Overlooking The Fantasy Genre In Soul Movie (2020)

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ARTICLE INFO	ABSTRACT
	This study explores the relationship between fantasy genres in Disney Pixar's 2020 film *Soul* Movie, utilizing John G. Cawelti's genre theory as a central framework. Using Cawelti's theory as a guide, the research looks at how *Soul* movie genres present an imaginary world like the Great Beyond and Great Before to demonstrate fantasy features. This analysis expands the concept of genre in movies by examining important sequences, dialogue, and common representations. It also shows how the film mirrors established genre traditions. Additionally, the study examines the body of literature on sorting formulas, adding to the larger discussion on the role of genre in creating contemporary social narratives. The data reveals that whereas the strong settings are dominated by fantastical elements, promoting an open seeing encounter that requests over age group.

1. INTRODUCTION

Film as storytelling methods is examined in literary analysis, which looks at the narrative structure, themes, symbolism, and character development in films. Films mostly employ verbal communication, including sound, and emphasize character development, symbolism, tackling challenging topics, and breaking genre norms (Ramrao, 2016). The success or failure of films and cultural remakes is determined by the movie industry's response to public demands and expectations, which shapes cinema genres and popular culture through viewer choices (Fithratullah, 2021). Comparing how literary adaptations in movies maintain or alter their original meaning is another well-liked research topic.A movie are a literature thats tell a story with many key elements, the narrative are important because that are the way character is talking about the main idea of stories, so how they deliver it will impact the audience to more understand about the context. Sound,cinematography,and editing video made a movie become a cohesive tool for a film.

Genres and formulas are connected. They made genres have different formulas to use for a movie or literature they had made, the formula contains themes,character types,plot,and visuals. Genre is popular literature that adapts to societal interest and historical overtime (Kasih, 2018). Masculine, violence, horror, heroic, or destructive action are some compositions for mixing genres for incorporating generic tropes and narrative events (Harrod & Paszkiewicz,2018). Fantasy, action, romance, horror, and comedy are among the genres that adhere to particular frameworks. While romantic comedies feature

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two people overcoming obstacles and achieving happiness, horror films create suspense (Cawelti, 1976). Characters in the fantasy genre such as magical creatures, wizards, and monsters in fantasy setting character and for Power, self-discovery, and the victory of good over evil are the themes and for A hero's quest, the conflict between good and evil,Magical components, such as strong items, and ancient prophesies are among the themes. Media and cultural surroundings shape meaning and influence human perceptions (Hall, 1997). According to Hall, representation is an interpretive process in which power greatly influences how certain people or concepts are depicted and perceived.

The *Soul* movie explores a mysterious realm where souls reside before or after life on Earth, highlighting the supernatural idea of spirits beyond human physical form. The film explores spiritual themes, life after death, and the meaning of life on Earth. The research examines the film's incorporation of fantasy elements and its impact beyond the fantasy context.

2. LITERATURE REVIEW

According to Cawelti (1976), the fantasy genre is his more comprehensive examination of formulaic composing in which structures characterize extent of genres counting fantasy. He also states that formulaic fantasy have tried and true patterns that fulfill the desires of the audience, highlighting the importance of model components in the story. He identifies many basic elements in the context of fantasy. They are the hero's journey, which regularly consists of an uninformed beginning in which the hero is neglectful to their real personality or potential; the section into an uncommon world in which the hero faces challenges and magical elements; and, finally, the victory over evil, which maintains ethical standards and gives the audience emotional fulfillment. Cawelti makes a distinction between formulaic literature and mimetic literature, which both depict actual human experiences.

According to Kim and Long (2012), genre is an important element in shaping the demand, expectations, and behavior of tourists interested in film or soap opera filming locations. Zhang (2019) also emphasized that genres are understood as social structures that function to organize and convey meaning in a particular context. Sobchack (2012) noted that using theory classic genre and approach semiotic say acts as a shared language between filmmakers and viewers enabling the audience to anticipate certain narrative developments based on their prior experiences with similar films. This creates a satisfying viewing experience where expectations are met but with enough variation to avoid monotony.

From the understanding of genre above, it can be concluded that genre is very necessary in various literary works, genre is also a benchmark that with genre can attract people to see or make others feel something that is in the genre. In addition to using genre theory from John G Cawelti where genre is a narrative framework that combines convention and innovation the researcher uses Stuart Hall representation theory where in-depth analysis of how the film represents elements such as identity, culture, and social issues.

3. METHODOLOGY

The researcher employed description qualitative approach. The data source was the *Soul* movie. The data we're discovered and gathered data by employing visual and narrative data.

Collection in addition to Library Research in order to collect data, information, or literature pertaining to the research topic library research may rely on data sources found in libraries or online databases. For visual and narrative data collection, take note of important dialogue, moments, and images that represent the genre's traits. Books, journals, scientific articles, reports, theses, and the actual film were among the textual resources that the analysts used as sources for this study.
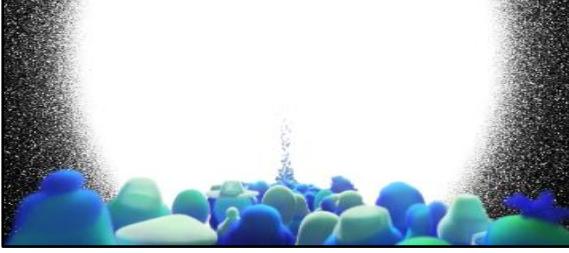
This study's research design is descriptive qualitative since descriptive qualitative research may be a qualitative research technique that aims to provide.

4. RESULTS AND DISCUSSION

This research analyzes the elements of fantasy genre according to Cawelty about fantasy genre which is reflected in the movie soul. The research finally discusses several formula exposing fantasy genre through the movie such as; imaginary world, magical creature, magic power, hero's journey, the good and evil, magical object, ancient prophecies and sacrifice.

4.1 Imaginary World
The Imaginary world or could say fantasy world are a space that create for the audience to experience excitement of unthinkable land while still maintaining a sense of control and safety because things ultimately work out in these worlds. Imaginary world often have they own rules where not had on earth and that make the imaginary world feel different.

Picture 1	Picture 2
(Dialogue on 10:10 – 1:30)	(Dialogue on 13:54 – 14:1)
Joe: Hey, I'm Joe Gardner and I am not supposed to be here *Old woman: Ah must be sudden for you, listen Joe I have 106 years old and has waiting long time for this* *Joe : For what?* *Old woman : the great beyond*	*Jerry : this is not the great beyond, this is the great before* *Joe : the great before?* *Jerry : we call it we seminar now, rebranding*

The Great Beyond in the film *Soul* movie is the soul's final destination after death, depicted as a mysterious bright light, indicating the transition to the afterlife. There are also

moving stairs with other more than thousand human souls waiting to reach the white light. In contrast, the Great Before is a pre-life world, where new souls are prepared for birth to Earth. According to Moore and Hills (2022) imaginary worlds offer a unique way to challenge the creative environment so people imagine the problem could happen and how to solve it. In this world souls are required to find their spark by participating in various activities guided by Jerry ranging from how to run the body to getting the spark itself.

4.2 Magical Creature

Magical creature is usually a friend of a hero in the story to solve a problem or can be a problem itself, magical creature is usually in the form of something that people never thought of or even something familiar but with a different form. These creatures might be adorable fairies or terrifying aliens, depending on the kind of film the audience is seeing.

Picture 3	Picture 4
(dialogue 13:14 – 13:20) *Jerry : now now everyone, give mentor some room, sorry new souls. 37 that's enough, hey everyone look here quite coyote, quite coyote.*	(dialogue 13:28 – 13:36) *Joe : who are you?* *Jerry : iam all quantities in all universe, appearance in form human brain can comprehend* *Joe : a what?* *Jerry : you can call me jerry*

The soul is depicted as the essence or non-physical form that represents a person's character personality and zest for life, the soul appears transparent, soft, and blue luminous with contours that follow the shape of the human body. Despite not having a physical body these souls reflect aspects of their emotions and personalities thus appearing different from one to another, Like Joe Gardner's soul has distinctive features of its own such as posture and expression similar to its physical form in the real world. This soul is the core of who a person is and in the Great Before these new souls do not yet have a full identity until they find their 'spark' or life purpose and get to the earth.

Meanwhile the Jerrys are abstract beings who exist in the Great Before and Great Beyond and are tasked with guiding new and old souls. Jerry is depicted as an abstract two-dimensional being, with a very simple yet dynamic form made of geometric lines. According to Cawelty (1976) imaginary beings have many characteristics; they can be good or evil but they have something in common, namely having powers that are not found in other creatures or having powers with their own characteristics. All Jerrys have the same name, but they have different personalities. They work together to organize the Great Before and the other taking to take watch at great beyond for jerry at great before need to ensure that new souls are ready to be born onto Earth after discovering their personalities and life interests and for them at great beyond they being accountant where take watch and count how much soul has passed

4.3 Magic Power

Magic power is sometimes used to represent a kind of control over the unusual or the unknown, giving characters, especially heroes the capacity to overcome seemingly insurmountable obstacles. Although it can be actual in the fantasy genre, the idea of magic power is frequently metaphorical, signifying amazing skills that enable individuals to bring about justice or order in perilous or chaotic situations.

Picture 5	Picture 6
(dialogue 14:15 – 14:30)	(dialogue 16:54 –17:2)
Joe :does this mean i am died?	*Joe : look iam not supposed to be here*
Jerry : not yet, your body at holding pattern its complicated. Let me bring you back to your group	*Jerry : I understand mentoring isn't for everyone, you welcome to hop out*
	Joe : actually I have a second thought mentoring sound fun

The Jerrys in the film Soul have unique abilities that seem like magic, especially in controlling space and souls in the Great Before according to cawelti (1976) magic power or the unknown power more owned by creatures from the imaginary world. They can manipulate dimensional space abstractly, creating, transforming and guiding new souls before they are born on Earth. In addition, Jerry has the ability to guide souls to find their 'spark' or life purpose and manage the process of soul birth through Earth Pass according to Bharatbhai (2023) There are soft and hard magic where soft magic is more predictable with reason while hard magic is difficult to understand has many questions in its use. Their physical form is also highly flexible, allowing them to change as needed, creating a magical portal to come and out of great dimension and also it can force human to get out from there body.

4.4 Hero Journey

Cawelti draws attention to the fact that many stories including those about heroes follow archetypal patterns that cut across cultural boundaries. These patterns often involve the hero embarking on a quest, facing challenges, and ultimately returning transformed, which is characteristic of a classic hero's journey. The broader concept of the hero's journey as a narrative arc that satisfies cultural and psychological desires for escape, order, and triumph.

Picture 7	Picture 8
(dialogue 26:40 – 27:27) *22 : ok here we are the hall of everything, so where we can start* *Joe : croissant,cake, cooking can be your spark just taste it* *22 : I cant neither you*	(dialogue 36:35- 36: 56) *Joe : you are on my body* *22 : iam in your body? Why I inside your body?* *Joe : moonwind has mess this up*

In the great before joe was assigned to guide 22's soul to get she spark so that he could go down to earth, from showing jazz to going to the hall of everything everything did not work, so 22 told joe that there was another way to go to earth, according to Cawelti (1976) there are ordinary hero and with abilities one, the ordinary heroes share their common to audience and the stories more relatable to adult and for empowered abilities have crucial

role on their own adventure. After successfully entering Earth with 22's soul, a mistake occurs that makes Joe's soul enter the cat's body, while 22 enters Joe's body. Under these circumstances, Joe must help 22 adapt to life in the real world, while watching 22 begin to enjoy small moments like eating pizza and feeling the wind. Although initially focused on returning to his own body and achieving his big dream as a jazz musician.

4.5 The Good and Evil
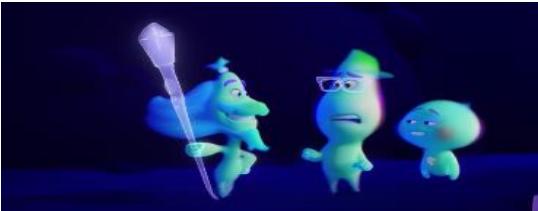
Good and evil always exist in literature about stories to spice up how the events that occur in the literature, in some cases the main character can be the evil or good character depending on the path of the literature story.

Picture 9	Picture 10
(dialogue 56:20 – 56:33) *Terry : you think you can fool the universe but i am an accountant and I will bring you.. uhh you not hoe gardner.* *Jerry : one sec, let me bring you back*	(dialogue 31:17 – 31:20) *Joe : hey I want back to my body, can you help me?* *Moonwind : that what we do, we are mystic outboards we help the lost soul find they way*

   In the movie we are shown one of jerry who calls himself by the name of Terry, terry in the movie looks like an evil creature because he always chases joe and wants to take him back to the afterlife, terry has an ambitious, dexterous, and assertive character therefore terry's character looks like an evil person, according to cawelti (1976) evil characters in the story usually always do different things from social and have an arrogant nature while the opposite good characters have the nature of justice and are very optimistic and also try to achieve goals with good intentions. while for the mystic outlanders or the human souls who are with moonwind look more friendly and they are also seen helping other human souls who want to get out of the Zone that makes them lost, these characters and traits make them deserve to be called a good side.

4.6 Magical Objects

Magical Object are frequently used by a hero for their journey to overcome the obstacle or to place the object in pointing places. the item usually use to fight the evil or for powering up the hero itself.

Picture 11	Picture 12
  (dialogue 31:58 – 13:7) Moonwind crew : now to bring back your body (open portal with staff) Lost soul : wow that's me, thank you	 (dialogue 32:38 – 32:47) Joe :can you help me to get back? Moonwind : we never bring back soul that's not attach to their body before, but if we travel to thin spot yes. all aboard

Moonwind uses his staff to interact with the spiritual world with this staff he can manipulate elements in the mystical world to help lost souls, He used it to guide Joe and 22 to return Joe's soul to his body and bring back 22. The staff seems like a simple tool but it has significant power in the spiritual realm, according to cawelti (1976) objects that have special powers are usually used by heroes or good and evil characters with the aim of achieving what they are aiming for. Moonwind and his team sail a spiritual realm that traverses the metaphysical world, used to access souls trapped in the 'zone' or assist lost souls. The vessel moves freely between spiritual dimensions and is very useful in saving souls including Joe. The vessel is a symbol of freedom and connection to higher worlds as well as an important means of transport in the spiritual world allowing them to explore different realms and repair souls trapped in existential problems.

4.7 Ancient Prophecies

Ancient prophesies is a culture's mythical framework is frequently reflected in the concept of a prophesy, which feeds into moral illusions in which the hero is certain to triumph as foretold by fate or divine intervention.

| Picture 13	Picture 14

(dialogue 1:11:46 – 1:12:5)

Joe : we never found what her purpose yet, you know the sparks, you know music or walking

Jerry : we don't get purpose.why you get that way?

Joe : because I have piano, that's what i am to do that's my sparks

Jerry : spark isn't soul purpose, oh you mentor all the same your purpose is the meaning of life, haha so basic
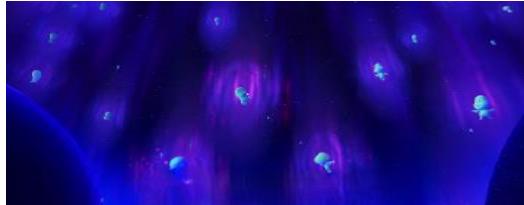
(dialogue 29:57 – 30:07)
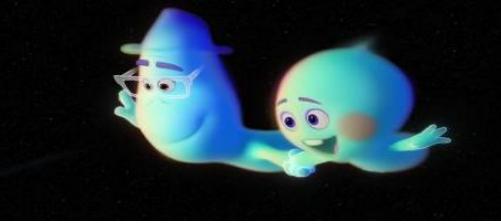
Joe : what is this place?

22 : you know when you obsessed with something and think you are in another place, you feel like in zone right? So this is zone. The space between physical and spiritual

Joe Gardner initially strongly believes that one's purpose of life comes from the spark which he believes is a special passion or talent that defines one's purpose in life as a jazz musician striving to achieve his dream of becoming a professional jazz musician, Joe sees spark as a very important life calling, he believes that without finding spark one will not have a clear purpose in life according to Pillinger (2019) ancient prophecy has to foresee the future but never be believed the ancient. This is clear from Joe's outlook on his own life, since he based his whole feeling of fulfillment and achievement on his ambition to play jazz on a huge platform. Nevertheless, Joe came to the realization that life is more than just discovering a passion or one major objective when traveling with 22. 22 was not interested in living on Earth and had not discovered a spark, but he began to see the beauty in the little things, like connecting with others, eating pizza, and feeling the breeze. After starting to question his own beliefs about life's meaning, Joe eventually realized that there are other aspects besides spark that define one's life purpose.

4.8 Sacrifice

Sacrifice often done by the hero can be valuable for them like happiness or their own life to defeat the evil or restore order is frequently consistent with sacrifice in these tales.

Picture 15	Picture 16
 (dialogue 1:21:28 – 1:21:52) *Joe : moonwind, I messed up I need find 22* *Moonwind : i am afraid she became a lost soul* *Joe : what?* *Moonwind : lost soul is if disconnected from what your obsessed to your body with 22 has your body so technically she has live*	 (dialogue 1:26:43 – 1:26:52) *22 : but joe that's mean you will not get back* *Joe : its okay I already did now your turn*

The Earth Pass is a ticket that allows a soul to go to Earth and live as a human. Initially, Joe was eager to use the pass to return to his body after almost dying, as he felt his life was unfinished, especially as he wanted to realize his dream of becoming a famous jazz musician according to Cawelty (1976) sacrifice often be doing by hero or heroine the sacrifice for their friends or others safe from harm or sacrifice can also relate to releasing objects guarded by that character. However Joe came to the realization that life is more than just discovering a passion or one major objective when traveling with 22. 22 was not interested in living on Earth and had not discovered a spark, but he began to see the beauty in the little things, like connecting with others, eating pizza, and feeling the breeze.

In a moment of deep reflection Joe decides to come back through zone and let go of his own ambitions and give the Earth Pass to 22, so that 22 can come down to Earth and experience to being alive, Joe's sacrifice is an emotional development where he should know that he has to live happily all the time without really focusing on one thing in his whole life because he has achieved his goal so he is willing to leave.

5. CONCLUSION
After the analysis through scenes, it is found that the fantasy and comedy elements in the "Soul Movie" film have various different forms such as when the fantasy element appears

more often when it is in the soul realm and is more towards the environment and more towards something that many people believe in, while for comedy it is more towards silly behavior that can even happen in the real world and can be declared reasonable.

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