

area terkena cahaya dan tidak) menjadi halus dan keseluruhan adegan lebih terang. Untuk mencapai warna *pink* yang menjadi puncak perasaan *insecurity* dari tokoh utama, penulis menggunakan warna *pink* dengan saturasi tinggi (64-84 poin) dan *value/brightness* yang rendah (24-47 poin). *Value* yang rendah bisa dicapai dengan menggunakan pencahayaan seminimal mungkin atau pencahayaan jenis *spotlight* (intensitas cahaya hanya fokus di 1 titik). Hal ini membuat latar belakang menjadi gelap dan penonton lebih fokus ke perasaan emosional dari tokoh Safiya.

Terdapat beberapa kendala yang ditemukan penulis dalam proses perwujudan metafora visual dengan warna. Terutama pada pemilihan warna spesifik kuning dan *pink* yang akan digunakan, serta perubahan dan revisi konsep.

6. DAFTAR PUSTAKA

- Aiello, G. (2020). *Visual communication: Understanding images in media culture*. SAGE Publications.
- Bloch, G. (2018). *The visual story: Creating the visual structure of film, TV and digital media*. Focal Press.
- Brandl, M. S. (2019). *A philosophy of visual metaphor in contemporary art*. Bloomsbury.
- Cherry, K. (2024). *Erikson's Stages of Development*. Verywell Mind.
- Chiu, H.-Y., & Chu, W.-L. (2019). Analysis of the narrative types of “metaphor” in animated short films. *Art and Design Review*, 07(04), 206–224. <https://doi.org/10.4236/adr.2019.74017>
- Forceville, C. (2020). *Visual and multimodal metaphor and metonymy: A cognitive-linguistic approach*. De Gruyter Mouton. <https://doi.org/10.1515/9783110643329>
- Gocmen, A. (2019). The use of color in animation: A semiotic analysis of Inside Out. *Animation: An Interdisciplinary Journal*, 14(3), 248-262.
- Harris, M. A., & Orth, U. (2020). The link between self-esteem and social relationships: A meta-analysis of longitudinal studies. *Journal of Personality and Social Psychology*, 119(6), 1459–1477. <https://doi.org/10.1037/pspp0000265>

- Honrao, R. (2024). EFFECT OF MOOD LIGHTING ON HUMAN EMOTIONS AND BEHAVIOR. *ShodhKosh: Journal of Visual and Performing Arts*, 4(2SE), 274–281. <https://doi.org/10.29121/shodhkosh.v4.i2SE.2023.562>
- Ireland, S. R., Warren, Y. M., & Herringer, L. G. (1992). Anxiety and color saturation preference. *Perceptual and Motor Skills*, 75(2), 545–546.
- Jiang, L. (2022). Expression of emotion and art in film and television animation from the perspective of color psychology. *Psychiatria Danubina*, 34(suppl 5), 69-69.
- Katatikarn, J., & Tanzillo, M. (2017). *Lighting for animation: The Art of Visual storytelling*. CRC Press, Taylor & Francis Group.
- Kim, H., & Han, T. I. (2021). Body Image Concerns Among South Korean Kindergarteners and Relationships to Parental, Peer, and Media Influences. *Early Childhood Education Journal*, 49, 177–184. <https://doi.org/10.1007/s10643-020-01059-z>
- Küller, R. (1972). A semantic model for the use of colour in environmental design. *Gothenburg Psychological Monographs*, 2.
- Lin, C., & Mottaghi, S. (2024). The effects of color and saturation on the enjoyment of real-life images, as functions of the image's affective valence. *PLoS ONE*, 19(2), e0287006. <https://doi.org/10.1371/journal.pone.0287006>
- Lukmanto, C. M. (2020). Coloring the world of visually impaired character in ‘broken faith.’ *Proceedings of the International Conference of Innovation in Media and Visual Design (IMDES 2020)*. <https://doi.org/10.2991/assehr.k.201202.057>
- Mash, E. J., & Barkley, R. A. (2010). *Child psychopathology, Second edition*. Guilford Publications.
- Onayli, S., & Erdur-Baker, O. (2013). Mother-daughter relationship and daughter’s self esteem. *Procedia - Social and Behavioral Sciences*, 84, 327–331. <https://doi.org/10.1016/j.sbspro.2013.06.560>
- Sethio, G., & Hakim, S. (2022). Visual Metaphors in Set and Properties Design for ‘Setengah Nada Bergeming’ Film Trailer. *VCD*, 6(2), 61–71. <https://doi.org/10.37715/vcd.v6i2.2700>
- Silverman, W. K., & Field, A. (2011). *Anxiety disorders in children and adolescents*. Cambridge University Press.