

CHAPTER V

CONCLUSION

The three kinds of metafunction help to interpret the meaning of *the Hunger Games: Mockingjay Part 2*. In representation metafunction, there are two modes: color and background. The *Hunger Games: Mockingjay Part 2* Film mostly using grey, black, white, brown, and gold color during the film. It indicates power, mystery, strength, fear, coldness, dullness, reliability, prestige, wealth, and luxuriousness. While the most background used in *The Hunger Games: Mockingjay Part 2* is using the actual place. Most scenes are shoot in the real and actual place to build up an actual ambiance and atmosphere of the chaos in the film. The rest of the scene also uses a set, which means the action takes place in a studio rather than in a real place. There are a few scenes that use of suggested location and use of a substitute.

Interactive metafunction is supported by three modes in the meaning-making process. Gaze, camera angle, and camera shot supports the process of transferring the information. All scenes in *the Hunger Games: Mockingjay Part 2* is using a direct gaze. The film is transferring the information directly to the audience through the film based on the plot that used. Camera angle that used in *The Hunger Games: Mockingjay Part 2 film* is an eye-level angle that supports to shot the facial expression of the participant. Camera shot that mostly appears in the *Hunger Games: Mockingjay Part 2* film is a medium-close shot. Medium close shot is mainly used because it is not only focused on facial expression but also the gesture and the move of the participant on each scene as a part of the meaning-making process.

Information value, salience, and framing are the elements that support the compositional metafunction to create a meaning-making process. *The Hunger Games: Mockingjay Part 2 film* mostly using left to right side kind of placement in information value. Left indicates the 'given' information, and right indicates the 'new' information. The most salient object in the *Hunger Games: Mockingjay Part 2* film is Katniss Everdeen, as the main character or participant. The kind of framing used in this film is the connected framing where each scene is connected to each other.

Thus, this study implicates that the visual modes found in the film is an important part for analysing multimodal in the film. Those modes are important and

also supporting the storyline in order to transfer the information through the audience. Similar with the previous studies, the modes that represent in this study helps the audience understand the meaning behind every scenes. The color, background, gaze, camera angle, camera shot, information value, salience, and framing have the same role by describing the meaning-making process.