

Visualization of the Optimistic Personality of the Main Character Kaoru Tono on the Animated Image Media Display in the Anime “Natsu e no Tunnel, Sayonara no Deguchi” by Director Tomohisa Taguchi

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ABSTRACT

This study examines the description of the optimistic personality of the main character Kaoru Tono portrayed in the media display of animated images in anime film entitled “Natsu e no Tunnel, Sayonara no Deguchi” by director Tomohisa Taguchi. This research uses qualitative descriptive method. To analyze the optimistic personality using Optimism theory and reinforced with animation characterization using believability theory. The data used in this study are utterances of dialog and visual images related to the main character in the film “Natsu e no Tunnel, Sayonara no Deguchi” by director Tomohisa Taguchi. Research steps taken. Data were collected using the methods of literature study, listening to data, and recording data. Data analysis techniques are divided into 4 namely data collection, data reduction, data presentation, and conclusion drawing. The results of this study show a picture of the personality of Kaoru Tono who has an optimistic character in three traits, namely: not giving up easily, strong determination, and realistic thinking. In the animation concept, the visualization of the optimistic personality of Kaoru Tono is shown in 5 aspects of appearance, personality, objectives, emotions, and social relationships.

Keywords: Personality, Optimisme, Characters, Anime, Believability

INTRODUCTION

Literary works are the expression of artistic and imaginative facts as a manifestation of human life through language as a medium and have a positive effect on human life (Mursal, 1978:9). Literary works are written works that, when compared to other writings, have various superior characteristics, such as originality/artistry, beauty in content and expression (Nisa & Wahyuningsih, 2014:1). Literary works themselves are divided into two forms, namely fiction and nonfiction. Animation is one of the literary works in the form of nonfiction and visual communication media that is very effective in communicating messages or stories to its audience (Selby, 2013). Animation in Japanese is called Anime (アニメ).

Anime is an abbreviation of the term animation in English which refers to a type of animation. However, outside Japan, the use of the term anime is then devoted to animation produced in Japan. Anime can be an animation with traditional techniques (cartoons, hand-drawn techniques) or animation with computer technology (3D, CGI). In anime, there are also several elements in the movie, namely from the characters, plot, storyline, concept, cinematography and others (Zacky, 2017.<https://www.infoakurat.com/2017/08/pengertian-sejarah-anime.html>).

The anime, Natsu e no Tunnel, Sayonara no Deguchi, tells the story of Kaoru Tono who hears a rumor that if someone finds the Urashima tunnel, his wish will come true if he enters it. But in return, he will become older. Kaoru himself has a family that seems to be falling apart, after the death of his sister, and the divorce of his parents. So Kaoru decided to try to enter the Urashima tunnel which was assisted by a transfer student named Hanashiro Anzu. In the process Kaoru's character tends to have a nature of optimism when he wants to meet his sister. To be able to examine in depth about Kaoru's optimistic personality, the author uses Seligman's optimism theory combined with believability theory to complete Kaoru's overall character visually.

Optimism is an individual's belief that bad events or failures are only temporary, will not affect all activities and are not absolutely caused by themselves, but can be caused by situations, fate and other people (Seligman, 2005). Optimism is a positive mindset that affects self-adjustment, health, motivation and academic achievement. Optimistic individuals will have the belief that what is within them is a strong driver to face various problems (Yates, 2000).

Seligman (2006) Explaining to determine individual optimism, there are three dimensions used, namely:

a. Permanence

Permanence is a dimension that determines how individuals view the time period of an event that occurs in their lives. An optimistic individual will view a good event as something that will happen in the future, and bad events that will occur only temporarily.

b. Pervasiveness

Pervasiveness is an explanatory style related to the scope of events that occur to individuals. For example, optimistic people explain the occurrence of good events as being caused by universal or comprehensive factors (time, environment and etc).

c. Personalization

Personalization is a style of explanation that relates to the source of the cause of an event. Optimistic people will explain that good events happen because of themselves. Optimistic people will believe that the success achieved is due to themselves who try hard. This shows respect for themselves and they do not consider themselves dependent on others.

Next, Kaoru's optimistic personality is analyzed again using believability theory.

Believability is a mental statement that contains the power to encourage the audience to realize the events that take place in the story as if they feel represented even though the characters seem unusual (Gomes, Paiva, Martinho, dan Jhala, 2013:1). Mentioned from Gomes, Paiva, Martinho, and Jhala in the book *The Illusion of life* by Thomas and Johnston, it is explained how animated characters can give the illusion of life, have motivation to think and act like in real life (Gomes, Paiva, Martinho, dan jhala, 2013). There are five categories in determining the level of believability according to (Lee & Heeter, 2012). The five aspects of believability in a character will have a lot to do with the character's general outlook.

a. Appearance

Appearance is any aspect of a character that can be visibly perceived by the audience's senses, including visual aspects such as gender, age, race and status. To be believable, appearance must be more than just demographic information. It must display other aspects of believability such as emotion and personality.

b. Personality

The aspect that distinguishes one character from another. Some personalities are closely related to psychological traits.

c. Objectives

Objectives is one of the most important aspects of building Believability because purpose directly affects all other qualities of believability. For example, a character's attributes should be designed with their role in mind.

d. Emotions

Emotion is one of the most important aspects in fostering Believability (Bates, 1994). In this category, there is no specific emotion that the character must have, but it is important to show the emotion clearly. The emotion needs to be expressed by the character after an internal process within the character. Emotion plays a big role in knowing the reaction so that it becomes believable and engaging. A character will not be alive if they don't show an emotional reaction to an event (Bates, 1994).

e. Social Relationships

Social relationships are characters who have social relationships with other characters, encouraging the audience to perceive the characters as real. The relationship between the character and the audience also affects the perception of believability. The more the audience feels a social connection with the character, the more believable the character. (Bates, 1994).

REVIEW OF RELATED LITERATURE

Previous research for reference regarding optimism and believability was conducted by Mualim Nur Ahsan in 2023 Postgraduate Student of the University of Education Indonesia, entitled *The Concept of Optimism in the Character Arrietty in the Japanese Animated Film "The Secret World of Arrietty (2011)"*. The results showed that Arrietty has all three dimensions of optimism but is more inclined to the dimension of permanence (<https://doi.org/10.5281/zenodo.7519888>). The difference between the research conducted by Mualim Nur Ahsan

and the author, the first is in the material object used by the author using anime objects, while Mualim Nur Ahsan uses film objects. The second is that the author combines optimism theory with believability while Mualim Nur Ahsan is only optimism theory.

Another research on optimism and believability was conducted by Karlina Khairunnisaa in 2023, Faculty of Fine Arts & Design, Bandung Institute of Technology, entitled "Character Character Building Through Facial Expression Representation in Isle Of Dogs Animation (2018)". The results found that despite having prominent facial features, the minimal use of facial expressions by Major Kobayashi's character causes limitations to understanding his emotions and mindset. A character that can be molded into a static character, resulting in the impression of a rigid and shallow character. Chief's character is more expressive with a variety of emotions, so his characterization is more humanistic and dynamic character development is formed. The use of prominent facial expressions also makes it easier for the audience to receive emotional messages from the character, making the character believable (<https://doi.org/10.33633/andharupa.v9i03>). The difference between the research conducted by Karlina Khairunnisa and the author is in the incorporation of theory. The author combines optimism theory with believability, while Karlina Khairunnisaa combines facial expression theory with believability.

METHOD

This research method uses descriptive qualitative research methods, researchers read data related to the research topic, then sort the data according to the classification, then analyze and describe it. (Wahyuningsih, 2012:176). The data used in this study are dialog and visual images related to the main character in the film "Natsue no Tunnel, Sayonara no Deguchi" by director Tomohisa Taguchi (Kuroneko, 2023. <https://kusonime.com/natsuton-subtitle-indonesia/>). The research uses two stages, the first is using Seligman's optimism theory and then linking it using believability theory. The data was collected using the literature study method, listening to data, and recording data. Data analysis techniques are divided into 4, namely data collection, data reduction, data presentation, and conclusion drawing.

RESULTS AND DISCUSSION

Theory of Optimism

a. Not Giving Up Easily

Data 1 (34:51) :

Anzu : こけたりしないでよ。

Kaoru : 子見えて運動神経いいほうなんだ。

Kaoru : よいとんでいるの。どん

Anzu : *Koketari shinaideyo.*

Kaoru : *Komiete undou shinke ii hou nanda.*

Kaoru : *Yori tonde iruno. Don!*

Anzu : Don't let it fall.

Kaoru : I'm pretty good at sports.

Kaoru : I'm ready. Start!.

From the conversation above Kaoru and Anzu are in a running position trying to enter Urashima's tunnels quickly. At this point, Kaoru was sure that if he could enter the deep tunnels, he could find out everything he could. But he had to try again and again together with her partner Anzu and also Kaoru even predicted it as seen in the sentence "よいとんでいるの。どん" which means "I'm ready. Start!". After the sentence was spoken Kaoru immediately ran into the tunnel. The data above corresponds to permanence because Kaoru realizes that something good will happen in her future if Kaoru tries to enter the Urashima tunnel so that she can reunite with his sister, Karen.

Data 2 (01:04:09) :

Kaoru : 14時間半、外じゃ4年間。

Kaoru : カレン...どこに？

Kaoru : *Juu yon jikan han, soto ja yon nenkan.*

Kaoru : *Karen... doko ni ?*

Kaoru : 14 hours and a half here. That means it's been 4 years outside.

Kaoru : Karen... Where is it?.

Kaoru said this when Kaoru was convinced of the risks of entering the Urashima tunnel and when Kaoru said this while running into the Urashima tunnel. When Kaoru falls, Kaoru sees a point of light at the end of the Urashima tunnel believing that it can bring back his lost sister. Which is seen in the sentence “カレン....どこに?” which means “Karen... Where?”. The data above corresponds to the permanence of Kaoru believing that something Kaoru is doing now will get result, namely when Kaoru tries to enter the tunnel once again into the Urashima tunnel and hopes that in the future he can meet his sister again.

From the first and second data above, it can be concluded that Kaoru has Permanence, which is an optimistic trait that means Kaoru does not give up easily in his words and conversations.

b. Strong Determination

Data 3 (14:56) :

Kaoru : カレン...何でここにいる。カレンはもう....

Kaoru : カレン...カレン。鳥？。まさかきい。死んだはずなのに。

Kaoru : *Karen... nande koko ni iru. Karen wa mou...*

Kaoru : *Karen...Karen. Tori ?. Ikou ka. Masaka Kii. Shinda hazunanoni...*

Kaoru : Karen... Why are you here. Karen is already...

Kaoru : Karen...Karen. Bird? Is it still alive?. It is Kii. Its should be dead.

Kaoru said this while he was in the Urashima tunnel. Kaoru with an unbelievable look at the shoes left behind by his long dead sister. Then afterward Kaoru stared straight ahead which then Kaoru decided to run deeper and managed to find Karen's long-dead pet bird. This can be seen in the sentence “カレン...カレン。鳥？。まさかきい。死んだはずなのに。”。 Which means “Karen...Karen. Bird? It is still alive?. it is Kii. its must be dead.”. The data above corresponds to Pervasiveness because Kaoru has the belief that the Tunnel can return Karen's sandals and bird that have long disappeared. Then Kaoru has a reason to be able to enter more into the tunnel to be able to see his long-dead sister.

Data 4 (20:42) :

Kaoru : 夢じゃない。浦島トンネルだ。カレンを取り戻せば。

Anzu : なにを？。

Kaoru : はなしろさん、早く出て。

Kaoru : *Yume ja nai. Urashima tonneruda. Karen wo torimodoseba.*

Anzu : *Nani wo ?*

Kaoru : *Hanashiro-san, Hayaku dete.*

Kaoru : This is not a dream. This is the Urashima tunnel. If I can return it.

Anzu : What is this?

Kaoru : Hanashiro, come out quickly.

From the conversation above, Kaoru was originally in the Urashima tunnel when Kaoru came home from school. Kaoru believes that the tunnel can actually restore what was lost according to the folklore circulating in her village and is also seen in the sentence “夢じゃない。浦島トンネルだ。カレンを取り戻せば。” which means “This is not a dream. This is the Urashima tunnel. If I can return it.”. Kaoru with his gaze straight towards the front of the Urashima tunnel was confident that his sister could return. But Kaoru was surprised when Anzu followed so Kaoru decided to exit the tunnel together with Anzu. The data above corresponds to Pervasiveness because Kaoru believes that the tunnel can return something lost. And also because Anzu followed Kaoru out of curiosity and felt that there was indeed strangeness in the tunnel making Kaoru even more confident in the Urashima tunnel.

From the first, second data above, it can be concluded that Kaoru has Pervasiveness, namely the nature of optimism, which means that Kaoru is determined to be strong in his words and conversations.

c. Realistic Thinking

Data 5 (24:03) :

Kaoru : それで何をどうするの。

Anzu : まずはこのトンネルの中と外でどれだけ時間が連れてるしらべましょう。できるだけ正確に。

Kaoru : どうやって。

Anzu : (携帯電話は使う) 聞こえる。

Kaoru : うん。

Kaoru : Sore de nani wo dou suru no.

Anzu : Mazu wa kono toneru no naka to soto de doredake jikan ga tsureteru shirabemashou. Dekirudake seikaku ni.

Kaoru : Dou yatte.

Anzu : (Keitaidenwa wa tsukau) Kikoeru.

Kaoru : Un.

Kaoru : So what do we do with it?

Anzu : First, let's see how different the time is inside and outside this tunnel. As accurately as possible.

Kaoru : How do you do it?

Anzu : (Using cell phone) Do you hear?

Kaoru : Yes

From the conversation it seems that Kaoru and Anzu want to check the time limit between outside and inside the tunnel as seen in the sentence “まずはこのトンネルの中と外でどれだけ時間が連れてるしらべましょう。できるだけ正確に。” which means “First, let's see how different the time is inside and outside this tunnel. Be as accurate as possible.” So Kaoru can consider the risk factor if he is too deep in the tunnel. but Kaoru believes that he is doing this so that his sister can return. The data above is in accordance with Personalization because Kaoru wants to weigh the risks when entering the tunnel so he thinks back and asks Anzu. then Kaoru executes it by entering the tunnel according to the method planned by Anzu.

Data 6 (1:09:06) :

Kaoru : 僕はカレンのそばにいたい。でも今....会いたい人がいるんだ。

Karen : している。

Karen : お兄ちゃん、大好き。行ってらっしゃい。

Kaoru : 行ってきます。

Kaoru : Boku wa karen no soba ni itai. Demo ima..... aitia hito ga irunda.

Karen : Shiteiru.

Karen : Onii-chan, daisuki. Itterashai.

Kaoru : Ittekimasu.

Kaoru : I want to be next to Karen. But right now.... There is someone I want to meet.

Karen : I know.





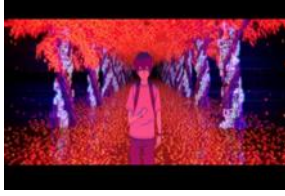

Karen : Brother, I love you. Take care.




Kaoru : I'm leaving.

Kaoru said that when Kaoru realized that the sister Kaoru was dreaming of was an imagination created by the Urashima tunnel. Then when Kaoru looked at the cell phone, Kaoru got a message from Anzu who had been waiting for him for years. Which made Kaoru believe that Anzu was waiting for Kaoru outside the tunnel. Which is seen in the sentence “僕はカレンのそばにいたい。でも今....会いたい人がいるんだ。” which means “I want to be next to Karen. But right now.... There is someone I want to meet.”. from the data above corresponds to Personalization Because Kaoru has managed to meet his sister, but because it is only an illusion, it causes Kaoru to realize that then she decides to leave the tunnel to meet Anzu again.

From the first and second data above, it can be concluded that Kaoru has Personalization, namely the nature of optimism, which means that Kaoru can think realistically in some of his words.

Visualization of Kaoru Tono's Optimistic Character Based on Believability Theory

Aspects	Nature	Result Analysis	Visualization
Appearance	Not Give Up Easily	Kaoru's appearance shows that he is wearing casual clothes with a triangular face with a pointed chin, with black eyes staring straight, focused on the tunnel. His body ducked down to prepare to run into the Urashima tunnel. Kaoru was at that moment attempting to enter the Urashima tunnel.	
Appearance	Strong Determination	Kaoru's own appearance can be seen from Kaoru's clothes, which are wearing a school uniform that shows that he is still a high school student. with a triangular face with a pointed chin, with black eyes, with focused and calm eyes facing towards the inside of Urashima. Kaoru's head is erect because she believes that the tunnel can bring back his long-dead sister Karen.	
Appearance	Realistic Thinking	Kaoru's own appearance can be seen from Kaoru's casual clothes with a triangular face with a pointed chin, with black eyes with his eyes focused on the cellphone. Kaoru's facial expression is serious. and not too concerned about the surroundings.	
Personality	Not Give Up Easily	Kaoru's not giving up easily personality is seen in Kaoru trying to always try to enter the Urashima tunnel which is seen in the visual when he wants to try to enter the tunnel with Anzu to be reunited with his sister, Karen.	
Personality	Strong Determination	Kaoru's strong determination is seen when she discovers the Urashima tunnel and enters it. Kaoru realized when he entered the tunnel, he found objects that had not been there for a long time such as birds and sandals. Kaoru realized and believed that the tunnel could bring his sister back.	
Personality	Realistic Thinking	Kaoru's personality trait of realistic thinking is seen when Kaoru has met his sister. Kaoru realized that he was in an imaginary room but could meet his sister, Karen. But suddenly Kaoru's cell phone ringing sounded. Kaoru saw a text from Anzu that she was also waiting outside. Kaoru thought that it turned out that Anzu was waiting for Kaoru from outside which made his have to think realistically, namely choosing to stay in the room forever but still be with his sister	

Aspects	Nature	Result Analysis	Visualization
		or Kaoru went running out of the room. Kaoru chose to get out of the tunnel to be reunited with Anzu.	
Objectives		Kaoru's real objective was to be reunited with his sister, Karen. Because after his sister died, his family fell apart. Kaoru found a way to reunite with his sister by entering the Urashima tunnel, he tried to enter the tunnel with Anzu but after entering the tunnel and meeting his sister, he finally tried to enter deeper into the tunnel. At the time Kaoru met his sister. Kaoru realized that he was in an imaginary space so Kaoru tried to think realistically by running back out of the Urashima tunnel.	
Emotions		Kaoru rarely shows emotion and tends to show the same facial expression so it is difficult to know what expression Kaoru is showing. However, his emotions change from moody to calm when Kaoru believes that he can meet his sister, Karen.	
Social Relationship		Kaoru himself only often interacts with Anzu who is her partner in trying to enter the Urashima tunnel. While with his father, Kaoru rarely interacts. And when Kaoru was in class, he only talked to one male friend.	

CONCLUSIONS AND SUGGESTIONS

Based on the results of the analysis of the visualization of the optimistic personality of the main character Kaoru Tono on the animated image media display in the anime "Natsu e no Tunnel, Sayonara no Deguchi". It can be concluded that Kaoru's character has permanence, pervasiveness, and personalization optimism which are divided into three traits, namely not giving up easily, strong determination, and realistic thinking. Because Kaoru wants to be able to meet again with her sister Karen. Visualization of optimistic personality in Kaoru Tono's character is shown in 5 aspects of appearance, personality, objectives, emotions, and social relationships.

Kaoru's appearance has similarities in the nature of optimism in the visualization aspect, namely having a focused and calm gaze when Kaoru wants to achieve something. Kaoru's personality that has optimism is divided into 3, namely, not giving up easily shown by visualization with Kaoru always trying to enter the Urashima tunnel, strong determination shown when Kaoru enters the tunnel, he finds objects that have not existed for a long time such as birds and sandals so that he believes he can meet his sister again, and realistic thinking shown when Kaoru chooses 2 choices, namely with his sister in the imaginary world or out of the tunnel to be able to meet Anzu. so as to make the audience interested in the process of Kaoru's struggle from beginning to end. Kaoru's struggle from beginning to end makes the audience feel interested in the process of Kaoru's struggle. The emotional involvement between Kaoru and other characters can strengthen the universe in the story. Kaoru's appearance, personality, objectives, and social relationships are easier to understand in visual form because Kaoru provides more self-information through his traits, motivations, and interactions with other characters even though Kaoru rarely shows his expressions.

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