CHAPTER III

RESEARCH METHODOLOGY

This chapter contains the research question, the research subject and context, research procedures, the data collection procedures, the data analysis procedures and the data presentation.

3.1 Research Question

The present research is guided by the following question:

1. How does the animation reveal the narrative of a hero construction in *A Bug's Life*?

3.2 The Research Subject and Context

The subject of the research is an animation film entitled *A Bug's Life* directed by John Lasseter and written by John Lasseter, Andrew Stanton and Joe Ranft. This animation film has won many film awards, including best animated feature in Critics Choice Award 1999 and Blockbuster Entertainment Award 1999.

The research focuses on the ways how the animation reveals the narrative of a hero construction. The research is framed by hero construction pattern in a story which proposed by Margery Hourihan (1997).

3.3 Research Procedure

The research employs descriptive analysis, which is qualitative in nature.

The phenomena of hero construction are explored to see how it is done in an animated film.

3.4 Data Collection

The data were collected from *A Bug's Life* directed by John Lasseter and written by John Lasetter, Andrew Stanton and Joe Ranft. The data were presented in the form of words, phrases, sentences, scenes, shot and frame that are critically analyzed and purposively selected as textual evidence to answer the research question.

3.5 Data Analysis

The collected data were analyzed by using the framework of basic hero narrative pattern as proposed by Hourihan (1997) and analyzed the use of film technique as proposed by Heintz and Stracey (2006). In conducting the research, the following steps were taken.

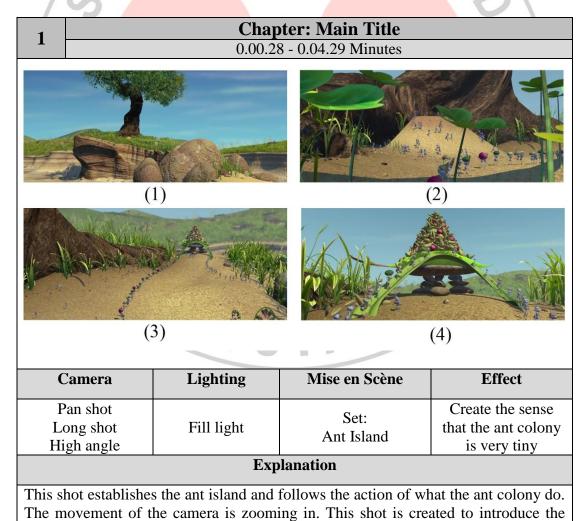
- Watching the film several times.
- Categorizing the film scene based on DVD Chapters.
- Analyzing each scene chapters and collects all film techniques which serve as textual evidence.
- Analyzing the data by applying relevant theories.
- Interpreting the data.

• Making conclusion based on the findings.

3.6 Data Presentation

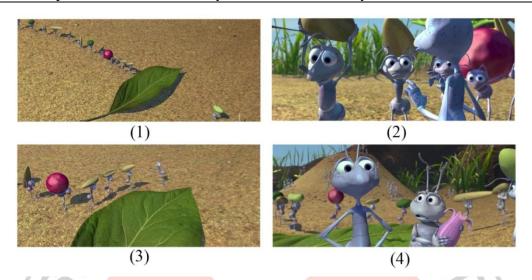
The following table is samples of the analyzed scene data that reveals narrative of hero construction through film techniques in *A Bug's Life*. Each table covers all of the scenes in *A Bug's Life* that describes the techniques used in the film and its explanation.

Table of Analysis



setting which the story takes a place. The filmmaker uses pan shot with high angle

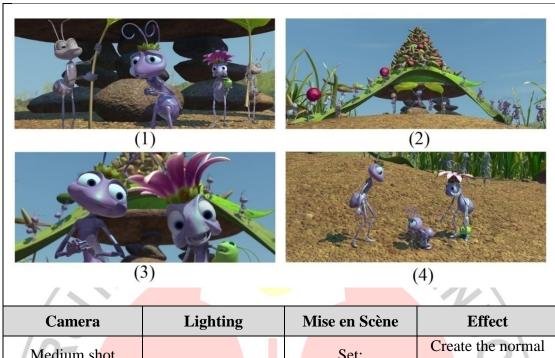
to give omnipotence view to the spectators. This technique also creates the sense that the spectators will follows tiny characters in the story.



Camera	Lighting	Mise en Scène	Effect
Long shot High angle combined with Medium shot Eye level angle	Fill light	Set: Ant Island	Create the sense that the ant colony is very tiny and sense the problem that faced by the character

Explanation

This shot gives the clue that the characters in the story are tiny. A small event like a fallen leaf can be a big problem for the ant. As seen in frame (1) the leaf can cut their line and that is a big problem for them as stated in the dialogue "I'm lost! Where's the line? It just went away! What do I do? What do I do? We'll be stuck in here forever". The filmmaker uses high angle and long shot to create the omnipotence view. The filmmaker combined the previous technique with medium shot with eye-level angle to create intimacy. Thus, the spectators can sense the ant colony problem.



Medium shot Set: Fill light sense to the Eye level angle Ant Island spectators

Explanation

This shot introduces the royal family of the ant colony; The Queen, Princess Atta and Princess Dot. This shot also present how The Queen teaches her daughters. This shot gives a clue that the ant colony prepares an offering, and if they can't collect the offering they will be in a huge problem. The offering itself shown in many shot in this scene.

The complete data presentation is available in the appendices section.

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