

Setelah melakukan riset terhadap *environment* pada film *Blood Moon*, dapat disimpulkan bahwa perancangan *environment* dapat memvisualisasikan ketakutan dalam berbagai cara. Seperti penggunaan aliran surealisme yang dekat kaitannya dengan alam bawah sadar yang kurang dimengerti secara logika dan penanda akan absurditas. Penggunaan surealisme dalam konteks ini merepresentasikan hilangnya kendali karakter akan realita dan dunia disekitarnya, sehingga memberikan perasaan ketakutan dan tidak nyaman yang disebabkan oleh kurangnya pengertian akan situasi. Pada film *Blood Moon*, pendekatan surealisme yang digunakan mengikuti referensi karya-karya Max Ernst dan M.C. Escher yang juga menggambarkan suasana hutan. Dari analisis yang didapatkan, penggambaran yang surealis berdasarkan karya-karya Max Ernst dan M.C. Escher menggunakan tekstur yang keras, penggambaran bentuk yang tajam, palet warna yang kontras, dan aktualisasi ide dalam visualisasi gambar, seperti pohon-pohon yang tinggi dan rapat seperti tembok untuk memberikan ide terkekang atau terperangkap.

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