

## 5. CONCLUSION

Normalising grief and death as part of humanity will help the topic to become more approachable, thus allowing people experiencing grief to receive the support they need. The Author designed a character expressing the grieving process in an animated film in order to normalise it by making it easier to comprehend in a popular—and therefore familiar—medium. The 5 Stages of Grief model by Kubler-Ross (1969) is an ideal model of the grieving process to be used in animated film format; as it is simplified and categorised accordingly. The Author used this model as the base of the grieving process that the character will be expressing through the film.

Understanding the key components of what makes up the grieving process is important to break down what elements are required to present the stages of grief. The stages of grief can be broken down into the emotional expressions, traits associated with it, and whether it is an internalised or externalised action. It is also important to pay attention to how the grieving stage affects a person's growth in life, as grieving does not have rigid correlations being that it is a human experience unique to each individual.

By breaking down the 5 Stages of Grief, The Author is able to correspond visual symbolisms that have ties with the stages' traits. These visual symbolisms are then used accordingly for the character's designs in each (chosen) three stages of grief; Denial, Depression, and Acceptance. The design also paid attention to the character's own traits, lifestyle, and personality that helps shape her designs. This is done so that the character actually feels real and 3-dimensional instead of simply fulfilling her role as the representation of the stages of grief.