

Kualitas Uncanny dalam Pengalaman Ruang Sinematik: Peran Desain Set Film sebagai Pemicu Visual = Uncanny Qualities in Cinematic Space Experience: The Role of Film Set Design as a Visual Trigger

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Abstrak

Skripsi ini bertujuan untuk mengkaji bagaimana desain set produksi film dapat memicu kualitas uncanny dalam pengalaman ruang sinematik. Kualitas uncanny merupakan pengalaman spasial yang muncul dari ketegangan emosional akibat kemunculan hal-hal atau trauma yang disembunyikan. Dengan melakukan pendekatan kualitatif dan analisis dilm yang formalis, studi kasus difokuskan pada film Coraline (2009) dan The Truman Show (1998). Analisis dilakukan terhadap elemen mise-en-scène serta mekanisme penguatan uncanny berdasarkan teori dari Freud, Vidler, dan Deckers. Hasil analisis studi kasus menunjukkan bahwa kualitas uncanny bersifat kontekstual dan terbentuk melalui relasi antara desain ruang, penggunaanya, dan narasi.

.....This study aims to examine how film set design can trigger uncanny qualities in the experience of cinematic space. Uncanny quality refers to a spatial experience that arises from emotional tension caused by the resurfacing of repressed trauma. Using a qualitative approach and formalist film analysis, this study focuses on the film Coraline (2009) and The Truman Show (1998). The analysis is conducted by looking at the mise-en-scène elements and the mechanism in uncovering uncanny qualities based on the theories of Freud, Vidler, and Deckers. The results of the case study analysis show that uncanny quality is contextual and formed through the relationship between the space, its users, and the narrative.