

## **Chapter II**

# **Characterization of Artoria Pendragon and King Arthur**

This chapter contains the theoretical foundation to help the writer for his research. This chapter also contains the previous research from several writers, this previous research useful as a references and also to avoid plagiarism so the writer took several previous research for references for his research.

### **2.1 Theoretical Foundation**

#### **2.1.1 Previous Research**

For the first research, the writer decided to use Alisha Alisjahbana (2018), *Analisis Tokoh Utama Dalam Film Hachiko Monogatari* as the references. In this research, it focused on analyzing the characterization of the main character Professor Ueno, which are disciplined, considerate, loving, caring and kind. For this research, the writer Alisha Alisjahbana used Erik Erikson's 8 Stages of Development theory to analyze the character of Professor Ueno.

For the second research, the writer used Imam Faqih Al-Hasan (2019), *Kepribadian Tokoh Utama Dalam Anime Guilty Crown (ギルティクラウン) Karya Sutradara Tetsurou Araka Sebuah Kajian Psikoanalisis* as the second references. This research focused on analyzing the change of character from the main character Ouma Shu, where at first he is weak, slow and coward, but after various events his personality begin to change and develop. He started to become more adventurous in making decisions, more confident and more caring to other

people. The writer Imam Faqih Al-Hasan used Sigmund Freud's personality structure theory that includes id, ego and superego.

For the third research, the writer used Sandhi Prasetyo Atmiko (2021), *Persona EMIYA Dalam Anime Fate/Stay Night Unlimited Blade Works Karya Takahiro Miuru* as the third references. This research focused on to describe the persona of EMIYA's character that brought destruction upon itself. EMIYA is too busy with his own world, following his impulses, hopes, desires and fantasies to realize his ambition, the idealism of the hero of justice which in the end make him regrets because of reality, destiny slaps and the situation he face changes. Sandhi Prasetyo Atmiko used Carl Gustav Jung's theory regarding persona archetypes.

<b>Title (Author)</b>	<b>Research Object</b>	<b>Research Theory</b>	<b>Intersection With This Research</b>
<p><i>Analisis Tokoh Utama Dalam Film Hachiko Monogatari (Alisha Alisjahbana, 2018)</i></p>	<p>Professor Ueno</p>	<p>Erik Erikson's 8 Stages of Development theory</p>	<p>Same topic with similar object but different theory</p>
<p><i>Kepribadian Tokoh Utama Dalam Anime Guilty Crown (ギ ルティクラウン) Karya Sutradara Tetsurou Araka Sebuah Kajian Psikoanalisis (Imam Faqih Al- Hasan, 2019)</i></p>	<p>Ouma Shu</p>	<p>Sigmund Freud's personality structure theory</p>	<p>Same topic with similar object but different theory</p>

<p><i>Persona EMIYA</i>  <i>Dalam Anime</i>  <i>Fate/Stay Night</i>  <i>Unlimited Blade</i>  <i>Works Karya</i>  <i>Takahiro Miuru</i>  (Sandhi Prasetyo  Atmiko, 2021)</p>	<p>EMIYA</p>	<p>Carl Gustav  Jung's  persona  archetypes  theory</p>	<p>Same topic with similar  object but different  theory</p>
<p>Persona of  Anime: A Depth  Psychological  Approach to the  Persona and  Individuation  ( Danielle  Jackson, 2017)</p>	<p>Characters  from  Revolutiona  ry Girl  Utena, Full  Metal  Alchemist,  Sailor  Moon and  Dragon Ball  Z</p>	<p>Jung's  personality  types and  Hilman's  Archetypal  Characters  theories</p>	<p>Same topic with similar  object but different  theory</p>

<p><i>Dongeng Raja Arthur</i> ( Dimas Arya Gutama, 2016)</p>	<p><i>Raja Arthur</i></p>	<p>The writer will use this research as the origin story of King Arthur, therefore there are no similarities or differences with the writer research.</p>
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Based from the previous researches above, the writer will use it as the references for his research to avoid plagiarism. Therefore, the writer used this researches as references because of research topic is mainly about analyzing character and has similar research object but the writer will use the different theory to analyze the research object.

### **2.1.2 Anime**

Although anime studios do occasionally produce original content, the overwhelming majority of their output is based on pre-existing sources such as manga and light novels. This avenue provides companies with an established fanbase that is already enamored with the story, characters, and setting of the manga or light novels. Many anime studios turn manga to anime adaptations such as Naruto, One Piece, Bleach, Fairy Tail and etc. While not frequent as manga, light novels are also regularly adapted into anime. This adaptations has proven very

successful over the years, said like Fate/Stay Night, Monogatari Series, A Certain Scientific Railgun are the prove that light novels to anime adaptations can be very successful.

As explained above, anime is not just an original video animations but it also can be defined as an adaptations of someone works from a manga or even novels. This is also what makes anime different from any other animations TV shows. So basically, anime is a Japan animated media that adapt someone works into animations TV shows or even movies.

According to Greil Marcus and Werner Color (2009) they said that literary means not only what is written but what is voiced, what is expressed, what is invented, in whatever form. From this, it can be concluded that literature is literary work that can be created by anyone and is not only in book form. With this statement, anime can be concluded as literary works as well knowing that anime is not just an animation but also an animation that adapted from manga and novel.

Mayer and Moreno (2002) state that animation is a form of pictorial presentation – a definition which also refers to computer generated motion pictures showing associations between drawn figures. Things which correspond to this idea are: motion, picture and simulation. As far as videos and illustrations are concerned, these are motion pictures depicting movement of real objects.

Norman McLaren also said, ‘animations is not the art of drawings that move, but rather the art of movements that are drawn. What happens between each frame is more important than what happens on each frames’ (Solomon, 1987: 11).

Anime and animation are both forms of moving visual art, but there are some differences between the two. While animation broadly applies to all forms of moving visual art, anime is a term used to describe Japanese animated entertainment. While there is certainly some crossover between anime and animation, anime stood out from other animation genres by its unique visual aesthetic and narrative standards.

Baek and Layne (1988) defined animation as ‘the process of generating a series of frames containing an object or objects so that each frame appears as an alteration of the previous frame in order to show motion’.

Anime is frequently linked to particular genres, like shonen, mecha or magical girl. While there are many different genres and visual approaches in animation, anime tends to concentrate on a smaller number of themes. Overall, despite all the similarities, anime and animations vary greatly from one another in terms of visual style, targeted audience, genre conventions, and method of creation.

‘Animation is the creation of different images or contents, in each frame, then the series of frames is executed into a motion or movement so that it looks like a film’ (Zeembry, 2001: 43).

### **2.1.3 Character**

According Marquaß (1997: 36) the character, especially the main character, is at the center of the reader's interest. Their behavior and fate are of great concern to the readers. In addition to humans, characters in prose texts are also described as

all living things that show consciousness similar to humans (animals in fables, objects that speak in fairy tales, and so on).

Marquaß also said in analyzing the character of a literary work, one must pay attention to what characteristics the character shows (characterization) and how the relationship between the characters is with one another (constellation). Also includes how the author designs the characters (conceptions).

Character is a fictional person or entity that plays a role in the plot or narrative. Character are frequently developed with distinctive personalities, motives and backgrounds that set them apart from other characters in the narrative. Character can be described as a person, animal or even an object in a story. Character categorized by their roles in a story, they usually divided as the protagonist, the lead character in a story and the antagonist, the villain that opposed the protagonist in a story.

According to Abrams (1993: 32-33) character is the persons represented in a dramatic or narrative work, who are interpreted by readers as being endowed with particular moral, intellectual, and emotional qualities by inferences from what the person say and from what they do. Characters are the actors contained in a fiction. Wiyatmi (2006: 30) also said that Characters in fiction are the creation of the author, although they can also be depictions of people who live in the real world. Therefore, in a fiction character should be presented naturally.

According to Gill (1995) Character is a person in a literary work, whereas the characterization is the way in which a character is created. Characters are all the product of characterization. That is to say they have been made a particular way.

Character is a person, animal or object in a story. In order to advance the plot of a story, characters is used to carry out acts and deliver dialogue. Character also can be categorized based on their roles in a story, the protagonist and the antagonist. 'Character is an imagined person in story whom we know from the work we read on the page' (Birkert, 1993:47).

**a) Protagonist**

Altenberd and Lewis (1966) states that protagonist is a character who is admired by the readers, which always called as a hero because he always does ideal role and follows the rules and value in the society. Based from the explanation, a protagonist is a character that sometimes referred as a hero because they always does ideal role in a story. For example the character Artoria Pendragon, Emiya Shirou and Tohsaka Rin is the protagonist in the Fate Series.

**b) Antagonist**

Luxemburg (1992) states that antagonist is the opposite character of the protagonist either physically and psychologically. The antagonist usually causes conflict for protagonist. Based from the explanation, antagonist is a character that opposes the protagonist or also can be called the villain in a story because their role that always causes conflict in a story. For example Mordred and King Vortigern is the antagonist in the Arthurian Legend.

#### 2.1.4 Plot

Plot refers to the sequence of events that make up a story. Characters make choices and take actions in response to problems and obstacles that they must solve, which frequently drives the plot. These difficulties could be internal, like a moral or psychological dilemma or external like a physical or social obstacle.

According to Abrams (1999:224) plot is constituted by its events and actions, as there rendered and ordered toward achieving particular artistic and emotional effects. Abrams (1984: 135) also said, plot in a dramatic or narrative work is the structure of its actions, as these are ordered and rendered toward achieving particular emotional and artistic effects.

Nurgiyantoro said (2000:113) *'plot adalah yang berisi urutan kejadian, namun tiap kejadian itu hanya dihubungkan secara sebab akibat, yaitu peristiwa yang satu disebabkan atau menyebabkan terjadinya peristiwa lain.* (Plot is story that contains of sequence of events. However in every events just connected by cause and effect in which an event is caused or causing another event to happen).

Plot also known as a series of connected events that make up a novel's narrative. It is not a series of a random events. Usually, the narrative elements and the events must be connected in a cause-and-effect manner. 'Plot is the sequence of events showing character in action' (Lukens, 2003:6). According to Freytag (1984), plot is divided into several parts. Those are exposition, rising action, climax, falling action and resolution.

##### a) Exposition

This is the introduction of the story where the setting, characters, and background information are presented. For example “Arthur, the son of King Uther Pendragon, pulls the stone sword”. This act prove that Arthur is the rightful King of Britain after pulled out the stone sword.

**b) Rising Action**

The main conflict is introduced and developed here, leading into a chain of events that grow tense and intense. For example “King Arthur institutes the Knight of the Round Table after marrying Guinevere. Sir Lancelot becomes one of the mightiest champions for Guinevere.” This act leads to the affair between Sir Lancelot and Guinevere that leads to the beginning of Britain’s destruction.

**c) Climax**

This is the decisive event in the narrative, when the conflict hits its peak and the direction of the narrative is determined. For example “Morgan poisons Mordred’s mind by telling that King Arthur is his father and he is the heir to the throne. Mordred begins his his treacherousness towards King Arthur and wanted to claim the throne for himself”. This act leads to the destruction of Britain.

**d) Falling Action**

At this point, the plot starts to come together and the climax's outcomes start to materialize. For example “Mordred tells that Guinevere and Sir Lancelot

having an affair and be able to prove it. Guinevere sentenced to be executed but saved by Sir Lancelot". In this act Britain started to fall.

**e) Resolution**

The story comes to a finish at this point, with all remaining conflicts being settled. For example "Mordred and King Arthur ended up in vicious battle. Although King Arthur succeeds killing Mordred, King Arthur also mortally wounded". This act leads to the death of King Arthur and ended the story of Arthurian Legend.

**2.1.5 Setting**

Setting describes the period of time, location and social environment in which a story take a place. It can include both physical and cultural elements, such as the characters cultural background, historical background, social norms and traditions.

According to Robert and Jacobs (1987:29), setting refers to the natural and artificial scenery or environment in which characters in literature live and move. Rohrberger and Woods (1971:22) also said, setting aids in establishing credibility; it can help to explain both character and situation; it can give contribution to the atmosphere or predominated mood; it can be active foreshadowing; it can be symbolic.

Pickering (1986:39) state that setting refers to a location where event takes place and time and time when it happens. There are four functions of setting: setting

as background, setting as antagonist, setting as a means of revealing characters and setting as a means of reinforcing theme.

Setting is a work that describes object and environment of a place where story happens. It means that everything that related to environment such as, time, the society, the weather, objects like trees and animals are part of setting.

**a) Time**

The temporal context in which the story is set is referred to as time. Time can play a significant role in creating the tone and mood of a literary work while also developing the characters and their motivations. Time contains the time period for the events, such as the middle ages or the modern era, as well as the day, time of year and season. According to Genette (1980) the setting of time has a double meaning, which refers to the time of writing a story and the time sequence of events told in the story.

**b) Society**

The social context of the story is referred to as society. The events of the story, as well as the characters and their actions can be significantly affected by society. Social background is related to life habits, custom traditions, beliefs, view of life, ways of thinking and acting are reflected in complex community life (Nurgyantoro, 2009).

**c) Weather**

The concept of weather describes the atmospheric circumstances present in the place where the story is set. The setting of a story informs the mood, the attitude of the characters, and the presentation of the themes. One of the most important elements of the setting is the weather. In literature, weather plays many roles such as a plot device, a way to set the atmosphere, a symbol for cleansing or misery (Thomas C. Foster, 2003).

#### **d) Object**

Object refers to any physical item within the environment where the story takes place. Objects can be used to represent significant themes as well as to establish the time period, culture and social context of the story.

### **2.1.6 Fate Series**

The Fate series is a media franchise created by the Japanese company Type-Moon that began in 2004 with a visual novel (a type of video game) titled "Fate/stay night." Since then, the series has expanded to include anime adaptations, manga, light novels, and various spin-offs.

The Fate series features a group of mages as they participate in the Holy Grail War, a battle royale in which they summon powerful historical or mythical figures known as "Servants" to fight on their behalf. The war's ultimate objective is to obtain the Holy Grail, a powerful magical artifact that can grant its possessor any wish.

The series is well-known for its intricate and detailed world-building, complicated characters, and unique blend of action, fantasy, and mythology. The

Fate series has an enormous following and has become a significant cultural phenomenon in Japan and around the world.

**a) Fate/Stay Night**

Fate/stay night is a 2004 visual novel created and published by Type-Moon. It is the first entry in the Fate series and has been turned into a variety of media, including anime, manga, and light novels.

Fate/Stay Night follows Shirou Emiya, a highschool student who becomes involved in the Holy Grail War. As the story progresses, Shirou builds relationships with the other masters and servants, uncovering the truth and dangers of the Holy Grail War along the way.

Fate/Stay Night divided into three routes, each with a different focus and narrative structure. Fate, Unlimited Blade Works and Heaven's Feel are the three routes of Fate/Stay Night. Each routes offers a unique perspective on the story characters and when combined, they form a complete and satisfying narrative experience.

**b) Fate**

The Fate route focuses mainly on the protagonist, Shirou Emiya and his Servant Artoria or they call her Saber in the story, as they participate in the Holy Grail War. The route digs into Saber's past and her motivations for fighting in the war. This route also explains more about the Holy Grail War's history and lore, as well as the world of Fate/stay night.

**c) Unlimited Blade Works**

The story in the Unlimited Blade Works route focuses mainly on Shirou Emiya's relationship with Rin Tohsaka, as they participate in the Holy Grail War. The route digs into Rin's past and explores her motivations for fighting in the war, as well as her complex feelings for Shirou. The route also introduces several new characters and expands on the Fate/stay night universe's lore, especially regarding the nature of the Holy Grail and the origins of Shirou's powers.

#### **d) Heaven's Feel**

The Heaven's Feel route focuses on Sakura Matou, Shirou Emiya's childhood friend, and her dark and tragic past. As the Holy Grail War begins, Sakura becomes more involved, and Shirou is forced to face the terrible truths that surround her and the Matou family. The Heaven's Feel route is known for its darker tone and more intense and emotional storytelling, with a focus on horror and tragedy. The route also introduces several new characters and expands on the lore of the Fate/stay night universe, especially regarding the true nature of the Holy Grail and the Matou family's dark secrets.

#### **e) Fate/Zero**

Fate/Zero is a Type-Moon light novel written by Gen Urobuchi and illustrated by Takashi Takeuchi. It was first published in 2006 as a prequel to the Fate/Stay Night visual novel. Fate/Zero takes place ten years before Fate/Stay Night and follows the Fourth Holy Grail War, a vast and diverse cast of characters appears in the story, including legendary heroes and historical figures from different mythologies and cultures. Fate/Zero known for its complex

characters, intricate plot, and epic action scenes, and it explores themes of power, morality, and the human condition.

Fate/Zero has been adapted into a number of types of media, including an anime series, manga, and video games. Studio Ufotable created the anime series, which aired from 2011 to 2012, and it has been praised for its stunning animation and faithful adaptation of the source material.