style-type: none"> <li>- Color: grey</li> <li>- Light direction: front</li> </ul>	<ul style="list-style-type: none"> <li>- medium shot</li> <li>- still</li> </ul>	Queen Elinor (in): “You don’t you what you’ve	<ul style="list-style-type: none"> <li>- The sound of the door closed</li> </ul>



		lighting - Light color: bright yellow - Light quality and light source: soft key lighting - Content: Queen Elinor - Performance: - Queen Elinor was fighting with Merida		done"	
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5. Decoupage of sequence 16a

Sequence 16a : Merida's escape to the forest riding her horse while crying

Time : 00:29:23:16 – 00:47:31:18

Duration : 00:00:28:12

SHOT		VISUAL IMAGERY		SOUND DESCRIPTION	
NO.	DURATION (hour, minute, seconds, mili seconds)	DESCRIPTION (colour, content, staging, movement + performances)	CAMERA (perspective, angle, movement)	DIALOG (in/off)	SOUND + MUSIC
1	00:00:06:76	- Color: grey - Light direction: toplighting - Light color: dark grey - Light quality and light source: soft key lighting - Content: Merida and her horse - Performance: - Merida rode her horse	- medium long shot - panning and following Merida		- sad music with fast tempo - the sound of the horse's step -
2	00:00:02:19	- Color: grey - Light direction: front lighting - Light color: dark grey - Light quality and light source: soft key lighting	- close up shot - still		- sad music with fast tempo - Merida's cry

		<ul style="list-style-type: none"> <li>- Content: Merida and her horse</li> <li>- Performance:</li> <li>- Merida hugged her horse</li> </ul>			
3	00:00:18:17	<ul style="list-style-type: none"> <li>- Color: grey</li> <li>- Light direction: front lighting</li> <li>- Light color: dark grey</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida and her horse</li> <li>- Performance:</li> <li>- Merida rode her horse to the wood</li> <li>- Merida struck by the trunk and leaves</li> </ul>	<ul style="list-style-type: none"> <li>- long shot</li> <li>- bird's eye level angle</li> <li>- panning</li> <li>- zooming in</li> </ul>	Merida (in): "ahh!"	<ul style="list-style-type: none"> <li>- sad music with fast tempo</li> </ul>

6. Decoupage of sequence 17g

Sequence 17g : Merida's offer to buy all of the carvings with her royal necklace if the witch give her one spell

Time : 00:33:14:16 – 00:33:43:18

Duration : 00:00:29:67

SHOT		VISUAL IMAGERY		SOUND DESCRIPTION	
NO.	DURATION (hour, minute, seconds, mili seconds)	DESCRIPTION (colour, content, staging, movement + performances)	CAMERA (perspective, angle, movement)	DIALOG (in/off)	SOUND + MUSIC
1	00:00:01:76	<ul style="list-style-type: none"> <li>- Color: yellowish</li> <li>- Light direction: back lighting</li> <li>- Light color: bright yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida</li> </ul>	<ul style="list-style-type: none"> <li>- medium shot</li> <li>- zooming in</li> </ul>	Merida (in): "I'll buy it all!"	<ul style="list-style-type: none"> <li>- exciting music with fast tempo</li> <li>- knife clanking</li> </ul>

		<ul style="list-style-type: none"> <li>- Performance:</li> <li>- Merida backed off to the door</li> </ul>			
2	00:00:05:90	<ul style="list-style-type: none"> <li>- Color: yellowish</li> <li>- Light direction: front lighting</li> <li>- Light color: bright yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida and the witch</li> <li>- Performance:</li> <li>- The witch was shocked</li> </ul>	<ul style="list-style-type: none"> <li>- medium shot</li> <li>- still</li> </ul>	<p>The witch (in) : “wha.. what was that?” Merida (in) : “every carvings”</p>	<ul style="list-style-type: none"> <li>- knife clanking</li> </ul>
3	00:00:06:17	<ul style="list-style-type: none"> <li>- Color: yellowish</li> <li>- Light direction: front lighting</li> <li>- Light color: bright yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: The witch</li> <li>- Performance:</li> <li>- the witch asked Merida</li> </ul>	<ul style="list-style-type: none"> <li>- close up shot</li> <li>- still</li> </ul>	<p>The witch (in): “and how are you going to pay for that, sweetie?”</p>	
4	00:00:03:12	<ul style="list-style-type: none"> <li>- Color: yellowish</li> <li>- Light direction: front lighting</li> <li>- Light color: bright yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida</li> <li>- Performance:</li> <li>- Merida detached her necklace and show it to the witch</li> </ul>	<ul style="list-style-type: none"> <li>- medium shot</li> <li>- still</li> </ul>	<p>Merida (in) : “with this”</p>	<ul style="list-style-type: none"> <li>- knife clanking</li> <li>- the sound of the necklace clanking</li> <li>- happy music</li> </ul>



5	00:00:04:71	<ul style="list-style-type: none"> <li>- Color: yellowish</li> <li>- Light direction: front lighting</li> <li>- Light color: bright yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: The witch and her crow</li> <li>- Performance:</li> <li>- Her crow flew into her shoulder</li> </ul>	<ul style="list-style-type: none"> <li>- close up shot</li> <li>- still</li> </ul>	<p>The witch (in) : “oh my how lovely that is”</p> <p>The crow (in) : “the would save us for months!”</p>	<ul style="list-style-type: none"> <li>- happy music</li> <li>- knife clanking</li> </ul>
6	00:00:08:71	<ul style="list-style-type: none"> <li>- Color: yellowish</li> <li>- Light direction: side lighting</li> <li>- Light color: bright yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida, The witch and her crow</li> <li>- Performance:</li> <li>- Merida bargained with the witch</li> </ul>	<ul style="list-style-type: none"> <li>- medium shot</li> <li>- still</li> </ul>	<p>Merida (in) : “every carving and one spell”</p>	

7. Decoupage of sequence 21c

Sequence 21c : Merida’s confession to her mother that the cake which she gave to her mother was not a normal cake and has a spell in it

Time : 00:41:52:16 – 00:42:11:21

Duration : 00:00:19:05

SHOT		VISUAL IMAGERY		SOUND DESCRIPTION	
NO.	DURATION (hour, minute, seconds, mili seconds)	DESCRIPTION (colour, content, staging, movement + performances)	CAMERA (perspective, angle, movement)	DIALOG (in/off)	SOUND + MUSIC
1	00:00:05:68	<ul style="list-style-type: none"> <li>- Color: dark orange</li> <li>- Light direction: side lighting</li> <li>- Light color: orange</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida</li> <li>- Performance:</li> <li>- Merida got confused</li> </ul>	<ul style="list-style-type: none"> <li>- medium shot</li> <li>- close up shot</li> <li>- panning</li> <li>- zooming in to Merida's face</li> </ul>	Merida (in): "Why a bear? Ugh that scaggy witch gave me a gammy spell"	<ul style="list-style-type: none"> <li>- tense music with fast tempo</li> </ul>
2	00:00:03:47	<ul style="list-style-type: none"> <li>- Color: dark orange</li> <li>- Light direction: side lighting</li> <li>- Light color: orange</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Queen Elinor</li> <li>- Performance:</li> <li>- Queen Elinor was shocked to find her body changed into a bear</li> <li>- Queen Elinor looked at Merida with anger</li> </ul>	<ul style="list-style-type: none"> <li>- close up shot</li> <li>- still</li> </ul>		<ul style="list-style-type: none"> <li>- tense music with fast tempo</li> <li>- Bear sound</li> </ul>
3	00:00:08:05	<ul style="list-style-type: none"> <li>- Color: dark orange</li> <li>- Light direction: side lighting</li> <li>- Light color: orange</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida</li> <li>- Performance:</li> </ul>	<ul style="list-style-type: none"> <li>- Medium shot</li> <li>- over the shoulder shot</li> <li>- Still</li> </ul>	Merida (in): "It's not my fault. I didn't ask her to change you into a bear. I just wanted her to change you"	<ul style="list-style-type: none"> <li>- tense music with fast tempo</li> </ul>

		<ul style="list-style-type: none"> <li>- Merida looked at Queen Elinor with guilt</li> <li>- Merida gave excuses</li> </ul>			
4	00:00:03:07	<ul style="list-style-type: none"> <li>- Color: dark orange</li> <li>- Light direction: side lighting</li> <li>- Light color: orange</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Queen Elinor</li> <li>- Performance:</li> <li>- Queen Elinor looked at Merida with anger</li> <li>- Queen Elinor glared at Merida</li> </ul>	<ul style="list-style-type: none"> <li>- close up shot</li> <li>- still</li> </ul>		<ul style="list-style-type: none"> <li>- tense music with fast tempo</li> <li>- Bear sound</li> </ul>

8. Decoupage of sequence 22f

Sequence 22f : Merida's effort to try every vials so that the witch would come back

Time : 00:50:12:16 – 00:50:25:88

Duration : 00:00:13:72

SHOT		VISUAL IMAGERY		SOUND DESCRIPTION	
NO.	DURATION (hour, minute, seconds, mili seconds)	DESCRIPTION (colour, content, staging, movement + performances)	CAMERA (perspective, angle, movement)	DIALOG (in/off)	SOUND + MUSIC
1	00:00:03:87	<ul style="list-style-type: none"> <li>- Color: dark green</li> <li>- Light direction: front lighting</li> </ul>	<ul style="list-style-type: none"> <li>- medium shot</li> <li>- still</li> </ul>	Merida (in): "No. no! Where'd you go?"	<ul style="list-style-type: none"> <li>- tense music with fast tempo</li> <li>- sound of the the</li> </ul>



		<ul style="list-style-type: none"> <li>- Light color: green</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida and Queen Elinor</li> <li>- Performance:</li> <li>- Merida got confused</li> <li>- Merida grabbed and poured the vials to the pot</li> </ul>			vials clanking
2	00:00:02:17	<ul style="list-style-type: none"> <li>- Color: dark green</li> <li>- Light direction: front lighting</li> <li>- Light color: green</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: The witch</li> <li>- Performance:</li> <li>- The witch message popped out of the pot</li> </ul>	<ul style="list-style-type: none"> <li>- close up shot</li> <li>- still</li> </ul>	Witch (in): “Welcome to the crafty carver”	<ul style="list-style-type: none"> <li>- tense music with fast tempo</li> </ul>
3	00:00:02:46	<ul style="list-style-type: none"> <li>- Color: dark green</li> <li>- Light direction: front lighting</li> <li>- Light color: green</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida and Queen Elinor</li> <li>- Performance:</li> <li>- Merida looked panic</li> </ul>	<ul style="list-style-type: none"> <li>- Medium shot</li> <li>- Still</li> </ul>	Merida (in): “What?”	<ul style="list-style-type: none"> <li>- tense music with fast tempo</li> </ul>
4	00:00:01:75	<ul style="list-style-type: none"> <li>- Color: dark green</li> <li>- Light direction: front lighting</li> <li>- Light color: green</li> <li>- Light quality and light source: soft key lighting</li> </ul>	<ul style="list-style-type: none"> <li>- close up shot</li> <li>- still</li> </ul>	The witch (in): “...for all your...”	<ul style="list-style-type: none"> <li>- tense music with fast tempo</li> <li>- sound of the vials clanking</li> </ul>

		<ul style="list-style-type: none"> <li>- Content: The witch</li> <li>- Performance:</li> <li>- Merida poured more vials to the pot</li> </ul>			
5	00:00:03:92	<ul style="list-style-type: none"> <li>- Color: dark green</li> <li>- Light direction: front lighting</li> <li>- Light color: green</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida and Queen Elinor</li> <li>- Performance:</li> <li>- Merida poured more vials to the pot</li> </ul>	<ul style="list-style-type: none"> <li>- medium shot</li> <li>- still</li> </ul>	Merida (in): “Maybe there’s book of spells. Look around. We’ll need more vials	<ul style="list-style-type: none"> <li>- tense music with fast tempo</li> <li>- sound of the vials clanking</li> </ul>

9. Decoupage of sequence 24b

Sequence 24b : Merida’s knowledge about the poisonous berries

Time : 00:53:12:16 – 00:53:21:33

Duration : 00:00:09:17

SHOT		VISUAL IMAGERY		SOUND DESCRIPTION	
NO.	DURATION (hour, minute, seconds, mili seconds)	DESCRIPTION (colour, content, staging, movement + performances)	CAMERA (perspective, angle, movement)	DIALOG (in/off)	SOUND + MUSIC
1	00:00:02:52	<ul style="list-style-type: none"> <li>- Color: dark grey</li> <li>- Light direction: front lighting</li> <li>- Light color: light blue</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida</li> <li>- Performance:</li> <li>- Merida observed the</li> </ul>	<ul style="list-style-type: none"> <li>- close up shot</li> <li>- still</li> </ul>	Merida (in): “find those by the creek did you?”	<ul style="list-style-type: none"> <li>- sound of the bear eating</li> <li>- happy music with slow tempo</li> </ul>

		<ul style="list-style-type: none"> <li>- berries</li> <li>- Merida grabbed the berries</li> </ul>			
2	00:00:00:92	<ul style="list-style-type: none"> <li>- Color: dark grey</li> <li>- Light direction: front lighting</li> <li>- Light color: light blue</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Queen Elinor</li> <li>- Performance:</li> <li>- Queen Elinor ate the berries</li> </ul>	<ul style="list-style-type: none"> <li>- close up shot</li> <li>- still</li> </ul>		<ul style="list-style-type: none"> <li>- sound of the bear eating</li> <li>- happy music with slow tempo</li> </ul>
3	00:00:01:95	<ul style="list-style-type: none"> <li>- Color: dark grey</li> <li>- Light direction: front lighting</li> <li>- Light color: light blue</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida</li> <li>- Performance:</li> <li>- Merida told her mother about the berries</li> </ul>	<ul style="list-style-type: none"> <li>- close up shot</li> <li>- Still</li> </ul>	Merida (in): “They’re night shade berries.”	<ul style="list-style-type: none"> <li>- sound of the bear eating</li> <li>- happy music with slow tempo</li> </ul>
4	00:00:02:21	<ul style="list-style-type: none"> <li>- Color: dark grey</li> <li>- Light direction: front lighting</li> <li>- Light color: light blue</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Queen Elinor</li> <li>- Performance:</li> <li>- Queen Elinor ate the berries</li> </ul>	<ul style="list-style-type: none"> <li>- close up shot</li> <li>- still</li> </ul>		<ul style="list-style-type: none"> <li>- sound of the bear eating</li> <li>- happy music with slow tempo</li> </ul>
5	00:00:01:99	<ul style="list-style-type: none"> <li>- Color: dark grey</li> <li>- Light direction: front lighting</li> </ul>	<ul style="list-style-type: none"> <li>- close up shot</li> <li>- still</li> </ul>	Merida (in): “They’re poisonous”	<ul style="list-style-type: none"> <li>- sound of the bear eating</li> <li>- happy music with</li> </ul>



		<ul style="list-style-type: none"> <li>- Light color: light blue</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida</li> <li>- Performance:</li> <li>- Merida told her mother about the berries</li> </ul>		slow tempo
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10. Decoupage of sequence 27c

Sequence 27c : Merida's speech about unity that made Queen Elinor realize and decided that Merida would marry with the person she chooses and by the way she wanted to

Time : 00:65:15:17 – 00:66:03:88

Duration : 00:01:48:71

SHOT		VISUAL IMAGERY		SOUND DESCRIPTION	
NO.	DURATION (hour, minute, seconds, mili seconds)	DESCRIPTION (colour, content, staging, movement + performances)	CAMERA (perspective, angle, movement)	DIALOG (in/off)	SOUND + MUSIC
1	00:00:04:99	<ul style="list-style-type: none"> <li>- Color: light orange</li> <li>- Light direction: front lighting</li> <li>- Light color: yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida</li> <li>- Performance:</li> <li>- Merida gave speech in front of the three clans</li> </ul>	<ul style="list-style-type: none"> <li>- Medium shot</li> <li>- Over the shoulder shot</li> <li>- still</li> </ul>	Merida (in): "Once there was an ancient kingdom"	
2	00:00:01:91	<ul style="list-style-type: none"> <li>- Color: light orange</li> <li>- Light direction: front lighting</li> <li>- Light color: yellow</li> </ul>	<ul style="list-style-type: none"> <li>- close up shot</li> <li>- still</li> </ul>	Highland Lord (in): "What is this?"	

		<ul style="list-style-type: none"> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Highland Lord</li> <li>- Performance:</li> <li>- The Highland Lord looked confused</li> </ul>			
3	00:00:07:64	<ul style="list-style-type: none"> <li>- Color: light orange</li> <li>- Light direction: front lighting</li> <li>- Light color: yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida</li> <li>- Performance:</li> <li>- Merida gave speech to the three clans</li> </ul>	<ul style="list-style-type: none"> <li>- medium shot</li> <li>- Still</li> </ul>	Merida (in): “That kingdom fell into a war, and chaos and ruin.”	
4	00:00:02:86	<ul style="list-style-type: none"> <li>- Color: light orange</li> <li>- Light direction: front lighting</li> <li>- Light color: yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Highland Lord</li> <li>- Performance:</li> <li>- The Highland Lord interfered Merida’s speech</li> </ul>	<ul style="list-style-type: none"> <li>- medium shot</li> <li>- still</li> </ul>	Highland Lord (in): “Ah.. We’ve all heard that tale. Lost kingdom.”	
5	00:00:05:70	<ul style="list-style-type: none"> <li>- Color: light orange</li> <li>- Light direction: front lighting</li> <li>- Light color: yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida</li> <li>- Performance:</li> </ul>	<ul style="list-style-type: none"> <li>- medium shot</li> <li>- still</li> </ul>	Merida (in): “Aye, but it’s true. I know now how one selfish act can turn the fate of a kingdom”	

		<ul style="list-style-type: none"> <li>- Merida continued her speech</li> </ul>			
6	00:00:01:74	<ul style="list-style-type: none"> <li>- Color: light orange</li> <li>- Light direction: front lighting</li> <li>- Light color: yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Highland Lord</li> <li>- Performance:</li> <li>- Highland Lord mocked Merida speech</li> </ul>	<ul style="list-style-type: none"> <li>- Medium long shot</li> <li>- still</li> </ul>	Highland Lord (in): "It's just legend."	
7	00:00:05:47	<ul style="list-style-type: none"> <li>- Color: light orange</li> <li>- Light direction: front lighting</li> <li>- Light color: yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida</li> <li>- Performance:</li> <li>- Merida convinced the Highland Lords</li> </ul>	<ul style="list-style-type: none"> <li>- Close up shot</li> <li>- Still</li> </ul>	Merida (in): "Legends are lessons. They ring with truths"	
8	00:00:04:44	<ul style="list-style-type: none"> <li>- Color: light orange</li> <li>- Light direction: front lighting</li> <li>- Light color: yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida and the Highland Lords</li> <li>- Performance:</li> <li>- Merida convinced the Highland Lords</li> </ul>	<ul style="list-style-type: none"> <li>- Long shot</li> <li>- still</li> </ul>	Merida (in): "Our kingdom is young. Our stories are not yet legend"	
9	00:00:06:51	<ul style="list-style-type: none"> <li>- Color: light orange</li> <li>- Light direction: front lighting</li> </ul>	<ul style="list-style-type: none"> <li>- Medium shot</li> <li>- Zooming in to Merida</li> </ul>	Merida (in): "But in them our bond was struck. Our clans were once enemies"	



		<ul style="list-style-type: none"> <li>- Light color: yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida</li> <li>- Performance:</li> <li>- Merida convinced the Highland Lords</li> </ul>			
10	00:00:06:28	<ul style="list-style-type: none"> <li>- Color: light orange</li> <li>- Light direction: front lighting</li> <li>- Light color: yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Highland Lords</li> <li>- Performance:</li> <li>- Highland lords were listening to Merida's speech</li> </ul>	<ul style="list-style-type: none"> <li>- over the shoulder shot</li> <li>- medium long shot</li> <li>- zooming in to the Highland Lords</li> </ul>	Merida (in): "But when invader threatened us from the sea, you joined together to defend our lands."	happy music with slow tempo
11	00:00:05:41	<ul style="list-style-type: none"> <li>- Color: light orange</li> <li>- Light direction: front lighting</li> <li>- Light color: yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida</li> <li>- Performance:</li> <li>- Merida convinced the Highland Lords</li> </ul>	<ul style="list-style-type: none"> <li>- Close up shot</li> <li>- Zooming in to Merida</li> </ul>	Merida (in): "You fought for each other. You risked everything for each other"	happy music with slow tempo
12	00:00:05:82	<ul style="list-style-type: none"> <li>- Color: light orange</li> <li>- Light direction: front lighting</li> <li>- Light color: yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida and the Highland Lords</li> </ul>	<ul style="list-style-type: none"> <li>- medium long shot</li> <li>- over the shoulder shot</li> <li>- zooming in to Merida</li> </ul>	Merida (in): "Lord McGuffin, my dad saved your live stopping an arrow as you ran to Dingwall's aid"	happy music with slow tempo

		<ul style="list-style-type: none"> <li>- Performance:</li> <li>- Merida pointed at Lord McGuffin</li> </ul>			
13	00:00:02:66	<ul style="list-style-type: none"> <li>- Color: light orange</li> <li>- Light direction: front lighting</li> <li>- Light color: yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Lord McGuffin</li> <li>- Performance:</li> <li>- Lord McGuffin bowed his head</li> </ul>	<ul style="list-style-type: none"> <li>- close up shot</li> <li>- zooming in to Lord McGuffin</li> </ul>	Lord McGuffin (in): “Aye, and I’ll never forget it”	happy music with slow tempo
14	00:00:10:71	<ul style="list-style-type: none"> <li>- Color: light orange</li> <li>- Light direction: front lighting</li> <li>- Light color: yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Lord Maccintosh, Lord Dingwall and Merida</li> <li>- Performance:</li> <li>- Lord Maccintosh looked at Merida</li> </ul>	<ul style="list-style-type: none"> <li>- over the shoulder shot</li> <li>- medium long shot</li> <li>- zooming in to Lord Maccintosh</li> <li>- panning</li> </ul>	Merida (in): “and Lord Maccintosh, you saved my dad when you charged in on heavy horse and held off the advance. and we all know how Lord Dingwall broke the enemy line”	happy music with slow tempo
15	00:00:02:48	<ul style="list-style-type: none"> <li>- Color: light orange</li> <li>- Light direction: front lighting</li> <li>- Light color: yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Lord Maccintosh</li> <li>- Performance:</li> <li>- Lord Maccintosh mimic the action of throwing</li> </ul>	<ul style="list-style-type: none"> <li>- close up shot</li> <li>- still</li> </ul>	Lord Maccintosh (in): “With mighty throw of his spear.”	happy music with slow tempo

		the spear			
16	00:00:02:12	<ul style="list-style-type: none"> <li>- Color: light orange</li> <li>- Light direction: front lighting</li> <li>- Light color: yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Lord Dingwall</li> <li>- Performance:</li> <li>- Lord Dingwall pointed at Lord Maccintosh</li> </ul>	<ul style="list-style-type: none"> <li>- close up shot</li> <li>- still</li> </ul>	Lord Dingwall (in): "I was aiming at you, you big tumshie"	<ul style="list-style-type: none"> <li>- happy music with slow tempo</li> </ul>
17	00:00:02:92	<ul style="list-style-type: none"> <li>- Color: light orange</li> <li>- Light direction: front lighting</li> <li>- Light color: yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: The Highland Lords</li> <li>- Performance:</li> <li>- The Highland Lords laughed at each other</li> </ul>	<ul style="list-style-type: none"> <li>- medium shot</li> <li>- still</li> </ul>		<ul style="list-style-type: none"> <li>- happy music with slow tempo</li> <li>- the sound of the laugh from the three clans</li> </ul>
18	00:00:02:75	<ul style="list-style-type: none"> <li>- Color: light orange</li> <li>- Light direction: front lighting</li> <li>- Light color: yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida</li> <li>- Performance:</li> <li>- Merida smiled at the Highland Lords</li> </ul>	<ul style="list-style-type: none"> <li>- Close up shot</li> <li>- still</li> </ul>	Merida (in): "The story of this kingdom is a powerful one"	<ul style="list-style-type: none"> <li>- happy music with slow tempo</li> </ul>
19	00:00:03:24	<ul style="list-style-type: none"> <li>- Color: light orange</li> <li>- Light direction: front lighting</li> <li>- Light color: yellow</li> </ul>	<ul style="list-style-type: none"> <li>- Over the shoulder shot</li> <li>- Medium shot</li> <li>- Zooming in to the</li> </ul>	Merida (in): "My dad rallied you forces"	<ul style="list-style-type: none"> <li>- happy music with slow tempo</li> </ul>



		<ul style="list-style-type: none"> <li>- Light quality and light source: soft key lighting</li> <li>- Content: The Highland Lords</li> <li>- Performance:</li> <li>- The Highland Lords looked at Merida</li> </ul>	Highland Lords		
20	00:00:07:68	<ul style="list-style-type: none"> <li>- Color: light orange</li> <li>- Light direction: front lighting</li> <li>- Light color: yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida</li> <li>- Performance:</li> <li>- Merida convinced the Highland Lords</li> </ul>	<ul style="list-style-type: none"> <li>- Close up shot</li> <li>- Zooming in</li> </ul>	Merida (in): “and you made him your king. It was an alliance forged with bravery and friendship. And it lives to this day”	<ul style="list-style-type: none"> <li>- happy music with slow tempo</li> <li>- the sound of the crowd cheering</li> </ul>
21	00:00:22:37	<ul style="list-style-type: none"> <li>- Color: light orange</li> <li>- Light direction: front lighting</li> <li>- Light color: yellow</li> <li>- Light quality and light source: soft key lighting</li> <li>- Content: Merida and the Highland Lords</li> <li>- Performance:</li> <li>- Merida admitted her fault to the Highland Lords</li> </ul>	<ul style="list-style-type: none"> <li>- over the shoulder shot</li> <li>- medium shot</li> <li>- panning</li> </ul>	Merida (in): “But I’ve been selfish. I tore a great rift in our kingdom. There’s no one to blame but me. And I know now that I need to amend my mistake and mend our bond”	<ul style="list-style-type: none"> <li>- happy music with slow tempo</li> </ul>