

# CHAPTER I

## INTRODUCTION

This chapter deals with the research introduction of this research. Introduction of the research transfers into several subtopics: the background, statement of problems, objectives of the research, research significance and clarification of key terms.

### 1.1 Background

Film is one of the genres in literature besides poetry, drama, and prose which presents the form of fictional stories, in visual form. such as poetry, films are conveyed through majestic messages, symbolic, or other figurative language. Like drama, film is conveyed through visual and verbal language. Like prose, films are also loaded with narrative elements. However, unlike these literary genres, films have a distinctive language, namely visual language. (Sudarisman, 2016)

One of the figures of speech used in the film is a metaphor. In this case, the researcher is interested in analyzing metaphors in the film *Mortal Kombat* (2021), because the film represents many aspects such as life, love, and care. Metaphors in literary works can give readers an idea of how they understand theory in an interesting way. The metaphor itself is explained by Classe (2000: 941) announcing that a metaphor is the meaning, image, or quality of an expression for another expression. Diversion is done by referring to a concept of another concept for the relationship, similarity, or analogy of the two concepts. While the effects in the film are made with cinematography by the director based on narration. The theoretical information will be very useful in the film even if the characters can't convey it well.

Cinematic is a message conveyed through continuous motion or images and sound that flows and continues to change. A movement is driven by a restless urge to come alive to life, to avoid the still, the still, and the static. Because the cinematic film makes use of all the special traits and qualities that make film media unique. (Petrie & Boggs, 2018). Dana B. Polan, in his essay entitled *Formalism and Film Theory*. Dana B. Polan, where apart from discussing films, also discusses cinematics. The Cinematic Apparatus, where cinema is considered an interesting object of study sought by film scholars, the apparatus itself as a sign of change. The change in

question is a change in the way of conveying a message. When reading a literary work such as poetry and other written, the description will appear in the reader's mind according to the reader's own experience. But this Cinematic itself provides a change where the audience reads the situation with the director's vision. Or also called significant imaginaire according to Christian Metz 'Le (Laurett's & Heath, 1980).

The film has the meaning of visual media, and a film that has a good way of taking pictures is a film that can convey messages even without dialogue. Klarer (1999, p. 54) argues that it is no longer possible to ignore film as a semi-textual genre that can influence literature and literary criticism in the late twentieth century. The film itself develops with literary techniques; in fact, the literary practice increased under the influence of film. A film can be considered as a strong and distinct art or called unique. There are images, visualizations, sounds, and elements in a film that can share a new experience and enjoyment. Although there is an ongoing debate between aesthetic and commercial considerations, a film can be recognized as a unique art form and has strengths in it on a par with painting, sculpture, music, literature, and drama (Petrie & Boggs, 2018). Being a strong art, the film is now very important, especially for students, critics, and writers.

Audiences see a film from the imagination of the filmmaker they are watching. In other words, it can be said that literature is an art that is developed from writing. At the same time, cinema itself has a role in bringing these writings to life by using the language of cinema: visuals, light, sound effects, and others. Literature has a hidden meaning in a film that is used to develop the film.

The importance of the work itself is based on the author's idea and all elements of the composition, which can give perspective and purpose to the viewer. Literature brings its readers to their respective imaginations in their depiction when reading literary works that are separated from the real world. On the other hand, cinema shows how the imaginative world in work is presented to the audience so that the audience is not too free from their thoughts to carry the ideas presented in their imagination.

Ellis (1974:26-27) wrote his findings regarding several literary characteristics that have a role in the study activities, namely “(a) some 'literary' elements in the texts,, (b) The conventional 'literary' substance of the texts is organized linguistically., (c) the text's authorship by specifically literary' authors, such as poets” linguistically., (c) the authorship of a text by a

specialized writer of literature, such as a poet. From the exploration above, it is true that literature is an aesthetic activity using language media as outlined in the text.

The film itself is a work of art in the form of a series of images that are rotated or moving so that they can display moving images that are presented as a form of entertainment. The illusion of the series of images displayed produces continuous motion in the form of video. The film is often known as a movie or moving picture. The film is a popular modern art form made for entertaining the audience by displaying the imagination that has been drawn. Not only that, the film has been quickly followed by other new ways to transfer ideas – using multiple combinations of words, motion pictures, and music so that the original cinematic paradigm has become the subject of archeology. ( Fuchs, Bruch, & Gläß , 2016)

By looking at the discussion, the author realizes that the creation of a film started. In the initial process of making the film, it is clear that the role of literature is in the film-making process, such as: when making the script, production, and pre-production. Cinematic itself in a film has a cinematic language function. Play a role in providing an understanding of a narrative in the film. the film conveys its message to the audience; the film also needs theory as the main foundation of the work that can influence the audience and understand the film with a pleasant experience. The idea can be transmitted by providing a narrative message that is important. The message is expressed through live information shown through the film. The message is conveyed directly in the film through the characters' dialogue or the language of film cinema. As Boggs and Petrie (2008, p. 4) say, The visual beauty seen in the film is created because the film can combine all messages in a good narrative. It combines the general rules of conveying a message in the film with unconventional cinematographic techniques. In addition, a film sends a message differently.

Mortal Kombat is a fighting story that was first released as a series of video games, first created by Midway Games in 1992. Mortal Kombat is the first fighting game to introduce a secret fighter, in which the player must complete several stories before fulfilling a series of other requirements. In 1995 this Mortal Kombat attracted various groups, so that Mortal Kombat novels and films were created. The film Mortal Kombat (2021) is also based on the iconic video game created by Ed Boon and John Tobias. For the film version of Mortal Kombat (2021), one of the interesting things and made this film successful is making this film the object of its study because the director's chair was entrusted to famous people such as Australian films by Simon McCoid, including James Wan (The Conjuring, Aquaman), Todd Garner (Into the

Storm, Tag), McCoid, E. Produced by Bennett Walsh (Men in Black: International, Amazing Spider-Man 2). (Hambali, 2021)

The author chose this film because he saw a story that was created and famous in a unique way, namely by presenting a game containing a story in it. In 1992 this game was released and received many glances from various circles. The presentation of this unique story makes other people happy to play this game while reading the story and watching what is in it. His success is very visible year after year. In 1993 the latest version of the game appeared. After that, 1995 was the golden year of Mortal Kombat, wherefrom the start of novels, films, and new versions of games appeared. This achievement shows success in the storyline and visual presentation, which has its own specialties. From starting to try the game, the writer became interested because of the story in the form of imagination that had been broadcast. Then after seeing the film, the writer was even more interested because the presentation was more than expected. There was even an Indonesian person, Joe Taslim, who played one of the important characters in the story. The writer also thinks that this film is rich in figures of speech such as hyperbole, metaphor, irony, etc.

The traditional principles of cinematography have evolved over time. The principle in the film also plays an important role to be discussed because it is unique in conveying messages through technology at that time. The uniqueness in the film itself can be born because of the support of technology at the time the film was made because the author uses cinematic as a tool in this research.

The figure of speech is one of the many expressive tools in conveying film literature. Metaphor is one of them. Metaphor has the meaning of penetrating, which means penetrating the linguistic meaning, which is often encounter in writing or speech. Metaphors, at first glance, will look like comparisons but do not use comparative words. The metaphor describes something that is the same or has the same value as another thing but is actually different. And it can also be found now in a film. Sweetser (1990) argues that there is a broad metaphorical subsystem, included in the generic metaphor of the mind is the body, according to which our mental life is conceptualized in terms of different types of physical functions (pp. 28-32) (see also Lakoff & Johnson, 1999). , Page.235). From this quote, the writer finds that metaphors can be found not only from written or audio objects but can also be found in a visualization that is shown in a film, some of which show metaphors in visual form.

According to (Coëgnarts & Kravanja, 2014) there are at least six tools that can help find conceptual metaphors in films: 'type', 'quality', 'modality', 'direction', 'homospatiality', and 'reality'. ' (pp. 98-104).

The results of (Nurrahmat, 2008) on cinematic in the Batman film, show that there is cinematic language and irony in the film. From this research, it can be seen that figure of speech can be found in a visual film, not only in writing. After reading the research, the writer realized that there are other figures of speech that can be found in the film, one of which is metaphorical figure of speech.

## **1.2 Statement of Problems**

There is a challenging aspect of discussing cinematic language in Mortal Kombat (2021). The author intends to analyze the film with the following questions:

1. How is the metaphor presented in the film Mortal Kombat (2021)?
2. What is the message conveyed in the image that displays the cinematic language in the film Mortal Kombat (2021) ?

## **1.3 Objectives Research**

This study aims to determine the metaphor in the film Mortal Kombat (2021). using the theoretical approach of Metaphors of perception in the film by Maarten Coëgnarts and Peter Kravanja. The following is :

1. To find out how the metaphor is presented in the film Mortal Kombat (2021).
2. To Analyze what cinematic language is conveyed in the film Mortal Kombat (2021).

## **1.4 Research Significance**

The author will give an appreciation for the beauty of the cinematic language in Mortal Kombat. A film can give us the knowledge that film can be a tool to convey the message of a literary attack to audiences around the world. The amount of knowledge that can be learned can be a learning material for people who are not familiar with the literature. The visual depiction will provide an engaging experience in comprehending literary works' messages.

## 1. Theoretical Significant

This research is expected to make a significant contribution to the understanding of film metaphor theory. This study is expected to explain how the cinematic process creates distinctive art and communicates messages to the audience.. Theoretically, this research can be used as a complement to the study of metaphors, especially in films.

## 2. Practical Significant

In practice, it can inspire other authors to do similar research in the future. This research will also inspire the public to appreciate the beauty of literary works through cinematography. Readers will also find the formulation of metaphors and cinematography.

### 1.5 Clarification of Key Terms

**Metaphor** : Metaphor comes from the Greek terms "meta," meaning "above," and pherein, meaning "to move or move." In Modern Greek, the metaphor also means "transfer" or "transport." As a result, metaphor, according to Classe (2000:941), is the transfer of an image of expression, meaning, or quality to other terms. They are referring an idea to another concept to imply a similarity, analogy, or relationship between two concepts how the transfer is carried out.

**Cinematic Language** : Dennis W., author & Boggs, Joseph M., author (Petrie & Boggs, 2018)in his journal explains that cinematic language is a message conveyed through continuous motion or a message conveyed by images and sounds that flow and continue to change. The movement possessed by the restless urge to be lively, to avoid the still, the still, and the static. Because cinematic film makes use of all the special.



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