

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

The movie began with a short appearance of the Dun Broch Castle which is located on a hill above the sea. Shortly afterward, scene changed to Merida and Elinor who was playing hide and seek happily. The setting took place on a hunt event that was held by the Dun Broch clan to celebrate Princess Merida's birthday. When Fergus came, Merida asked her father to give her the bow that he put on the table. Instead of letting Merida use his bow, Fergus gave Merida a bow as her birthday present. Merida was very happy to get the bow as her present, and started to practice her archery skill. Merida tried to shoot the target in front of her, but none of the arrows shot the target. Instead, her arrow lost in the middle of the forest. Elinor asked Merida to catch the arrow in the forest, meanwhile she protest Fergus for giving their daughter a bow as present.

In the middle of the forest, Merida found a wisp which she thought as an imagery thing before. Merida tried to catch the wisp but suddenly it was disappeared. No longer after that, a trail of wisps appeared in front of her, and Merida followed the wisps. When Merida arrived at the tent, Elinor picked her up while listening to Merida's story about the wisp. Fergus seemed did not believe on anything that was related to magic, included the wisp. When Merida looked up, she screamed aloud as there was a big bear that tried to attack them. Fergus and his troops tried to fight Mordru, meanwhile Elinor and Merida went into the forest and left Fergus.

Merida has grown to be a young lady and has 3 brothers, Hamish, Hubbert, and Harris. Fergus lost his leg, due to the attack of Mordru in the past. Elinor gave Merida a lecture about reading poetry, the history of the kingdom, music instrument, and others. Instead of being serious to hear her mother's lecture, Merida showed her reluctant reaction toward her mother's lecture. Elinor always told Merida about the characteristics of a proper Princess, but again Merida showed her reluctant toward her mother's words.

Another day, which Merida thought as the day she would be free from being a proper princess, Merida tried to do things she wanted. She woke up early,

brought a bow with her, and rode Angus into the forest. In the forest, Merida practiced her archery skill which seemed much better rather than when she practice her arcery skill when she was a little girl. Merida shot each of the target happily. On that day, Merida also climbed the Crone's Tooth and drank from the Fire Falls. Along the day, Merida did not stop to laugh and smile. When she arrived at the castle, her family was about to have their dinner.

In the dinning table, Merida cut her father story about his favorite story of loosing his leg. When Merida put her bow on the table, Elinor prohibited her and said that a woman sould not have weapon. Fergus who heard that stood up for Merida by saying that learn to fight is important for both woman and man. Suddenly, while Elinor read the message that she received, she asked the Princes to go out of the dining table and ask Fergus to tell Merida about the betrothal. Merida refused the betrothal directly and even mad at her mother by raising her voice. Merida felt being trated unfair by her mother, and left the dining table.

Elinor followed Merida to her room and tried to change her mind again about the betrothal. Elinor started with the sotry of the fallen kingdom who was ruled by a wise King. The King then divided his kingdom among his four sons. Suddenly, the oldest Prince wanted to rule the kingdom by himself, and the kingdom fell into chaos and ruin. Through the story Elinor asked Merida to think twice before she denied the betrothal. After that, Merida and Elinor told their feelings as if they faced each other. Elinor thought that the whole preparation that she gave to Merida was to make her ready for the marriage, meanwhile Merida felt that as something unfair. Hence, Merida would not gave up to prevent the marriage to be real.

The next few days, the Lords, suitors, and their clans came to Dun Broch Kingdom. Elinor prepared Merida with her dress and else before she presented herself infront of the suitors. In the gathering event, Elinor anounced that the suitors of the challenge is only the firstborn of each clan. Merida who heard this started to arrange a plan for the challenge, and when she able to chose the challenge, Merida chose archery without any hesitation. The challenge finished with the suitor from clan Dingwall as the winner. Suddenly, Merida stood infront

of the crowd and declared herself as the suitor from clan Dun Broch. After that Merida started to shoot the target one by one, and neglected her mother's warn. After she finished to shot the whole target, Elinor brought her to their family room. Merida and Elinor had a quarrel and it ended up by Merida who sliced their tapestry and Elinor who threw Merida's bow into the fire.

Merida went into the forest and met with the wisps and they led her to the witch's cottage. Merida asked for a spell and the whole carvings with her necklace in return. After that, the witch gave her a cake which able to change Merida's fate as what she wanted. Merida then back home and gave her mother the cake. After she ate the cake, Elinor felt unhealthy and tried to take a rest, meanwhile Fergus tried to make the Lords calm. When Merida and Elinor arrived at her room, Elinor changed to be a bear. Merida and Elinor panicked and tried to escape from the castle by the help of the Princes.

After Merida and Elinor went out from the castle, they went to the witch's cottage and found out that they have to mend the bond. Merida and Elinor did not understand about the wch's message, and they sleptover in the middle of the forest that night. The next day, after they have breakfast with fish, a trail of wisps led them to go to the fallen castle. Merida walked around the fallen castle, and found out that Mordu was the oldest Prince from her mother's story. Suddenly, Mordu came from behind Merida and tried to attack her. Elinor helped Merida to escaped from Mordu and went to a more save place. Merida asked her mother to get back to the castle and get tapestry that was broken by Merida.

In the castle, the clans and Fergus fought each other. Therefore, Merida and Elinor had a plan to make a better plan for them. Merida went into the middle of the gathering room and gave her speech. Through her speech, Merida able to convince the Lords that the youngs would be able to choose the one that they love in their own time. Hence, there would no any other compulsion to get married. Merida able to distract the crowds attention and made them went to drink. After that, Merida and Elinor went to their family room to get the tapestry and fixed it. Suddenly, Fergus came and thought that Elinor was a wild bear. He asked his troops to catch Elinor, meanwhile Merida locked in her room.

Elinor went into the middle of the forest, and the troops tried to trap her. Merida was very worried to her mother, and asked for help from her brothers who were already turned to be little bears. Merida and the Princes able to escape from the castle and went to her mother's place by the led of the wisps. On the road, Merida tried to fix the tapestry and able to finish it before they arrived to her mother's location. Fergus tried to kill Elinor as he though that Elinor gone because of being attacked by the bear in fron of him. Merida prevent her father to attack her mother, and she able to do it.

On the other hand, Mordu came and tried to attacked people around him. Fergus asked his troops to attack Mordu, but they could not do it. After that, Fergus tried to fiight Mordu, but he also failed. Merida tried to attract Mordu's attention from his father by shooting arrow, which made him attacked her. elinor then tried to help Merida by attacked Mordu and pulled him into a big stone near to him. Finally, Mordu died after beng hit by the stone.

When the sun started to rise, Merida took the tapestry and put it on her mother's body. Instead of changed into human again, Elinor did not gave any reaction. Merida who saw that felt very sad, as she said her sorry after the things she has med to her mother. merida tod her mother that she loved her. suddenly, when the sun shined Elinor's body that covered with tapestry, Elinor changed into human again. Merida who saw that was very happy as they hugged and kissed each other. The Princes also changed into human again, and Fergus came to Elinor and kissed her. The next few days, the clans were headed off to their home. Merida and Elinor watched them left from a cliff by riding horses as the movie is ended.

## Appendix 2. Sequence Segmentation of Brave

No	Description
1	<p><b>The movie's prologue</b></p> <ul style="list-style-type: none"> <li>a. A short appearance of the stately Dun Broch Kingdom's castle located on a cliff and surrounded by mountains and lake</li> <li>b. A hunting event held by the Clan Dun Broch on Princess Merida's birthday in a forested area where Merida and Queen Elinor played hide and seek happily</li> <li>c. Queen Elinor's forbidden to King Fergus (Merida's father) about putting the bow on the table</li> <li>d. A bow given by Fergus is used well by Merida to practice her archery skill which caused complaint from Elinor</li> <li>e. The first meeting between Merida and will-o-the-wisps while she was looking for her missing arrow in the forest</li> <li>f. The difference in belief between Elinor and Fergus about magic</li> <li>g. Mordu's (a black male bear) attack to King Fergus and his troops</li> </ul>
2	<p><b>Merida's self narration</b></p> <ul style="list-style-type: none"> <li>a. Merida's self narration about destiny and fate that became the one thing to be searched for or fought to change which cannot be found by some people, but there are some who are led to their fate.</li> <li>b. Merida's narration about Fergus and her brothers</li> <li>c. Merida's complaint about her unfree life compared to the princes' life</li> </ul>
3	<p><b>Merida's rebellious character as a princess</b></p> <ul style="list-style-type: none"> <li>a. Merida's complaint to her princess' activities and her reluctant in attending a meeting; ate apple and threw it away carelessly, propped her chin up in a meeting)</li> <li>b. Merida's reluctant on getting lesson from Elinor; being seriousness in the speech lesson, made doodle in the middle of the lesson,</li> </ul>

	<p>played a wrong key tone</p> <p>c. Merida's reluctant to follow Elinor's instruction as a princess; chortle, stuffing her mouth with food, blocked the light with pillow when Elinor woke her up</p> <p>d. Elinor's expectations for Merida as a princess; compassionate, patient, cautious, clean, and strives for perfection</p>
4	<p><b>Merida's day off as a princess</b></p> <p>a. Merida's narration about a day with no lessons and expectations with her fate</p> <p>b. Merida's journey into the forest by riding Angus</p> <p>c. Merida's excitement in practicing her archery skills while riding ang</p> <p>d. Merida's excitement for drinking the fire falls after climbed the Cron</p>
5	<p><b>The announcement for the betrothal to Merida</b></p> <p>a. Merida's impolite action by stealing cakes from the kitchen, and that she just ate carelessly</p> <p>b. Merida's impolite action by cutting Fergus' story</p> <p>c. Elinor and Fergus' different opinion about Merida's weapon</p> <p>d. Merida's story about drinking the fire falls got a compliment from her neglect to Merida's story</p> <p>e. Merida's cake for the princes</p> <p>f. Merida's reluctant reaction to the betrothal after hearing Elinor's explanation refused to tell Merida</p> <p>g. Merida and Elinor's debate about Merida's preparation in her whole</p>
6	<p><b>Merida and Elinor's talks about the betrothal</b></p> <p>a. Merida and Elinor's talk about the legend of ancient kingdom that rings with truth, and Elinor's advice to Merida about the marriage</p> <p>b. Merida's pique on Elinor's words when she is about to go out of the room</p>

7	<p><b>Elinor and Merida's wishes</b></p> <ul style="list-style-type: none"> <li>a. Elinor's complaint on Merida's stubbornness to Fergus</li> <li>b. Elinor's confusion about Merida's expectation</li> <li>c. Merida's desire for her parents to call off the gathering</li> <li>d. Elinor's understanding to Merida for being unfair</li> <li>e. Merida's thought on marriage and her desire for her freedom</li> <li>f. Merida and Elinor's wish to be listened</li> </ul>
8	<p><b>The gathering day</b></p> <ul style="list-style-type: none"> <li>a. Merida's complaint on the dress she wore after Elinor prepared her for the gathering</li> <li>b. Merida's reluctant to the gathering; not upright while sitting, released her bangs from the head cover</li> <li>c. The rousing arrival of the three clans (Clan Macintosh, Clan MacGuffin, and Clan Dingwall) to the kingdom</li> <li>d. The introduction and presentation of each clans and suitors</li> <li>e. The uncontrolled situation during the gathering</li> <li>f. Elinor's control to the uncondusive situation of the gathering</li> <li>g. Elinor's announcement about the challenge that only the first born of each of the clans may be presented as champion</li> <li>h. Merida's decision to choose archery for the challenge</li> </ul>
9	<p><b>The challenge time</b></p> <ul style="list-style-type: none"> <li>a. The challenge for the suitors started</li> <li>b. Merida and Fergus' ridicule to the suitors</li> <li>c. Elinor's warning to Fergus about the ridicule</li> <li>d. The accuracy of the Dingwall's suitor to shoot the target</li> <li>e. Merida's declaration for being the suitor from the Clan Dun Broch</li> <li>f. Merida's cursing to the dress she is wearing</li> <li>g. Merida's neglect to Elinor's prohibition ended up with getting bull eye on every targets</li> </ul>

	<p>h. Merida's stare to Elinor after the last shoot</p>
10	<p><b>A heated conversation between Elinor and Merida</b></p> <p>a. Elinor's disappointment to Merida by saying that Merida embarrassed her</p> <p>b. Elinor's affirmation as a queen after heard Merida's rejection</p> <p>c. Merida's feeling for being unfair about the marriage while wielding her sword</p> <p>d. Merida's rude action by saying Elinor as a beast and cut off the tapestry</p> <p>e. Elinor's expectation for Merida for being a princess</p> <p>f. Merida's shocked on Elinor's action and ran away from the room</p> <p>g. Elinor's regret on her action, and took back the bow with tears welling up</p> <p>h. Merida's disappointment on Elinor by crying and ran away from the castle</p>
11	<p><b>The deal between Merida and the witch to change her fate</b></p> <p>a. Merida's trip to a cottage by following the whole trail of will-o-the-wisp</p> <p>b. Merida's command to Angus to follow her</p> <p>c. Merida's presumption about the woodcarver as a witch</p> <p>d. The barter between Merida and the witch with the carvings and a spell made the witch questioning her decision</p> <p>e. Merida's determination to get a spell to change Elinor that would change her fate</p> <p>f. The witch's story about a prince who asked for the strength of ten men</p> <p>g. The witch's preparation for Merida's potion which turn into a cake</p> <p>h. Merida's doubt to the cake potion</p>



12	<p><b>Elinor’s transformation into a bear</b></p> <ul style="list-style-type: none"> <li>a. Fergus’ effort in entertaining the clans members</li> <li>b. Merida and Elinor’s talks about the situation in the gathering</li> <li>c. Elinor’s displeasure reaction after eating the potion cake</li> <li>d. Feeling unwell, Elinor got back her room</li> <li>e. Merida’s questions for Elinor about the marriage plans for few times</li> <li>f. Elinor’s transformation into a bear</li> <li>g. Merida’s anger to the witch about the spell</li> <li>h. Merida’s innocent feeling about the things happened to Elinor</li> <li>i. Merida’s feeling for being unfair as she always get blamed for everything</li> </ul>
13	<p><b>Elinor and Merida’s plan to escape from the castle</b></p> <ul style="list-style-type: none"> <li>a. Fergus’ instinct about something wrong in the castle</li> <li>b. Fergus’ command to all of the clans member to follow him to find the bear</li> <li>c. Elinor’s disobedient to Merida’s command to escape from the castle</li> <li>d. Merida’s deal with the princes to help her and Elinor to escape from the castle</li> <li>e. Merida and Elinor’s succeed to get out of the castle with the help of the princes</li> </ul>
14	<p><b>Merida and Elinor’s effort to know about the spell</b></p> <ul style="list-style-type: none"> <li>a. Merida’s trials to call for will-o-the-wisp to lead her to the witch’s cottage</li> <li>b. Merida and Elinor’s effort to meet the witch</li> <li>c. The witch’s message for Merida said that the spell will be permanent after 2 sunrises except Merida remember these words “fate be changed, look inside, mend the bond, torn by pride”</li> </ul>

	<p>d. Merida’s trial to to know about the spell by pouring the whole potion, which made the cottage blew up</p>
15	<p><b>Merida and Elinor’s journey in the forest</b></p> <p>a. Merida’s effort to make a shelter for her and Elinor</p> <p>b. A flashback from Merida about her childhood</p> <p>c. Elinor’s preparation for having breakfast</p> <p>d. Merida’s knowledge about the poisonous berries</p> <p>e. Merida’s effort on preparing breakfast and teaching Elinor to catch fishes</p> <p>f. A short momment of Elinor became a bear from the inside</p> <p>g. Merida’s trial to calm Elinor down</p>
16	<p><b>The revelation of the truth</b></p> <p>a. The journey of Elinor and Merida to the fallen castle by following the trails of will-o-the-wisp</p> <p>b. The truth found by Merida that Mordu was the prince in the legend story after she went around the castle</p> <p>c. Mordu’s attack to Merida</p> <p>d. Merida’s trial to get off from Mordu by the help from Elinor</p> <p>e. Merida and Elinor’s thought about heading back to the castle</p>
17	<p><b>A speech for a change from Merida</b></p> <p>a. Elinor and Merida’s plan to get into the castle</p> <p>b. The chaos between the clans end up with the war declaration to the Clan Dun Broch</p> <p>c. Merida’s speach and confession about her mistake that ended up with the agreement to the changing tradition</p> <p>d. Elinor’s pride toward Merida after her succeed in changing the tradition</p>
18	<p><b>Fergus’ anger toward Elinor as a bear</b></p>

	<ul style="list-style-type: none"> <li>a. Merida's thought about how to mend the bond</li> <li>b. Fergus' misunderstanding about Elinor that was being attacked by a bear</li> <li>c. Elinor's attack to Fergus and Merida</li> <li>d. The hunting of the clans members to catch Elinor</li> <li>e. Merida's failure in convincing Fergus about Elinor made Fergus locked Merida in the family room</li> </ul>
19	<p><b>Merida's plan to stop Fergus and other clans</b></p> <ul style="list-style-type: none"> <li>a. Merida's trial to get out of the room by hitting the door with things</li> <li>b. Merida's plan to get out of the room with the help of her brothers that were already turn into a bear</li> <li>c. Merida's preparation to mend the bond</li> </ul>
20	<p><b>Merida's struggle to safe Elinor</b></p> <ul style="list-style-type: none"> <li>a. Merida's effort to mend the tapestry while riding Angus whose followed will-o-the-wisps</li> <li>b. Merida's effort to stop Fergus and other people from hurting Elinor</li> <li>c. The failure of King Fergus' troops to fight Mordu</li> <li>d. Merida's triall to fight Mordu back made him attacked her</li> <li>e. Elinor's effort to help Merida by fighting Mordu back, end up with the death of Mordu</li> </ul>
21	<p><b>The bond has been mended</b></p> <ul style="list-style-type: none"> <li>a. Merida's preparation to mend the bond by covering Elinor with the f</li> <li>b. Merida's apology, confession and regret to Elinor about the things s</li> <li>c. Merida's wish for Elinor to come back</li> <li>d. The transformation of Elinor and the princes into human</li> <li>e. The day of the other clans headed off to their home</li> <li>f. The change in Elinor's appearance and attitude</li> <li>g. Merida's self-naration about the fate and destiny</li> </ul>

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

No	Characterizations	No of Sequences	Frequencies
1	Athletic	4a, 4b, 4c, 4d, 9f, 15a, 16c, 16d, 19a, 20a	11
2	Curious	1c, 1d, 1e, 11a, 11f, 11h, 12e, 13b, 16a, 16b	10
3	Adventurous	1e, 4b, 4c, 4d, 5d, 16a, 16b	7
4	Brave	1e, 4d, 5d, 9e, 9g, 9h, 11a, 11d, 13b, 14b, 16a, 16b, 16c, 17c, 18b, 18c, 18d, 20a, 20b, 20d, 20e, 21b	22
5	Caring	5e, 12b, 15a, 15e, 15g, 16e, 18b, 18c, 20a, 21a	10
6	Affectionate	5e, 15a, 15e, 15g, 18c, 20a, 20d, 20e, 21b, 21c, 21d	11
7	Compassionate	5e, 12d, 15a, 18c, 18e, 19d, 21c, 21d	6
8	Helpful	5e, 12d, 13c, 15a, 15e, 16d	6
9	Rebellious	3a, 3b, 3c, 5f, 5g, 6a, 6b, 7c, 8a, 8b, 9f, 9g, 9h, 10c, 12i	15
10	Impatient	11g, 12e, 14b, 14d, 17b, 19a	6
11	Selfish	3b, 3c, 7c, 7e, 8b, 9h, 10b, 10d, 10e, 12h, 12i, 14d, 17c	13
12	Independent	1d, 1e, 9e, 11e, 16b, 17c	6
13	Assertive	5g, 9e, 11e, 16e, 17c, 18b, 20b	7
14	Ambitious	9e, 9g, 11d, 11e, 12h, 13d, 14b, 16e	8
15	Leadership	11b, 13b, 13c, 13d, 14b, 16e, 17a, 17c	8
16	Cautious	4d, 11h, 13c	3
17	Expressive	1b, 1c, 1d, 4a, 4b, 4c, 4d, 5d, 9b, 10f, 10g, 10h, 15c, 17d, 21b, 21c, 21e	17
18	Knowledgeable	2a, 14c, 15a, 15d, 16b, 16e, 17c, 18a, 21g	9
19	Resourceful	4b, 4c, 4d, 8h, 9g, 11d, 13d, 14c, 15a, 15e, 16b, 17c, 18a, 19b, 19c, 20a, 20e	17
20	Hard-working	1d, 15a, 15c, 15e, 17a, 19d,	6
21	Responsible	1d, 12d, 15a, 15e, 16e, 17c, 20a, 21b	8
22	Persistent	1d, 4d, 11c, 11e, 12a, 13e, 14a, 14b, 15g, 17c, 19a, 20b	12

**Appendix 4 Decoupage of *Brave* (2012)**

Decoupage of sequence 4d					
1. Sequence of 4d : Merida’s excitement for drinking the fire falls after climbed the Crone’s Tooth 2. Duration : 60 seconds 3. Time : 00:07:52:7-00:08:52:8					
Shot		Visual Imagery	Sound Description		
No	Duration (Hour, Minute, Seconds, Miliseconds )	Mise-en-scene (setting, costume, staging, lighting)	Camera (Distance, angle, movement)	Dialogue (in/off)	Sound/Music
1.	00:00:03	<ul style="list-style-type: none"> <li>- Light direction :Top lighting</li> <li>- Light colour :Soft lighting, orange</li> <li>- Light quality and source : high key lighting</li> <li>- Content : Merida, Angus, mountains</li> <li>- Setting : in a kind of hilltop which</li> </ul>	<b>Distance:</b> Long shot  <b>Angle:</b> Straight on Angle (the shot	(off)	<ul style="list-style-type: none"> <li>- Soft and exciting music</li> <li>- The sound of Angus’ whinny</li> </ul>

		<p>there are cloud among the the mountains infront of Merida and Angus</p> <ul style="list-style-type: none"> <li>- Staging :</li> <li>- Merida and Angus sat on a hill.</li> <li>- Merida hold her bow infront of her</li> <li>- Angus lay down on the ground while moving his body to the right and left</li> </ul>	<p>was taken from the backside of the characters)</p> <p><b>Movement:</b> Pan to the left</p>		
2.	00:00:02	<ul style="list-style-type: none"> <li>- Light direction : Top lighting</li> <li>- Light colour : soft lighting, orange</li> <li>- Light quality and source : high key lighting</li> <li>- Content : Merida’s hands and her bow</li> <li>- Setting : on the ground</li> <li>- Staging :</li> <li>- Merida carved her bow with a small knife</li> <li>- The carved looks like a symbol</li> </ul>	<p><b>Distance:</b> Close up</p> <p><b>Angle:</b> High angle</p> <p><b>Movement:</b> Zoom in</p>	(off)	<ul style="list-style-type: none"> <li>- Soft and exciting music with the sound of a flute</li> </ul>

<p>3.</p>	<p>00:00:02</p>	<ul style="list-style-type: none"> <li>- Light direction : Frontal lighting</li> <li>- Light colour : Soft lighting, orange</li> <li>- Light quality and source : low key lighting</li> <li>- Content : Merida, her bow and grass</li> <li>- Setting : on the ground</li> <li>- Staging :</li> <li>- Merida sat on the ground while holding her bow with her left hand, and knife on her right hand.</li> <li>- Merida focus on her bow until the sound of an eagle distracted her</li> <li>- Merida took a look at the sky by tilting her head to see the eagle</li> </ul>	<p><b>Distance:</b> Medium long shot</p> <p><b>Angle:</b> Low angle</p> <p><b>Movement:</b> Pan to the left</p>	<p>(off)</p>	<ul style="list-style-type: none"> <li>- The sound of an exciting music</li> <li>- The sound of an eagle</li> </ul>
<p>4.</p>	<p>00:00:02</p>	<ul style="list-style-type: none"> <li>- Light direction : Frontal lighting</li> <li>- Light colour : Soft lighting, orange</li> <li>- Light quality and source : High key lighting</li> </ul>	<p><b>Distance:</b> Medium close up</p>	<p>(off)</p>	<ul style="list-style-type: none"> <li>- The sound of an exciting</li> </ul>

		<ul style="list-style-type: none"> <li>- Content : Merida’s hair from the back, grass in the corner, blue sky and orange clouds with an eagle</li> <li>- Setting : on the ground while slooking at the sky</li> <li>- Staging :</li> <li>- Merida sat on the ground</li> <li>- There was an eagle flew on the sky</li> </ul>	<p><b>Angle:</b></p> <p>Low angle</p> <p><b>Movement:</b></p> <p>Zoom in</p>		music
5.	00:00:13	<ul style="list-style-type: none"> <li>- Light direction : Top lighting</li> <li>- Light colour : Hard lighting, soft orange</li> <li>- Light quality and source : Low key lighting</li> <li>- Content : An eagle, hill, Merida and Angus (shot from a high angle),</li> <li>- Setting : hill, sky</li> <li>- Staging :</li> <li>- Merida and Angus sat on the ground</li> </ul>	<p><b>Distance:</b></p> <p>Extreme long shot</p> <p><b>Angle:</b></p> <p>High angle</p> <p><b>Movement:</b></p> <p>Crane shot to up the sky</p>	(off)	<p>The sound of soft and exciting song</p> <p>Song lyrics:</p> <p><i>“Where dark woods hide secrets and mountains are fierce and bold.</i></p>



		<ul style="list-style-type: none"> <li>- The shot was taken on the sky stright with the eagle</li> <li>- The eagle flew on the sky around the mountains</li> <li>- Merida climbed the Crone’s tooth by herself</li> </ul>			<p><i>Deep waters hold reflections of times lost long ago.”</i></p>
6.	00:00:06	<ul style="list-style-type: none"> <li>- Light direction : Side lighting</li> <li>- Light colour :Hard lighting, soft orange</li> <li>- Light quality and source : Low key lighting</li> <li>- Content : Merida, Crone’s tooth hill, and Angus</li> <li>- Setting : Crone’s tooth hill, high from the ground</li> <li>- Staging :</li> <li>- Merida climbed the Crone’s tooth with the face that looked sure on what she</li> </ul>	<p><b>Distance:</b> Medium shot</p> <p><b>Angle:</b> High angle</p> <p><b>Movement:</b> Zoom out</p>	(on) Merida: “Oh!”	<p>The sound of soft and exciting song</p> <p>Song lyrics: <i>“I will read every story, take hold of own dream.</i></p> <p>The sound of Angus’ whinny</p>

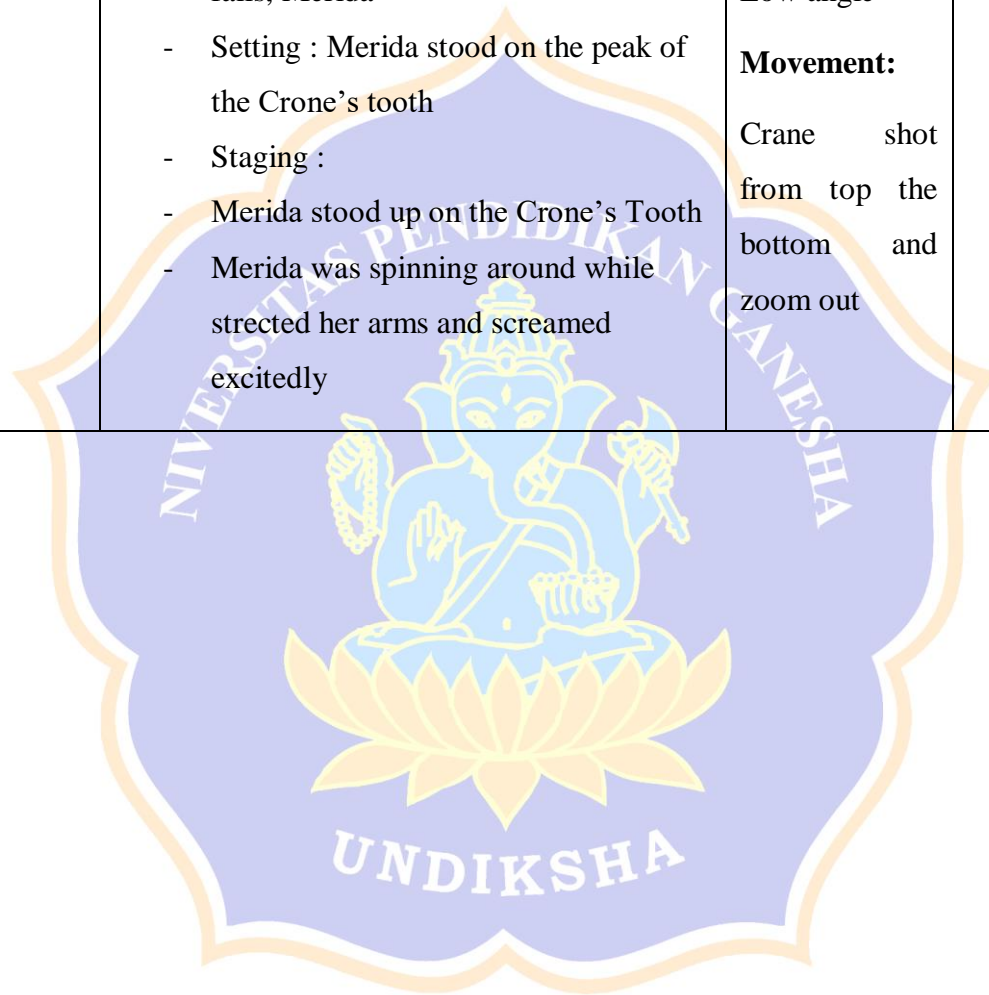
		<p>was doing as her big eye wide opened and a small smile on her face</p> <ul style="list-style-type: none"> <li>- Merida tried to climb again. But suddenly she was about to fall as her left hand did not hold the rocks tightly</li> <li>- Angus whinnied from below</li> <li>- Merida able to get stabilised again and continued to climb the Crone's tooth</li> </ul>			
7.	00:00:07	<ul style="list-style-type: none"> <li>- Light direction : Top lighting</li> <li>- Light colour : Hard lighting, soft orange</li> <li>- Light quality and source : Low key lighting</li> <li>- Content : Merida, The Crone's Tooth, The Fire Waterfall</li> <li>- Setting : on the Crone's Tooth hill</li> <li>- Staging :</li> <li>- Merida climbed the Crone's Tooth</li> </ul>	<p><b>Distance:</b> Extreme long shot</p> <p><b>Angle:</b> Low angle</p> <p><b>Movement:</b> Crane shot to up</p>	(off)	<p>The sound of soft and exciting song</p> <p>Song lyrics: <i>"Be as strong as the seas are stormy. And proud as an eagle's scream.</i></p>

		<ul style="list-style-type: none"> <li>- The camera moved to the right and shot the Fire waterfalls from below</li> </ul>			<i>I will ride, I will fly.”</i>
8.	00:00:06	<ul style="list-style-type: none"> <li>- Light direction : Frontal lighting</li> <li>- Light colour : Soft lighting, soft orange</li> <li>- Light quality and source : High key lighting</li> <li>- Content : Merida</li> <li>- Setting : on the peak of the Crone’s Tooth</li> <li>- Staging :</li> <li>- Merida able to climbed the Crone’s tooth and got into the peak of the hill.</li> <li>- Merida tried to stand on the hill by herself with a smile on her face</li> <li>- Merida stood up and took a look to the sunset</li> </ul>	<p><b>Distance:</b> Medium close up</p> <p><b>Angle:</b> Straight on angle (off)</p> <p><b>Movement:</b> Zoom out and tilt from bottom to top</p>		<p>The sound of soft and exciting song</p> <p>Song lyrics: <i>“Chase the wind and touch the sky.”</i></p>

<p>9.</p>	<p>00:00:07</p>	<ul style="list-style-type: none"> <li>- Light direction : Top lighting</li> <li>- Light colour : Hard lightng, soft orange</li> <li>- Light quality and source : Low key lighting</li> <li>- Content : Merida, the Crone’s tooth, and the fire waterfalls</li> <li>- Setting : on the peak of the Crone’s tooth</li> <li>- Staging :</li> <li>- Merida stood up on the Crone’s tooth while taking a look at the setting sun.</li> <li>- The camera moved closer to the Fire falls</li> </ul>	<p><b>Distance:</b> Extreme long shot</p> <p><b>Angle:</b> Low angle</p> <p><b>Movement:</b> Crane shot to up the sky</p>	<p>(off)</p>	<p>The sound of soft and exciting song</p> <p>Song lyrics: <i>“I will fly chase the wind and touch the sky.</i></p>
<p>10.</p>	<p>00:00:05</p>	<ul style="list-style-type: none"> <li>- Light direction : Top lighting</li> <li>- Light colour : Hard lighting, orange</li> <li>- Light quality and source : Low key lighting</li> </ul>	<p><b>Distance:</b> Medium shot</p> <p><b>Angle:</b></p>	<p>(on) Merida: “Hahaa!”</p>	<p>The sound of soft and exciting song</p> <p>The sound of the</p>

		<ul style="list-style-type: none"> <li>- Content : Merida and Fire falls</li> <li>- Setting : on the peak of the Crone’s tooth in front of the Fire falls</li> <li>- Staging :</li> <li>- Merida got closer to the Fire falls</li> <li>- Merida used her hands to get the water from the falls with a big smile on her face</li> <li>- Merida drank the water of the Fire falls</li> <li>- Merida screamed excitedly as she drank the water while shaking her body and stretched her arms up.</li> </ul>	<p>Straight on angle</p> <p><b>Movement:</b></p> <p>Zoom out and pan to the left</p>		waterfalls
11.	00:00:07	<ul style="list-style-type: none"> <li>- Light direction : Frontal lighting</li> <li>- Light colour : Hard lighting, orange</li> <li>- Light quality and source : Low key lighting</li> <li>- Content : The Crone’s Tooth, the Fire</li> </ul>	<p><b>Distance:</b></p> <p>Extreme long shot</p> <p><b>Angle:</b></p>	(on)	Merida : “ Wooh!”

		<p>falls, Merida</p> <ul style="list-style-type: none"> <li>- Setting : Merida stood on the peak of the Crone's tooth</li> <li>- Staging :</li> <li>- Merida stood up on the Crone's Tooth</li> <li>- Merida was spinning around while stretched her arms and screamed excitedly</li> </ul>	<p>Low angle</p> <p><b>Movement:</b></p> <p>Crane shot from top the bottom and zoom out</p>		
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Decoupage of sequence 9e					
1. Sequence of 9e : Merida’s declaration for being the suitor of the Clan Dun Broch 2. Duration : 19 seconds 3. Time : 00:25:59:8 - 00:26:18:4					
Shot		Visual Imagery		Sound Description	
No.	Duration (Hour, Minute, Seconds, Miliseconds )	Mise-en-scene (setting, costume, staging, lighting)	Camera (Distance, angle, movement)	Dialogue (in/off)	Sound/Music
1.	00:00:08	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Top lighting</li> <li>- <b>Light colour :</b> Soft lighting, white</li> <li>- <b>Light quality and source :</b> High key lighting</li> <li>- <b>Content :</b> The Clan Dun Broch’s flag and Merida who wore a hood</li> <li>- <b>Setting :</b> In the challenge arena</li> <li>- <b>Staging :</b></li> </ul>	<b>Distance:</b> Medium close up  <b>Angle:</b> Low angle  <b>Movement:</b>	(on)  Merida : “I am Merida. “	<ul style="list-style-type: none"> <li>- The sound of plugging stick to the ground.</li> <li>- The sound of foot steps</li> <li>- The sound</li> </ul>

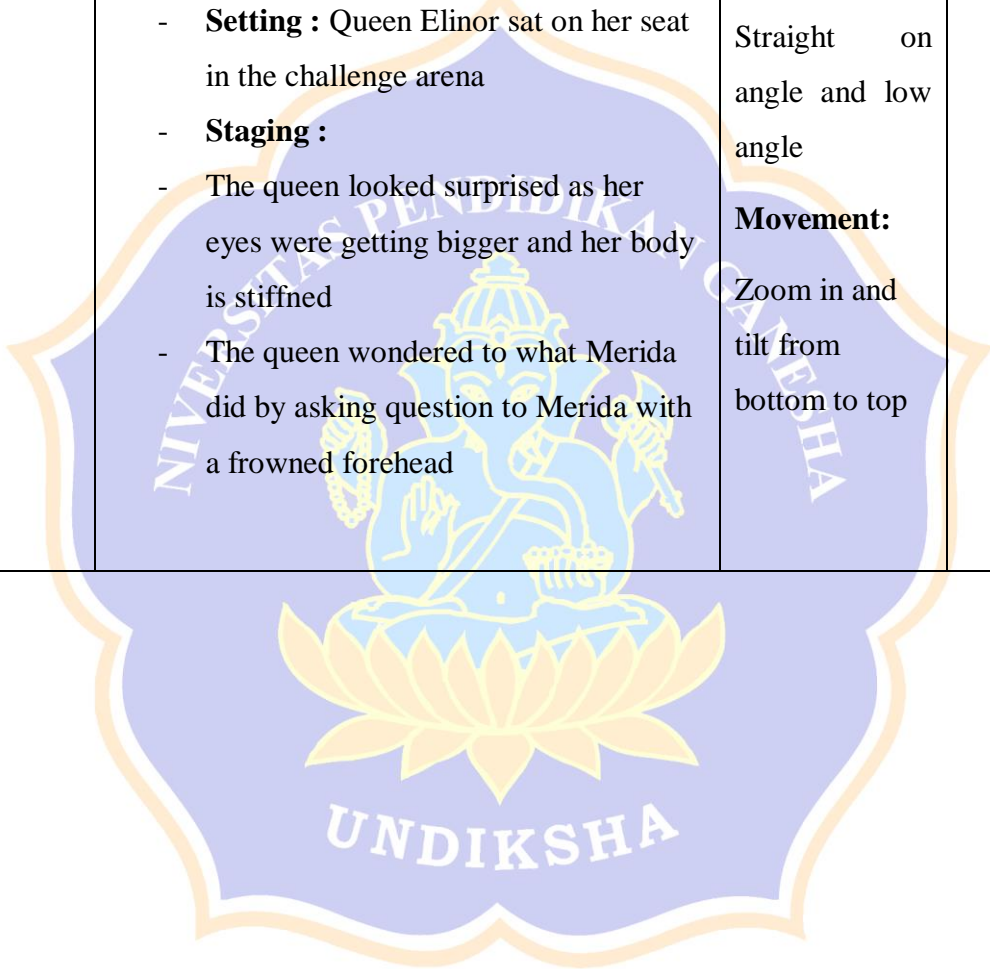
		<ul style="list-style-type: none"> <li>- The Clan Dun Broch’s flag appeared and plugged on the ground</li> <li>- Merida walked forward and took off her hood by her right hand</li> </ul>	Pan to the right		<p>of the open hood</p> <ul style="list-style-type: none"> <li>- The gasping sound of the crowd</li> </ul>
2.	00:00:04	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Frontal lighting</li> <li>- <b>Light colour :</b> Soft lighting, white</li> <li>- <b>Light quality and source :</b> High key lighting</li> <li>- <b>Content :</b></li> <li>- Merida who brought her bow on her left hand, and the arrow on her waist</li> <li>- The crowd</li> <li>- Merida’s parents and the lords of the clan in front of her</li> <li>- <b>Setting :</b> In the challenge arena</li> <li>- <b>Staging :</b></li> </ul>	<p><b>Distance:</b> Long shot</p> <p><b>Angle:</b> Straight angle</p> <p><b>Movement:</b> Still</p>	(on) Merida: “Firstborn descendant of Clan Dun Broch”	-



		<ul style="list-style-type: none"> <li>- Merida introduced herself as the suitor from the Clan Dun Broch</li> <li>-</li> </ul>			
3.	00:00:02	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Frontal light</li> <li>- <b>Light colour :</b> Soft lighting, white</li> <li>- <b>Light quality and source :</b> High key lighting</li> <li>- <b>Content :</b> Merida and crowds on her back</li> <li>- <b>Setting :</b> In the challenge arena</li> <li>- <b>Staging :</b></li> <li>- Merida declaration as a suitor for herself by shooting on her own</li> </ul>	<p><b>Distance:</b> Medium close up</p> <p><b>Angle:</b> Straight on angle</p> <p><b>Movement:</b> Still</p>	(on)	Merida: “And I’ll be shooting for my own hand”
4.	00:00:01	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Frontal lighting</li> <li>- <b>Light colour :</b> Soft lighting, white</li> </ul>	<p><b>Distance:</b> Medium shot</p>	(on)	The lords: “Oh!”

		<ul style="list-style-type: none"> <li>- <b>Light quality and source :</b> High key lighting</li> <li>- <b>Content :</b> The lords of the suitor’s clans, and the crowd behind them</li> <li>- <b>Setting :</b> In the Challenge arena</li> <li>- <b>Staging :</b></li> <li>- The lords gasped after heard Merida’s declaration</li> <li>- Lord Macintosh and Lord Dingwall gaped</li> <li>- The Lords looked surprised, shown by their eyes that were getting bigger</li> <li>- The lord turned over to the Queen with an angry face</li> </ul>	<p><b>Angle:</b></p> <p>Straight on angle</p> <p><b>Movement:</b></p> <p>Still</p>		were murmuring
5.	00:00:04	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Frontal lighting</li> <li>- <b>Light colour :</b> Soft lighting, white</li> <li>- <b>Light quality and source :</b> High key lighting</li> </ul>	<p><b>Distance:</b></p> <p>Medium shot to medium close up</p>	(on) Elinor: “What are you doing?”	-

		<ul style="list-style-type: none"> <li>- <b>Content :</b> Queen Elinor</li> <li>- <b>Setting :</b> Queen Elinor sat on her seat in the challenge arena</li> <li>- <b>Staging :</b></li> <li>- The queen looked surprised as her eyes were getting bigger and her body is stiffned</li> <li>- The queen wondered to what Merida did by asking question to Merida with a frowned forehead</li> </ul>	<p><b>Angle:</b></p> <p>Straight on angle and low angle</p> <p><b>Movement:</b></p> <p>Zoom in and tilt from bottom to top</p>		
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Decoupage of sequence 9f					
1. Sequence of 9f : Merida’s cursing to the dress she wore 2. Duration : 10 seconds 3. Time : 00:26:18:4 – 00:26:28:5					
Shot		Visual Imagery		Sound Description	
No.	Duration (Hour, Minute, Seconds, Miliseconds )	Mise-en-scene (setting, costume, staging, lighting)	Camera (Distance, angle, movement)	Dialogue (in/off)	Sound/Music
1.	00:00:03	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Frontal lighting</li> <li>- <b>Light colour :</b> Soft lighting, white</li> <li>- <b>Light quality and source :</b> High key lighting</li> <li>- <b>Content :</b> Merida with her bow and arrows and the crowds at the back</li> <li>- <b>Setting :</b> In the challenge arena</li> <li>- <b>Staging :</b></li> </ul>	<b>Distance:</b> Medium long shot  <b>Angle:</b> Straight on angle  <b>Movement:</b>	(off)	<ul style="list-style-type: none"> <li>- The sound of the rubbing dress</li> <li>- The sound of the pulling arrow</li> <li>- The sound of the crowd’s</li> </ul>

		<ul style="list-style-type: none"> <li>- Merida lifted her bow up, and tried to pulled the arrow</li> <li>- Merida tried to pulled theh arrow for couples of time but it did not work as her dress is too tight</li> </ul>	Still		murmur
2.	00:00:01	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Frontal lighting</li> <li>- <b>Light colour :</b> Soft lighting, white</li> <li>- <b>Light quality and source :</b> High key lighting</li> <li>- <b>Content :</b> Queen Elinor</li> <li>- <b>Setting :</b> On her seat at the challenge arena</li> <li>- <b>Staging :</b></li> <li>- Elinor tried to call Merida with her eyes that were getting bigger and frowned her brows.</li> <li>- Elinor tried to stop Merida by lifting</li> </ul>	<b>Distance:</b> Medium close up  <b>Angle:</b> Straight on angle  <b>Movement:</b> Still	(in)  Elinor: "Merida!"	-

		her hand as a sign to stop			
3.	00:00:03	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Frontal lighting</li> <li>- <b>Light colour :</b> Soft lighting, white</li> <li>- <b>Light quality and source :</b> High key lighting</li> <li>- <b>Content :</b> Merida with her bow and arrows and the crowds at the back</li> <li>- <b>Setting :</b> In the challenge arena</li> <li>- <b>Staging :</b> <ul style="list-style-type: none"> <li>- Merida twisted her body and turned her head around</li> <li>- Merida said rude words with a angry face as her forehead and brows were frowned and her eyes that wide opened which looked into the dress</li> <li>- Merida tried to scretch her body while holding her bow and arrow</li> </ul> </li> </ul>	<p><b>Distance:</b> Medium long shot</p> <p><b>Angle:</b> Straight on angle</p> <p><b>Movement:</b> Still</p>	(in) Merida : “Curse this dress!”	

<p>4.</p>	<p>00:00:03</p>	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Frontal lighting</li> <li>- <b>Light colour :</b> Soft lighting, white</li> <li>- <b>Light quality and source :</b> High key lighting</li> <li>- <b>Content :</b> Merida, ripped off dress, Merida's corset</li> <li>- <b>Setting :</b> In the challenge arena</li> <li>- <b>Staging :</b></li> <li>- Merida bowed down her body until the dress is torn</li> <li>- The dress torn in some parts, such as under the armpit, along the waist, and on her back</li> <li>- Merida lifted her bow again and able to pulled the arrow</li> </ul>	<p><b>Distance:</b></p> <p>Close up</p> <p><b>Angle:</b></p> <p>Straight on (off) angle</p> <p><b>Movement:</b></p> <p>Still</p>	<ul style="list-style-type: none"> <li>- The sounds of a torn dress</li> <li>- the sound of the crowd gasped in schocked</li> </ul>
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<b>Decoupage of sequence 11e</b>					
1. Sequence of 11e : Merida's determination to get a spell to change Elinor that would change her fate					
2. Duration : 26 seconds					
3. Time : 00:33:42:8 – 00:34:08:4					
Shot		Visual Imagery		Sound Description	
No.	Duration (Hour, Minute, Seconds, Miliseconds )	Mise-en-scene (setting, costume, staging, lighting)	Camera (Distance, angle, movement)	Dialogue (in/off)	Sound/Music
1.	00:00:03	<ul style="list-style-type: none"> <li>- <b>Light direction</b> : Frontal lighting</li> <li>- <b>Light colour</b> : Soft lighting, soft orange</li> <li>- <b>Light quality and source</b> : High key</li> </ul>	<b>Distance:</b> Medium close up	(in) Witch: "Are you sure you know"	- The sound of the crow



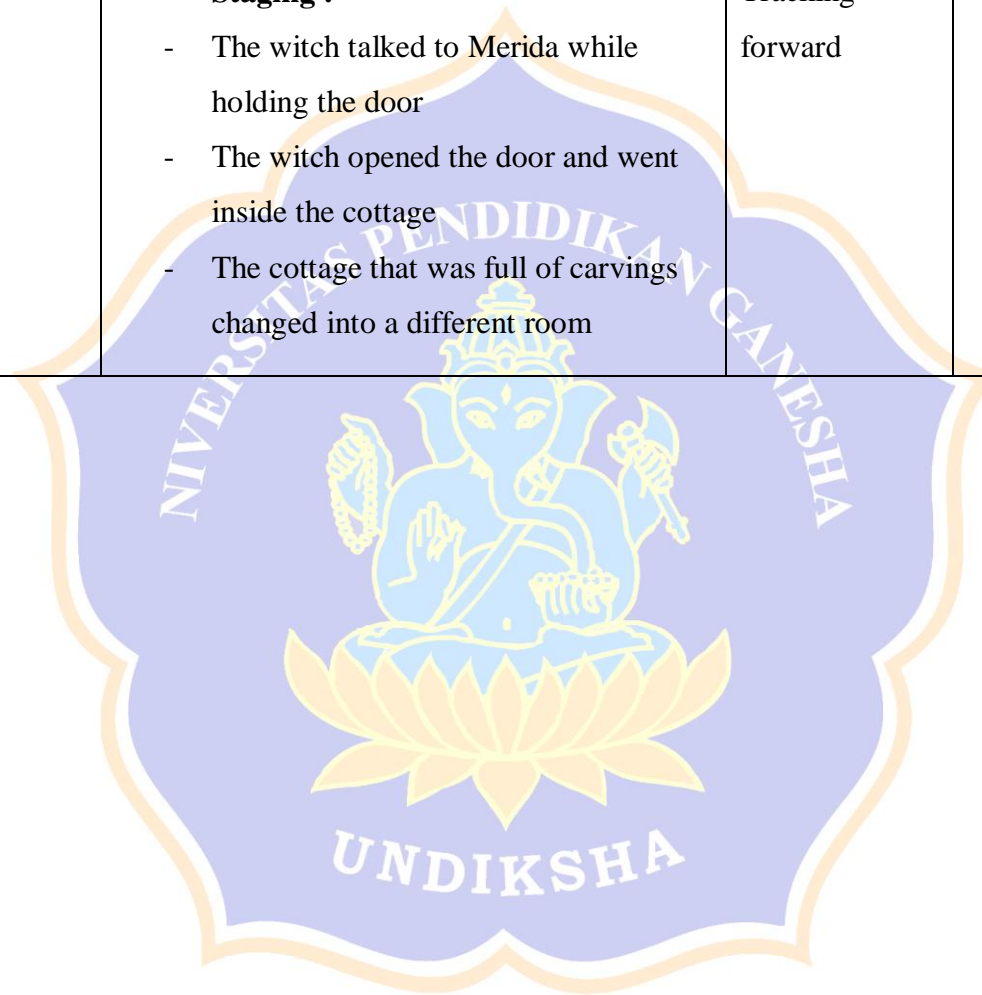
		<p>lighting</p> <ul style="list-style-type: none"> <li>- <b>Content :</b> The witch and her crow, Merida’s necklace</li> <li>- <b>Setting :</b> Inside the witch’s cottage</li> <li>- <b>Staging :</b></li> <li>- The witch gave question to Merida whether she knew about what she was doing or not</li> <li>- The witch squinted her eyes while looking at Merida and pointing her finger to Merida</li> <li>- The witch was getting closer to Merida by move forward her body to Merida</li> </ul>	<p><b>Angle:</b></p> <p>High angle</p> <p><b>Movement:</b></p> <p>Still</p>	<p>what you’re doing?”</p>	
2.	00:00:07	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Backlighting</li> <li>- <b>Light colour :</b> Soft lighting, soft</li> </ul>	<p><b>Distance:</b></p>	(in)	- The sounds of a low

		<p>yellow</p> <ul style="list-style-type: none"> <li>- <b>Light quality and source :</b> High key lighting</li> <li>- <b>Content :</b> Merida and her necklace</li> <li>- <b>Setting :</b> In the witch’s cottage</li> <li>- <b>Staging :</b></li> <li>- Merida asked for a spell to the witch with her face that looked sure as her eyes that were wide opened and her frowned brows</li> <li>- Merida talked while moving forward</li> <li>- Merida asked for spell to change her mother which she assumed can change her fate.</li> </ul>	<p>Medium close up</p> <p><b>Angle:</b></p> <p>Low angle</p> <p><b>Movement:</b></p> <p>Still</p>	<p>Merida: “I want a spell to change my mom. That will change my fate”</p>	<p>music which then getting bigger as the witch grabbed Merida’s necklace</p>
3.	00:00:01	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Frontal lighting</li> <li>- <b>Light colour :</b> Soft lighting, soft orange</li> </ul>	<p><b>Distance:</b></p> <p>Medium close</p>	<p>(in)</p> <p>Witch: “hmm...”</p>	<p>The sound of iron clicking</p>

		<ul style="list-style-type: none"> <li>- <b>Light quality and source :</b> High key lighting</li> <li>- <b>Content :</b> The witch and her crow, Merida’s necklace</li> <li>- <b>Setting :</b> Inside the witch’s cottage</li> <li>- <b>Staging :</b></li> <li>- The witch agree to the deal between her and Merida</li> <li>- The witch took Merida’s necklace</li> </ul>	<p>up</p> <p><b>Angle:</b></p> <p>High angle</p> <p><b>Movement:</b></p> <p>Still</p>	done!”	
4.	00:00:07	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Frontal lighting</li> <li>- <b>Light colour :</b> Soft lighting, white</li> <li>- <b>Light quality and source :</b> High key lighting</li> <li>- <b>Content :</b> Merida, the witch, the witch’s cottage,</li> <li>- <b>Setting :</b> Outside the witch’s cottage</li> <li>- <b>Staging :</b></li> </ul>	<p><b>Distance:</b></p> <p>Medium shot</p> <p><b>Angle:</b></p> <p>Straight on angle</p> <p><b>Movement:</b></p>	<p>(in)</p> <p>Merida: “Where are you going”</p> <p>Witch: “There”</p> <p>Merida: “What are you doing?”</p>	<ul style="list-style-type: none"> <li>- The sound of the witch’s chuckle</li> <li>- The sound of the snapped finger</li> <li>- The sound of the</li> </ul>

		<ul style="list-style-type: none"> <li>- The witch went outside her cottage</li> <li>- The witch pulled Merida to go outside the cottage</li> <li>- The witch snapped her finger and the door suddenly closed which made the crow squaked</li> <li>- The witch turned back and went closer to the cottage</li> </ul>	Zoom out		slamming door
5.	00:00:08	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Frontal lighting</li> <li>- <b>Light colour :</b> Soft lighting, white</li> <li>- <b>Light quality and source :</b> High key lighting</li> <li>- <b>Content :</b> Merida, the witch, the witch's cottage,</li> <li>- <b>Setting :</b> Outside the witch's cottage and inside the witch's cottage</li> </ul>	<p><b>Distance:</b> Medium close up to long shot</p> <p><b>Angle:</b> Straight on angle</p> <p><b>Movement:</b></p>	(in) Witch: "You never conjure where you carve. Very important."	<ul style="list-style-type: none"> <li>- The sound of the opened door</li> <li>- The sound of the crow's squake</li> </ul>

		<ul style="list-style-type: none"> <li>- <b>Staging :</b></li> <li>- The witch talked to Merida while holding the door</li> <li>- The witch opened the door and went inside the cottage</li> <li>- The cottage that was full of carvings changed into a different room</li> </ul>	Tracking forward		
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Decoupage of sequence 15a					
1. Sequence of 15a : Merida's effort to make a shelter for her and Elinor 2. Duration : 53 seconds 3. Time : 00:51:04:3 – 00:51:57:5					
Shot		Visual Imagery		Sound Description	
No.	Duration (Hour, Minute, Seconds, Milliseconds )	Mise-en-scene (setting, costume, staging, lighting)	Camera (Distance, angle, movement)	Dialogue (in/off)	Sound/Music
1.	00:00:04	<ul style="list-style-type: none"> <li>- <b>Light direction</b> : frontal lighting</li> <li>- <b>Light colour</b> : Soft lighting, dark (at night), gloomy</li> <li>- <b>Light quality and source</b> : High key lighting</li> <li>- <b>Content</b> : A tree's branch, Merida, woods</li> <li>- <b>Setting</b> : In the forest</li> </ul>	<b>Distance:</b> Long shot  <b>Angle:</b> High angle  <b>Movement:</b> Pan to the left	(off)	- The sound of the rain

		<ul style="list-style-type: none"> <li>- <b>Staging :</b></li> <li>- Merida tried to push a wooden board</li> </ul>			
2.	00:00:01	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Top lighting</li> <li>- <b>Light colour :</b> Hard lighting, white in the dark area</li> <li>- <b>Light quality and source :</b> Low key lighting</li> <li>- <b>Content :</b> Elinor and wooden boards</li> <li>- <b>Setting :</b></li> <li>- Under the shelter in the forest</li> <li>- <b>Staging :</b></li> <li>- Elinor sat under the shelter while looking at the wooden board</li> <li>- The wooden board moved closer one to each other</li> </ul>	<p><b>Distance:</b> Close up</p> <p><b>Angle:</b> High angle</p> <p><b>Movement:</b> Still</p>	(off)	The sound of the moving board

<p>3.</p>	<p>00:00:08</p>	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> frontal lighting</li> <li>- <b>Light colour :</b> Soft lighting, dark, gloomy</li> <li>- <b>Light quality and source :</b> High key lighting</li> <li>- <b>Content :</b> Merida</li> <li>- <b>Setting :</b> Under the shelter in the forest</li> <li>- <b>Staging :</b> Merida pushed the board closer to the other board</li> <li>- Merida looked down at her mother</li> <li>- Merida walked into the other side of the shelter and sat there</li> </ul>	<p><b>Distance:</b> Medium close up</p> <p><b>Angle:</b> Low angle</p> <p><b>Movement:</b> Tracking diagonally</p>	<p>(off)</p>	<ul style="list-style-type: none"> <li>- The sound of the rain</li> <li>- The sound of the clashing wooden boards</li> </ul>
<p>4.</p>	<p>00:00:02</p>	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Frontal lighting</li> <li>- <b>Light colour :</b> Hard lighting, white</li> <li>- <b>Light quality and source :</b> Low key lighting</li> </ul>	<p><b>Distance:</b> Medium shot</p> <p><b>Angle:</b></p>	<p>(off)</p>	<ul style="list-style-type: none"> <li>- The sound of the rain</li> <li>- The sound of</li> </ul>



		<ul style="list-style-type: none"> <li>- <b>Content :</b> Merida, Queen Elinor, shelter</li> <li>- <b>Setting :</b> Under the shelter in the forest</li> <li>- <b>Staging :</b></li> <li>- Queen Elinor looked nowhere and seemed sad as her eyes opened down and her lips that curved down</li> <li>- Elinor sighed and her eyes seemed fall in sadness</li> </ul>	<p>Straight on angle</p> <p><b>Movement:</b></p> <p>Still</p>		Elinor's gasped
5.	00:00:04	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Top lighting</li> <li>- <b>Light colour :</b> Hard lighting, white</li> <li>- <b>Light quality and source :</b> Low key lighting</li> <li>- <b>Content :</b> Merida</li> <li>- <b>Setting :</b> Under the shelter in the forest</li> <li>- <b>Staging :</b></li> </ul>	<p><b>Distance:</b></p> <p>Medium close up</p> <p><b>Angle:</b></p> <p>Straight on angle</p> <p><b>Movement:</b></p>	(in) Merida: "We'll sort it out tomorrow"	- The sound of the rain

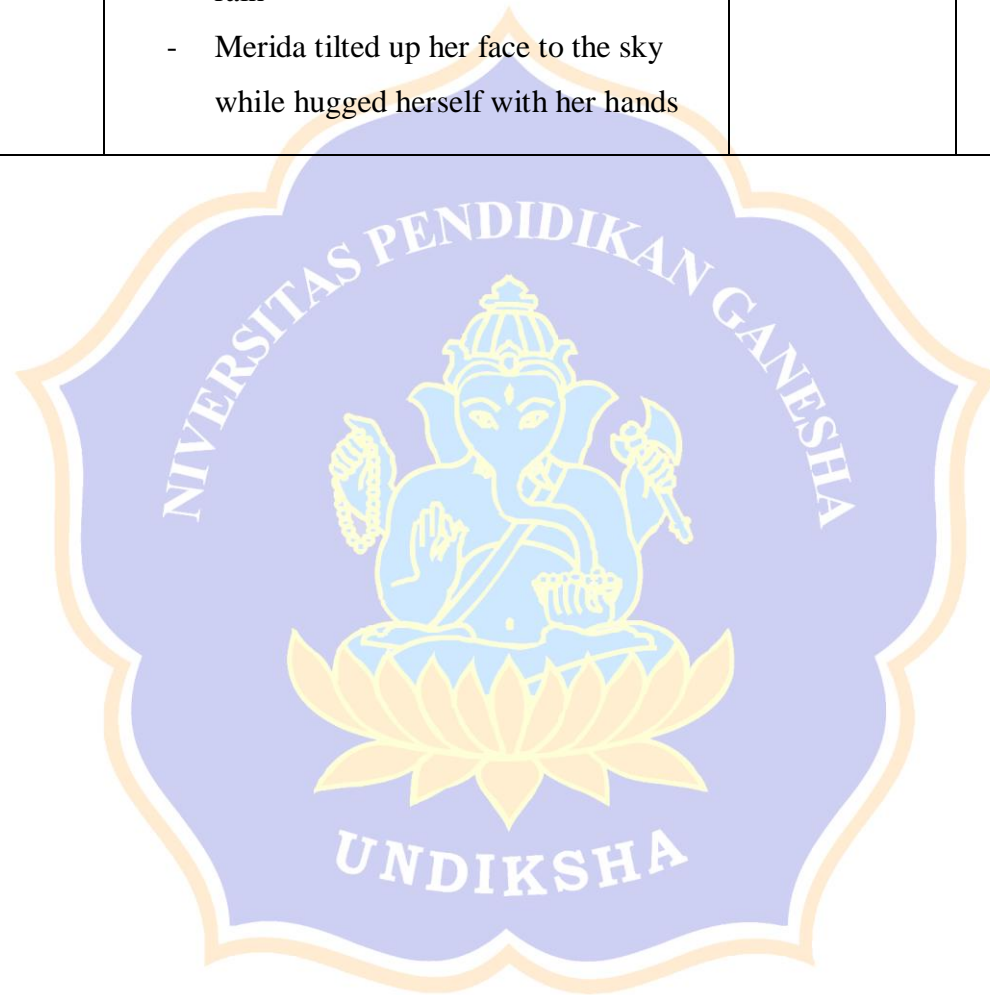
		<ul style="list-style-type: none"> <li>- Merida looked down with a sad face as her brows eyes down</li> <li>- Merida talked to Elinor that they will try to get to know about the cursed tomorrow</li> </ul>	Still		
6.	00:00:03	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Frontal lightitng</li> <li>- <b>Light colour :</b> Hard lighting, white</li> <li>- <b>Light quality and source :</b> Low key lighting</li> <li>- <b>Content :</b> Queen Elinor</li> <li>- <b>Setting :</b> Under the shelter in the forest</li> <li>- <b>Staging :</b></li> <li>- Elinor looked outside the shelter</li> <li>- Elinor’s face looked sad as her eyes and lips seemed down</li> <li>- Elinor looked at Merida</li> </ul>	<b>Distance:</b> Medium close up  <b>Angle:</b> Straight on angle  <b>Movement:</b> Still	(off)	<ul style="list-style-type: none"> <li>- The sound of the rain</li> </ul>
7.	00:00:02	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Top lighting</li> </ul>	<b>Distance:</b>	(off)	<ul style="list-style-type: none"> <li>- The sound of</li> </ul>

		<ul style="list-style-type: none"> <li>- <b>Light colour :</b> Hard lighting, white</li> <li>- <b>Light quality and source :</b> Low key lighting</li> <li>- <b>Content :</b> Merida</li> <li>- <b>Setting :</b> Under the shelter in the forest</li> <li>- <b>Staging :</b></li> <li>- Merida gave a small smile to her mother which looked forced</li> </ul>	<p>Medium close up</p> <p><b>Angle:</b></p> <p>Straight on angle</p> <p><b>Movement:</b></p> <p>Still</p>		the rain
8.	00:00:03	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Frontal lighting</li> <li>- <b>Light colour :</b> Hard lighting, white</li> <li>- <b>Light quality and source :</b> Low key lighting</li> <li>- <b>Content :</b> Queen Elinor</li> <li>- <b>Setting :</b> Under the shelter in the forest</li> <li>- <b>Staging :</b></li> <li>- Elinor looked at Merida and seemed</li> </ul>	<p><b>Distance:</b></p> <p>Medium close up</p> <p><b>Angle:</b></p> <p>Straight on angle</p> <p><b>Movement:</b></p>	(off)	<ul style="list-style-type: none"> <li>- The sound of the rain</li> </ul>

		<ul style="list-style-type: none"> <li>- listless</li> <li>- Elinor turned her body so Merida can only seen her back</li> <li>- Elinor was about to go to sleep</li> </ul>	Still		
9.	00:00:03	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Top lighting</li> <li>- <b>Light colour :</b> Hard lighting, white</li> <li>- <b>Light quality and source :</b> Low key lighting</li> <li>- <b>Content :</b> Merida</li> <li>- <b>Setting :</b> Under the shelter in the forest</li> <li>- <b>Staging :</b></li> <li>- Merida saw her mother turned back</li> <li>- Merida looked down and sighed heavily</li> </ul>	<p><b>Distance:</b> Medium close up</p> <p><b>Angle:</b> Straight on angle</p> <p><b>Movement:</b> Still</p>	(off)	<ul style="list-style-type: none"> <li>- The sound of the rain</li> </ul>
10.	00:00:03	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Top lighting</li> <li>- <b>Light colour :</b> Hard lighting, white</li> <li>- <b>Light quality and source :</b> Low key</li> </ul>	<p><b>Distance:</b> Long shot</p>	(off)	<ul style="list-style-type: none"> <li>- The sound of the rain</li> </ul>

		<p>lighting</p> <ul style="list-style-type: none"> <li>- <b>Content :</b> Merida, Elinor, shelter</li> <li>- <b>Setting :</b> Under the shelter in the forest</li> <li>- <b>Staging :</b></li> <li>- Merida sat on the ground under her shelter</li> <li>- Elinor lay down under the shelter</li> </ul>	<p><b>Angle:</b></p> <p>Straight on angle</p> <p><b>Movement:</b></p> <p>Still</p>		
11.	00:00:14	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Top lighting</li> <li>- <b>Light colour :</b> Hight lighting, white</li> <li>- <b>Light quality and source :</b> Low key lighting</li> <li>- <b>Content :</b> Merida, Elinor, shelter</li> <li>- <b>Setting :</b> Under the shelter in the forest</li> <li>- <b>Staging :</b></li> <li>- Merida sat under the shelter</li> <li>- The thunder rumbled as it continued to</li> </ul>	<p><b>Distance:</b></p> <p>Extreme long shot</p> <p><b>Angle:</b></p> <p>High angle</p> <p><b>Movement:</b></p> <p>Crane to up the shelter</p>	(off)	<ul style="list-style-type: none"> <li>- The sound of the rain</li> <li>- The sound of the rumbled thunder</li> </ul>

		rain - Merida tilted up her face to the sky while hugged herself with her hands			
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Decoupage of sequence 16b					
1. Sequence of 16b : The truth found by Merida that Mordu was the prince in the legend story after she went around the castle 2. Duration : 72 seconds 3. Time : 01:00:10:8 – 01:01:22:6					
Shot		Visual Imagery		Sound Description	
No.	Duration (Hour, Minute, Seconds, Miliseconds )	Mise-en-scene (setting, costume, staging, lighting)	Camera (Distance, angle, movement)	Dialogue (in/off)	Sound/Music
1.	00:00:03	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Top lighting</li> <li>- <b>Light colour :</b> Hard Lighting, white</li> <li>- <b>Light quality and source :</b> High key Lighting</li> <li>- <b>Content :</b> Merida, the fallen castle, castle’s debris</li> <li>- <b>Setting :</b> In the fallen castle</li> <li>- <b>Staging :</b></li> </ul>	<b>Distance:</b> Long shot  <b>Angle:</b> Straight on angle  <b>Movement:</b>	(off)	-

		<ul style="list-style-type: none"> <li>- Merida went around the castle after she fell from the top</li> </ul>	Pan to the right		
2.	00:00:08	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Top lighting</li> <li>- <b>Light colour :</b> Hard Lighting, white</li> <li>- <b>Light quality and source :</b> High key Lighting</li> <li>- <b>Content :</b> Merida, the fallen castle, castle's debris</li> <li>- <b>Setting :</b> In the fallen castle</li> <li>- <b>Staging :</b> <ul style="list-style-type: none"> <li>- Merida looked around the castle</li> <li>- Merida found that there was a throne room as she saw there are four throne chair</li> </ul> </li> </ul>	<p><b>Distance:</b> Medium long shot</p> <p><b>Angle:</b> Low angle</p> <p><b>Movement:</b> Tilt from bottom to top</p>	(in) Merida: "It's a uhh.. a throne room"	-
3.	00:00:08	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Top lighting</li> <li>- <b>Light colour :</b> Hard Lighting, white</li> <li>- <b>Light quality and source :</b> Low key</li> </ul>	<p><b>Distance:</b> Medium long</p>	(in) Merida: "You suppose this	The sound of Elinor's groan



		<p>Lighting</p> <ul style="list-style-type: none"> <li>- <b>Content :</b> Merida, the fallen castle, castle's debris</li> <li>- <b>Setting :</b> In the fallen castle</li> <li>- <b>Staging :</b></li> <li>- Merida walked closer to the throne chair</li> <li>- Merida said that this castle was supposed to be the ancient kingdom in Elinor's story to her mother</li> <li>- Merida looked at the thrones chairs carefully as she pinched her eyes while looking at the chairs</li> </ul>	<p>shot</p> <p><b>Angle:</b></p> <p>High angle</p> <p><b>Movement:</b></p> <p>Pan to the left</p>	<p>could've been the kingdom in that story you were telling me? The one with the princes"</p>	
4.	00:00:02	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Top lighting</li> <li>- <b>Light colour :</b> Hard Lighting, white</li> <li>- <b>Light quality and source :</b> High key Lighting</li> <li>- <b>Content :</b> Merida, the fallen castle,</li> </ul>	<p><b>Distance:</b></p> <p>Medium close up</p> <p><b>Angle:</b></p>	<p>(off)</p>	-

		<p>castle's debris</p> <ul style="list-style-type: none"> <li>- <b>Setting :</b> In the fallen castle</li> <li>- <b>Staging :</b></li> <li>- Elinor who stayed at the top of the castle looked down while moving forward to see Merida</li> <li>- Elinor seemed worry as she frowned her forehead and her eyes down</li> </ul>	<p>Low angle</p> <p><b>Movement:</b></p> <p>Still</p>		
5.	00:00:04	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Top lighting</li> <li>- <b>Light colour :</b> Hard Lighting, white</li> <li>- <b>Light quality and source :</b> High key Lighting</li> <li>- <b>Content :</b> Merida, the fallen castle, castle's debris</li> <li>- <b>Setting :</b> In the fallen castle</li> <li>- <b>Staging :</b></li> <li>- Merida found out that there was a stone carving of the princes that has</li> </ul>	<p><b>Distance:</b></p> <p>Medium close up</p> <p><b>Angle:</b></p> <p>High angle</p> <p><b>Movement:</b></p> <p>Pan to the right</p>	(in)	Merida: "One, two"

		<p>broken already</p> <ul style="list-style-type: none"> <li>- Merida counted the princes in the carving</li> </ul>			
6.	00:00:01	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Backlighting</li> <li>- <b>Light colour :</b> Hard Lighting, white</li> <li>- <b>Light quality and source :</b> High key Lighting</li> <li>- <b>Content :</b> Merida, the fallen castle, castle's debris</li> <li>- <b>Setting :</b> In the fallen castle</li> <li>- <b>Staging :</b></li> <li>- Merida continued to count the number of the prince in the carving</li> <li>- Merida looked at the carving carefully</li> </ul>	<p><b>Distance:</b></p> <p>Medium long shot</p> <p><b>Angle:</b></p> <p>Straight on angle</p> <p><b>Movement:</b></p> <p>Zoom in</p>	(in)	Merida: "three,"
7.	00:00:03	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Top lighting</li> <li>- <b>Light colour :</b> Hard Lighting, white</li> <li>- <b>Light quality and source :</b> High key Lighting</li> </ul>	<p><b>Distance:</b></p> <p>Medium close up</p>	(in)	Merida: "four,"

		<ul style="list-style-type: none"> <li>- <b>Content :</b> Merida, the fallen castle, castle's debris</li> <li>- <b>Setting :</b> In the fallen castle</li> <li>- <b>Staging :</b></li> <li>- Merida still continued to count the prince in the stone carving</li> <li>- The carving of one the prince is appeared</li> </ul>	<p><b>Angle:</b></p> <p>High angle</p> <p><b>Movement:</b></p> <p>Pan to the right</p>		
8.	00:00:02	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Top lighting</li> <li>- <b>Light colour :</b> Soft Lighting, white, dark</li> <li>- <b>Light quality and source :</b> High key Lighting</li> <li>- <b>Content :</b> Merida, the fallen castle, castle's debris</li> <li>- <b>Setting :</b> In the fallen castle</li> <li>- <b>Staging :</b></li> <li>- The carving of the oldest prince</li> </ul>	<p><b>Distance:</b></p> <p>Close up</p> <p><b>Angle:</b></p> <p>High angle</p> <p><b>Movement:</b></p> <p>Still</p>	(off)	-

		appeared			
9.	00:00:04	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Top lighting</li> <li>- <b>Light colour :</b> Hard Lighting, white</li> <li>- <b>Light quality and source :</b> High key Lighting</li> <li>- <b>Content :</b> Merida, the fallen castle, castle's debris</li> <li>- <b>Setting :</b> In the fallen castle</li> <li>- <b>Staging :</b> <ul style="list-style-type: none"> <li>- Elinor looked down to see Merida</li> <li>- Elinor moved her body forward and groaned to warn Merida</li> <li>- Elinor looked worry as her forehead frowned and eyes down</li> </ul> </li> </ul>	<p><b>Distance:</b> Medium close up</p> <p><b>Angle:</b> Low angle</p> <p><b>Movement:</b> Still</p>	(off)	<ul style="list-style-type: none"> <li>- The sound of Elinor's groan</li> </ul>
10.	00:00:03	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Backlighting</li> <li>- <b>Light colour :</b> Hard lighting, white</li> <li>- <b>Light quality and source :</b> High key lighting</li> </ul>	<p><b>Distance:</b> Medium close up</p>	(in) Merida: "Split like the tapestry"	<ul style="list-style-type: none"> <li>-</li> </ul>

		<ul style="list-style-type: none"> <li>- <b>Content :</b> Merida and the stone carving of the princes</li> <li>- <b>Setting :</b> In the fallen castle</li> <li>- <b>Staging :</b></li> <li>- Merida said that the carving split like the tapestry</li> <li>- Merida looked curious about the stone carving as she frowned her forehead and pinched her eyes while moving forward to get closer to the carving</li> <li>- Merida tried to touch the carving</li> </ul>	<p><b>Angle:</b></p> <p>Straight on angle</p> <p><b>Movement:</b></p> <p>Still</p>		
11.	00:00:06	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Frontal lighting</li> <li>- <b>Light colour :</b> Soft lighting, grey</li> <li>- <b>Light quality and source :</b> High key lighting</li> <li>- <b>Content :</b> Merida’s family tapestry, Merida’s hand while holding sword,</li> <li>- <b>Setting :</b> In the Dun Broch castle, in</li> </ul>	<p><b>Distance:</b></p> <p><b>Angle:</b></p> <p><b>Movement:</b></p>		-

		<p>the castle of the four princes</p> <ul style="list-style-type: none"> <li>- <b>Staging :</b></li> <li>- A slight memories of Merida cut off the tapestry by sword appeared</li> <li>- A slight memories of the oldest prince split off the stone carving by axe appeared</li> </ul>			
12.	00:00:01	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Frontal lighting</li> <li>- <b>Light colour :</b> Hard lighting, white, grey</li> <li>- <b>Light quality and source :</b> Low key lighting</li> <li>- <b>Content :</b> The oldest prince who was already transformed into a bear, the stone carving, and the fallen castle</li> <li>- <b>Setting :</b> In the four prince's castle</li> <li>- <b>Staging :</b></li> <li>- The oldest prine turned his head to</li> </ul>	<p><b>Distance:</b> Medium long shot</p> <p><b>Angle:</b> Low angle</p> <p><b>Movement:</b> Still</p>	(off)	<ul style="list-style-type: none"> <li>- The sound of the prince's growl</li> </ul>

		Merida			
13.	00:00:01	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Backlighting</li> <li>- <b>Light colour :</b> Hard lighting, white</li> <li>- <b>Light quality and source :</b> High key lighting</li> <li>- <b>Content :</b> Merida and the fallen castle</li> <li>- <b>Setting :</b> In the fallen castle</li> <li>- <b>Staging :</b> Merida shocked after a slight memory that appeared after she touched the stone carving by her hand and gasped</li> <li>- Merida pulled off her hand from the carving and walked backward from the carving with frowned brows and eyes wide open</li> <li>- Merida assumed that the spell has happened before</li> </ul>	<p><b>Distance:</b> Medium close up</p> <p><b>Angle:</b> Low angle</p> <p><b>Movement:</b> Tracking forward</p>	(in) Merida: “The spell. It’s happened before”	<ul style="list-style-type: none"> <li>- Merida’s gasping</li> <li>- The sound of Merida’s foot step</li> </ul>



<p>14.</p>	<p>00:00:03</p>	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Frontal lighting</li> <li>- <b>Light colour :</b> Soft lighting, dark</li> <li>- <b>Light quality and source :</b> High key lighting</li> <li>- <b>Content :</b> a broken wall with some bear's scratches on the wall</li> <li>- <b>Setting :</b> In the fallen castle</li> <li>- <b>Staging :</b> The appearance of the wall of the fallen castle with some scratches on the wall</li> <li>- Merida gasped for couples times</li> </ul>	<p><b>Distance:</b> Medium close up</p> <p><b>Angle:</b> Straight on angle</p> <p><b>Movement:</b> Pan to the right</p>	<p>(off)</p>	<ul style="list-style-type: none"> <li>- The sound of Meriida's gasping</li> </ul>
<p>15.</p>	<p>00:00:03</p>	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Backlighting</li> <li>- <b>Light colour :</b> Hard lighting, white</li> <li>- <b>Light quality and source :</b> High key lighting</li> <li>- <b>Content :</b> Merida and the fallen castle</li> <li>- <b>Setting :</b> In the fallen castle</li> </ul>	<p><b>Distance:</b> Medium close up</p> <p><b>Angle:</b> Low angle</p>	<p>(off)</p>	<ul style="list-style-type: none"> <li>-</li> </ul>

		<ul style="list-style-type: none"> <li>- <b>Staging :</b></li> <li>- Merida walked backward slowly while looking at the broken wall</li> <li>- Merida turned her head to the left</li> </ul>	<p><b>Movement:</b></p> <p>Tracking forward</p>		
16.	00:00:04	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Top lighting</li> <li>- <b>Light colour :</b> Soft lighting, white</li> <li>- <b>Light quality and source :</b> High key lighting</li> <li>- <b>Content :</b> Bones of some people, some weapons, and debris of the castle</li> <li>- <b>Setting :</b> In the fallen castle</li> <li>- <b>Staging :</b></li> <li>- The appearance of bones, weapons of some people on the ground</li> <li>- Merida mentioned the witch’s word about the prince who asked for the strength of ten men</li> </ul>	<p><b>Distance:</b></p> <p>Medium shot</p> <p><b>Angle:</b></p> <p>High angle</p> <p><b>Movement:</b></p> <p>Tracking to the left</p>	(in)	Merida: “ <i>Strength of ten men,</i> ”
17.	00:00:06	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Backlighting</li> </ul>	<p><b>Distance:</b></p>	(in)	-

		<ul style="list-style-type: none"> <li>- <b>Light colour :</b> Hard lighting, white</li> <li>- <b>Light quality and source :</b> High key lighting</li> <li>- <b>Content :</b> Merida and the fallen castle</li> <li>- <b>Setting :</b> In the fallen castle</li> <li>- <b>Staging :</b> <ul style="list-style-type: none"> <li>- Merida walked backward slowly while looking at the bones</li> <li>- Merida spelled one of the sentence from the witch to be remembered</li> </ul> </li> </ul>	<p>Medium close up</p> <p><b>Angle:</b></p> <p>Low angle</p> <p><b>Movement:</b></p> <p>Tracking forward</p>	<p>Merida: <i>“Fate be changed”</i></p>	
18.	00:00:03	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Sidel lighting</li> <li>- <b>Light colour :</b> Hard lighting, white</li> <li>- <b>Light quality and source :</b> High key lighting</li> <li>- <b>Content :</b> The broken stone carving, stairs with lots of bones</li> <li>- <b>Setting :</b> In the fallen castle</li> <li>- <b>Staging :</b></li> </ul>	<p><b>Distance:</b></p> <p>Medium long shot</p> <p><b>Angle:</b></p> <p>High angle</p> <p><b>Movement:</b></p> <p>Pan to the right</p>	<p>(in)</p> <p>Merida: <i>“Changed his fate.”</i></p>	-

		<ul style="list-style-type: none"> <li>- The appearance of the the stone carving and bones on the stairs</li> <li>- The appearance of the broken stone carving</li> <li>- Merida spelled the other words of the witch that needed to be remembered while looked at the Elinor up the castle</li> </ul>	<p>and tilt form bottom to the top</p>		
19.	00:00:03	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Backlighting</li> <li>- <b>Light colour :</b> Hard lighting, white</li> <li>- <b>Light quality and source :</b> High key lighting</li> <li>- <b>Content :</b> Merida and the fallen castle</li> <li>- <b>Setting :</b> In the fallen castle</li> <li>- <b>Staging :</b></li> <li>- Merida connected all the information she got and gasped</li> <li>- A black shadow seemed move closer</li> </ul>	<p><b>Distance:</b> Medium close up</p> <p><b>Angle:</b> Low angle</p> <p><b>Movement:</b> Still</p>	(in) Merida: “Oh no! The prince became...”	-

		<p>to Merida</p> <ul style="list-style-type: none"> <li>- The black shadow seemed more obvious and turned out to be a bear with lighted eyes</li> <li>- Merida glanced her eyes to the left</li> </ul>			
20.	00:00:02	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Frontal lighting</li> <li>- <b>Light colour :</b> Hard lighting</li> <li>- <b>Light quality and source :</b> Low key lighting</li> <li>- <b>Content :</b> Merida</li> <li>- <b>Setting :</b> In the fallen castle</li> <li>- <b>Staging :</b></li> <li>- Merida turned back and gasped</li> </ul>	<p><b>Distance:</b> Medium close up</p> <p><b>Angle:</b> Straight on angle</p> <p><b>Movement:</b> Still</p>	(off)	<ul style="list-style-type: none"> <li>- The sound of Meridia's gasping</li> </ul>

Decoupage of sequence 16e					
1. Sequence of 16e : Merida and Elinor’s thought about heading back to the castle 2. Duration : 19 seconds 3. Time : 01:02:29.622 – 01:02:48.244					
Shot		Visual Imagery		Sound Description	
No.	Duration (Hour, Minute, Seconds, Miliseconds )	Mise-en-scene (setting, costume, staging, lighting)	Camera (Distance, angle, movement)	Dialogue (in/off)	Sound/Music
1.	01:02:29.622 – 01:02:32.006 (00:00:03)	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Frontal lighting</li> <li>- <b>Light colour :</b> Soft lighting, white</li> <li>- <b>Light quality and source :</b> High key lighting</li> <li>- <b>Content :</b> The standing stones, Merida, Elinor</li> <li>- <b>Setting :</b> In the middle of the round standing stone</li> </ul>	<b>Distance:</b> Medium long shot  <b>Angle:</b> High angle  <b>Movement:</b> Zooming in	Merida (in): “Mom, we need to get back to the castle.”	-

		<ul style="list-style-type: none"> <li>- <b>Staging :</b></li> <li>- Merida saw around and back to Elinor while saying that they have to get back to the castle</li> </ul>			
2.	<p>01:02:32.109 –</p> <p>01:02:36.065</p> <p>(00:00:04)</p>	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Top lighting</li> <li>- <b>Light colour :</b> Soft lighting, white</li> <li>- <b>Light quality and source :</b> High key lighting</li> <li>- <b>Content :</b> Merida, Elinor, the standing stones</li> <li>- <b>Setting :</b> In the middle of the round standing stone</li> <li>- <b>Staging :</b></li> <li>- After heard Merida’s explanation, Elinor just groaned to Elinor while glaring at her with her face that showed worries</li> <li>- Elinor shocked her head to left and</li> </ul>	<p><b>Distance:</b></p> <p>Medium close up</p> <p><b>Angle:</b></p> <p>Low angle</p> <p><b>Movement:</b></p> <p>Still</p>	<p>Merida (in): “If we don’t hurry, you’ll become like Mor’du”</p>	

		<p>right which indicated disagreement to Merida’s plan about heading back to the castle.</p> <ul style="list-style-type: none"> <li>- Then, Merida said that if they did not get back to the castle, Elinor will become like Mordu to Elinor</li> <li>- Elinor who heard that felt shocked as her eyes were getting bigger and opened her mouth a little</li> </ul>			
<p>3.</p>	<p>01:02:36.160 – 01:02:39.919 (00:00:03)</p>	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Frontal lighting</li> <li>- <b>Light colour :</b> Soft lighting, white</li> <li>- <b>Light quality and source :</b> High key lighting</li> <li>- <b>Content :</b> Merida, Elinor, and the standing stones</li> <li>- <b>Setting :</b> In the middle of the round standing stone</li> <li>- <b>Staging :</b></li> </ul>	<p><b>Distance:</b> Medium long shot</p> <p><b>Angle:</b> High angle</p> <p><b>Movement:</b> Still</p>	<p>Merida (in): “A bear! A real bear. Forever!”</p>	



		<ul style="list-style-type: none"> <li>- Merida emphasized that Elinor will become a real bear to Elinor</li> <li>- Merida said that Elinor will become a real bear forever</li> <li>- Merida showed her worried with her (sayu) ayes and lips that curved down while looking at to Elinor</li> </ul>			
4.	01:02:40.017 – 01:02:42.218 (00:00:02)	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Top lighting</li> <li>- <b>Light colour :</b> Soft lighting, white</li> <li>- <b>Light quality and source :</b> High key lighting</li> <li>- <b>Content :</b> Merida, Elinor, and the standing stones</li> <li>- <b>Setting :</b> In the middle of the round standing stones</li> <li>- <b>Staging :</b></li> <li>- Elinor whinned after heard Merida’s explanation</li> </ul>	<p><b>Distance:</b> Medium close up</p> <p><b>Angle:</b> Low angle</p> <p><b>Movement:</b> Still</p>	Merida (in): <i>“Mend the…….”</i>	

		- Merida memorized the words from the witch			
5.	01:02:42.300 – 01:02:48.244 (00:00:06)	<ul style="list-style-type: none"> <li>- <b>Light direction :</b> Frontal lighting</li> <li>- <b>Light colour :</b> Soft lighting, white</li> <li>- <b>Light quality and source :</b> High key lighting</li> <li>- <b>Content :</b> Merida, Elinor, and the standing stones</li> <li>- <b>Setting :</b> In the middle of the round standing stone</li> <li>- <b>Staging :</b></li> <li>- Merida retold about the witch’s words.</li> <li>- Merida thought that the witch herself gave them the answer on how to make the curse stop</li> <li>- Merida tried to make Elinor believe that the answer is the tapestry in the castle</li> </ul>	<p><b>Distance:</b> Medium long shot</p> <p><b>Angle:</b> High angle</p> <p><b>Movement:</b> Still</p>	<p>Merida (in): “.....bond torn by pride”</p> <p>Merida (in): “The witch gave us the answer. The tapestry.”</p>	

		- Merida said that with a smile hanging on her face as she looked at her mother			
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