"Depicting Death in Animation: Exploring Portrayals of Grief and Loss of a Pet for Child Audiences"

Abstract

The death of a pet is a complex experience for children and can shape their general understanding of death. Animation offers various techniques through narration, visual storytelling, and metaphors to depict death. This study explores how animation sensitively and engagingly addresses the theme of pet loss, providing guidance for animators in creating suitable works for young audiences. By analyzing a series of animated works and drawing from personal experiences, this research provides insights into the nuanced emotional differences of pet loss and its effective portrayal in animation.

Literature reveals the value of animation in helping children cope with the emotions of losing a pet. Animation provides a safe space for children to explore and process grief in a healthy and constructive manner. However, there are still gaps in understanding the potential of animation and specifically addressing the experience of pet loss in children.

This study employs qualitative content analysis to examine animated works related to pet loss, studying visual storytelling, metaphors, and emotional

impact. The analysis considers different narratives and character states, exploring how they resonate with young audiences and contribute to their understanding of death. Animation techniques, including environmental storytelling, visual narration, and metaphors, are investigated to understand their ability to effectively convey emotional impact.

The data analysis involves a systematic interpretation of each animated work, delving into narrative structures, character development, animation styles, and the use of metaphors and visual storytelling techniques. Personal experiences of pet loss and audience feedback are also considered to explore subtle emotional differences and create resonance with viewers. The research findings provide information for animators to develop a framework for creating engaging and educational animated works on pet loss, encompassing visual storytelling, metaphors, as well as themes of sadness and acceptance.

Introduction

The death of a pet can be a complex experience for children and can also affect their future views on death. There are many ways in which animation depicts death, such as narrative, visual storytelling, and metaphors. When creating animation products on this topic, understanding how animation expresses death can provide clear reference and research for creators on how to depict it in a sensitive and engaging way for young audiences.

Notably, a 2002 article in the journal Society & Animals reviewed several studies and found that the death of a companion animal can be "as devastating as the loss of a significant human being." For children, the loss of a pet can be the first time in their lives that they have lost a loved one, and the grieving process can help children learn how to cope with other losses in their lives. The study will analyze the importance of movies that share how to grieve pets. Learn more about how the animation grieves the death of a pet and why they created it.

Animation products are a popular medium with educational significance, conveying emotions and ideas to children while providing a unique and positive opportunity to explore the theme of pet death. This article discusses how to portray the impact and significance of pet death on children's psychology through animation. Through visual storytelling, metaphors, and character design, animation can help children face sadness and loss.

This study draws inspiration from animated works that explore the theme of death, as well as my personal works. The analysis will focus on how these works depict death and grief in different narrative and character states, in order to evoke resonance and understanding of death among children. This will help animators to guide the creation of works that are suitable for children's age and emotional development, and to handle this sensitive content in a healthy and constructive manner.

Literature Review:

When animations express death, they may become a catalyst for introducing the topic of death into discussions between children, young people, and adults. Children, because of their lack of adult knowledge and experience, are not able to handle well the death of central characters in movies. Healthy children may not understand the irreversibility, permanence, and inevitability of death until around 10 years old. The portrayal of death in animations is classified into five categories: character state, description of death, state of death, emotional response, and causal relationship.

Research by Amy Coplan and Angela Thedinga suggests that children are capable of grappling with complex emotions such as grief and loss, but that they need guidance and support to do so effectively.

Why is it important to share movies that grieve the death of a pet?

Children's understanding of death has received considerable attention, which may affect their treatment of the biological world. (Inagaki & Hatano, 1993) Many researchers have explored methods in which animation can be used to help children cope with the process of death and grief. Losing a pet can be just as devastating for children who are experiencing death for the first time, as it can be traumatic and complex for them. Therefore, animated works with pet

loss as their theme can play an important role in helping children cope with grief and understand death. In this literature review, we will examine some of the most important contributors, debates, and findings in this field, as well as the gaps in the literature that still need to be addressed.

The death of a pet can be as hard as the loss of a loved one

In an article published in the journal Professional Psychology: Research and Practice in 2003, many people face the death of a pet, subconsciously thinking that it is not as worthwhile to grieve as the death of a human being. And this thought may lead to a suppressed grief in the face of the death of a pet. The grief that leads to what psychologists call disenfranchised.

A 1988 study in the Journal of Mental Health Counseling asked a group of dog owners to place their pets in circles of friends, family members, and pets. As a result, 38% of the pets were placed in the circles of family members.

How are they different when it comes to grief over the death of a pet, friend or family member? An article published in the journal Society and Animals in 2002 reviewed multiple studies and found that the death of a pet can be as devastating as the loss of a human being.

When people discuss the death of their pet, some feel ashamed because they are grieving for the pet, not for a friend or family member. But they realized how intense their grief was when they discussed the constant companionship

of their pets. In the complex process of human communication, there are always conditions attached to getting along. The unconditional, non-judgmental love that pets provide can make it harder for people to accept losing it. Especially among single people, the presence of pets can even bring vitality to life and ease the inner loneliness, which makes it more difficult for them when they leave.

The Contributors to the Field:

Dr. Margee Kerr is one of the most influential scholars in the field of research on death and sadness in animation. In her article "How Animation Helps Kids Process Death," Kerr believes that animation can help children understand and accept death by depicting it in a sensitive and engaging way. She points out that animation can provide a safe space for children to explore complex emotions and learn coping mechanisms. Kerr's work is important because it highlights the potential of animation as a valuable tool to help children navigate the difficult experience of losing a pet.

There have been many studies examining how animation can be used to help children cope with death and sadness. For example, a study published in the Journal of Child Psychology and Psychiatry found that animated films depicting death and sadness can have a positive impact on children's emotional well-being. The study suggests that these films can provide children with a sense of

comfort and validation as they navigate their own experiences of loss and grief.

The Most Pressing Debates, Theories, and Findings:

One of the most urgent debates in the realm of death and sadness in animation is whether these works should focus on the reality of death or use metaphors to portray it. Some believe that using metaphors can help children understand and cope with death, while others argue that children should be exposed to the reality of death. Research has shown that using metaphorical representations can effectively help children understand and cope with death (Cohen & Golden, 2014).

Another important theory in this field is the Kübler-Ross model, which outlines the five stages of grief: denial, anger, bargaining, depression, and acceptance. This model simplifies the process of grief, helping children understand the emotions they may encounter when dealing with loss (DeSpelder & Strickland, 2015).

Gaps in the Literature:

One gap in the literature is the lack of research on the specific impact of pet loss on children. Most studies on death and grief in animation focus on the loss of family members or friends. Furthermore, there is a need for more research on how emotional effects of pet loss can be conveyed through storytelling,

metaphors, and character design.

Another gap in the literature is the lack of attention to how animators create works addressing the theme of pet death in ways suitable for different age groups. While some research has examined the impact of death and grief on children of different ages, further research is needed on how animation can address these themes in developmentally appropriate ways through storytelling, metaphors, and character design.

How This Study Fills the Gaps

This research fills a gap in the literature by exploring how the theme of pet loss can be addressed in animation through storytelling, character design, and metaphors in a way that is suitable for children. By analyzing a range of animated works, this study provides guidance to animators on how to create sensitive and engaging works that help children understand and cope with the death of a pet. Additionally, this research draws on the personal experiences of the researchers, offering a unique perspective on the nuanced emotions of pet loss and how to effectively portray it in animation.

The literature suggests that animation can be a valuable tool in helping children navigate the difficult emotions and experiences associated with losing a pet. By providing a safe and engaging space for children to explore these themes,

animation can assist children in understanding and processing their emotions in a healthy and constructive manner. However, further research is needed to fully understand the potential of animation in this field and address the remaining gaps in the literature.

Methods

This study will conduct a qualitative content analysis of animated works related to pet loss. The reason for choosing this method is to analyze how specific visual narratives and metaphors are used to build resonance with the audience and convey emotional impacts of death and grief. The analysis will focus on how death and grief are depicted and guided in different narrative and character states of the animation, and how these depictions affect the emotional responses of child audiences. The analysis will also study the use of animation techniques, such as environmental narrative, visual storytelling, and metaphors, to convey emotional impacts of death and grief in a more controlled manner.

It should be noted that there are not many works in this field, so the analysis will be based on a sample of animated works, including but not limited to samples related to pet loss, which will be selected through purposeful sampling based on their relevance to the research questions and their potential to provide insights into the depiction of pet loss in animation.

At the same time, I will outline my animation project and its inspiration. The practice-driven approach allows me to explore and express the main themes of the project in a relevant and authentic way.

Experimental Method

Data Analysis

This study will use a systematic and rigorous approach to analyze the works. This process includes a thorough interpretation of each animated work to gain a deeper understanding of its narrative structure, character development, animation style, and the use of metaphors and visual storytelling techniques to convey themes of pet loss, grief, and acceptance. The analysis will be guided by a series of research questions that focus on the depiction of death and grief, not limited to pet loss, in animation, the emotional impact of these depictions on child audiences, and the use of animation as a storytelling tool to convey themes of loss, grief, and redemption.

Personal Experience and Audience Feedback: This study will draw on personal experiences of pet loss and audience experiences to provide insights into the subtle emotional differences that arise from pet loss experiences and how to effectively depict them in animation to create resonance with audiences. Audience feedback will be obtained through surveys and interviews with

audiences who have experienced pet loss. Qualitative analysis will be used to determine how common themes and patterns emerge from unique perspectives.

Framework Development: Analysis of the data from the animated works, personal and audience experiences will be used to develop a framework for animators to systematically and effectively create animated products related to pet loss that are engaging and resonate with child audiences, with positive educational guidance. This framework will provide guidance for visual storytelling and the use of metaphors to convey themes of loss, grief, and acceptance.

Experimental Procedure:

Select a sample of animated works related to pet loss or similar themes through purposeful sampling.

Watch each animated work multiple times to gain a deeper understanding of its narrative structure, character development, animation style, visual storytelling, and the use of metaphors and other storytelling techniques to convey themes of pet loss, grief, and acceptance.

Collect and analyze data on how death and grief are depicted in the animation, the emotional impact of these depictions on child audiences, and the use of animation as a storytelling tool to convey themes of loss, grief, and acceptance.

Categorize the data obtained from the animation and interpret their meanings from multiple perspectives.

Results:

Across the exploration and analysis of death in animated movies, they all contain hopeful messages indicating that the character who died will be accepted in a better place. However, movies also display varying degrees of sadness. For example, sometimes the death of a character may be completely unrecognized by viewers. In contrast, in "The Lion King," death is acknowledged and expressed with great skill in conveying grief and providing a perspective on and solution to grief. This film is widely recognized as a work with positive aspects for human beings. Many movies do not accept or explain death, which further increases people's misunderstandings about death. In the past, research on animated movies focused solely on death scenes. Most deaths in animated movies are expressed in metaphorical forms, such as being presented as being trapped in an unconscious dream and interacting with the living but receiving no response.

Schultz and Huet (2001) found that in the highest-grossing American films and Oscar-nominated films, most depictions of death were unrealistic and frightening, with little reality and close-to-normal sadness. For example, many classic Disney movies targeted young viewers who do not have a concept of

death. Children who do not have a correct understanding of death often fill in the gaps in their understanding with fantasy elements. This may cause children to believe unrealistic information about death conveyed in animations. These less-than-ideal messages about death may affect how children view death events they will face in the future. Therefore, animated products have educational significance for children.

Therefore, addressing misunderstandings about death should not only consider whether direct death is portrayed, but also how it is portrayed.

The animated film "COCO" has a very rigorous design in its narrative. For example, before expressing the death of a loved one, the story resolves the pressure of death with a warm family, joyful social atmosphere, and the characters' dreams. This allows the audience to gradually enter the story and prepare emotionally for the upcoming death event.

How can death be expressed through environmental narrative and style design?

Depicting death

Producers often use changes in status and color within environmental narrative to metaphorically represent a character's death. For instance, using the styles of

parsimony and minimalism in animation can make the animation feel bleak and lonely like sadness (Michael Govier, 2021). Simple scenes make the viewer's visual perception singular, highlighting the severity of the sadness. When faced with death, people tend to subconsciously recall past events. At this time, the environment seems to become blurry and dark, making it hard to remember what is within the space. By presenting only the basic elements of the scene and using darker colors, emotional resonance can be elicited from the audience, while also evoking visual memories.

In the past, research on animated films focused solely on death scenes (Cox et al., 2005). Most deaths in animated films are expressed in metaphorical forms. For example, death is presented as being trapped in an irreversible dream, unable to interact with the living but still able to be seen.

The animated film COCO has a very strict design for narrative and environment, using many vibrant environmental designs and warm colors to correspond with the audience's emotions. A lot of beautiful music also softens the audience's mood. The film depicts the state of death in a professional way, telling the audience that the deceased will continue to live in another world. By using memory as a causal relationship, it expresses that even though they disappear on the other side of reality, as long as someone remembers them, they will not disappear. In the film, COCO uses the living scenes of Mexico to beautifully

depict the world of the dead, eliminating fear of death.

As a visual symbol of the Day of the Dead, skulls usually make people think of death, making their design difficult. The production team spent three years creating character designs that would not cause fear. They were widely accepted by most viewers, even seen as cute and lively. The movie also incorporates the skull symbol into Miguel's face as a tattoo, adding to the festival atmosphere and fusing it with the element of death.

In Frozen 2, Disney not only used environmental narrative to create a space for grief in the film, but also turned it into words and songs, allowing the audience to mourn in different ways for what they want to mourn.

The qualitative content analysis of selected animation works related to pet loss is as follows:

"All Dogs Go to Heaven"1989

"All Dogs Go to Heaven" is a 1989 American animated musical comedy-drama film directed by Don Bluth. The film tells the story of a German Shepherd named Charlie who, after being murdered by his former partner, returns to earth with

the help of angel dogs. He seeks revenge and eventually finds redemption after befriending Anne Marie.

Storytelling:

The film uses a classic three-act structure to tell its story. The first act sets the stage and portrays Charlie's character background and unique personality. The second act introduces a turning point as Charlie meets Anne Marie and attempts to redeem himself by rescuing her from the evil Carface. The third act is the climax of the story, focusing on Charlie's sacrifice and redemption for Anne Marie, and his realization that forgiveness is possible even for someone like him, after he returns to heaven.

Visual Narrative:

The film uses traditional hand-drawn animation techniques, including hand-drawn animation and watercolor backgrounds. The opening scene of the film uses shadows and lighting to create a sense of foreboding and express Charlie's death. The colors in heaven are more vibrant compared to those on earth, symbolizing different dimensions of time and space. The film also blends elements of black comedy, mysticism, and realism in character design and action, adding depth and richness to the emotional and thematic content of the

film.

Metaphors:

The film explores its themes through metaphors from multiple angles. For example, the brightness of colors and environmental design symbolize the concept of heaven. Earth is portrayed as a dark and dangerous place, explaining the possibility of dogs being hurt or killed. Anne Marie represents goodness and Charlie's redemption.

 "Hachi"

The movie "Hachi: A Dog's Tale" tells the true story of a loyal dog who waits at the train station every day for his owner to return, even after the owner's death, warming the hearts of those who witness it. The film explores the theme of losing a pet, how it affects the owner and the pet, and how to understand and accept death. The portrayal of the pet's death in the movie is emotional, conveying a sense of acceptance and closure to the audience.

The film uses flashback scenes to depict the relationship between Hachi and his owner Parker. These scenes show the deep connection between the two, the love they share, and how they formed an unbreakable bond. The use of flashbacks not only helps the audience to understand the relationship between

Hachi and Parker more easily, but also helps to develop Hachi's character and explain his unwavering loyalty to his owner even after his death.

Metaphors are also used in the movie. In depicting the pet's death, the movie portrays Hachi's passing as a calm and natural process, with Hachi closing his eyes and taking his last breath before passing away. This scene is a metaphor for accepting death, showing that it can be a calm and natural process, and explaining to the audience that it is an inevitable part of life.

Additionally, the train station is used as a metaphor for life's journey, with people coming and going, just like life continues. The movie shows how Hachi's presence at the station reminds him of the love and loyalty he shared with Parker, and how their connection remains strong even after death, crossing time and space.

The film powerfully portrays how storytelling and metaphors can be used to convey complex emotions such as grief and acceptance. Using flashbacks and metaphors, Hachi is depicted as a symbol of hope, loyalty, and love. The calm death of Hachi at the train station helps to create a poignant and touching story that resonates with the audience, reminding us of the deep and unbreakable bond between pets and their owners.

The work reveals several key findings. Firstly, the portrayal of death and sadness in animation is often subtle, sensitive, and complex, with the narrative, character states, and metaphorical perspectives eliciting different emotional responses in the audience. The analysis also highlights the effective use of animation techniques such as storytelling, visual narration, and metaphor to convey emotional impact of death and sadness in a more controllable manner.

Qualitative content analysis of animation works related to pet loss reveals several common themes and techniques used to convey the themes of loss, sadness, acceptance or redemption. The analysis suggests that death and sadness are often portrayed through character development, visual narration, and metaphorical elements in storytelling. Environmental narration and animation techniques such as color, composition, and elements are also used to convey emotional impact and resonate with the audience, creating more targeted and guided works. These descriptions of emotional impact on children viewers vary depending on the narrative and character states of the animation. Some animation works successfully depict the emotional journey of pet loss, providing educational guidance and emotional support for children viewers.

Framework:

kubler ross five stages of grief framework: 1. Denial 2. Anger 3. Bargaining 4. Depression 5. Acceptance. It expresses in detail the process that people go through when dealing with grief.

Based on data analysis, a framework has been developed for animators to effectively reference and create animation products related to pet loss, which can attract children audiences and resonate with them, encouraging positive growth. The framework provides guidance for storytelling, visual narrative, character development, and metaphors to convey themes of loss, sadness, and acceptance in a sensitive and engaging way.

	Stage	Hachi
1	Relationship	Encounter on the train
2	Personality Traits	Hachi is a very smart, cute and likable character
3	Experience	They strengthen their relationship with each other by interacting with family members
4	Foreshadowing and metaphors for a character's death	The movie is reversed in this step, giving priority to the death of the male protagonist, and it is a metaphor for the place of death of Hachi in the future.
5	Expresses the death of a pet (associated with the relationship between the pet and the owner in the first step)	The train station platform of the film is a very important scene. Hachi waits for Parker to come home every day, and at the end of the ending, he finally meets Parker.

About stage 5, since the main audience of my personal animation "Way Home" is children, but I also want to convey different messages to audiences of other age groups. Therefore, I have designed a metaphor about a boy abandoning a cat, so that readers/viewers discover at the end that the boy is actually experiencing the death of the cat.

In terms of storytelling, I have created different perspectives between the two characters.

From the boy's perspective, the entire story follows the five stages of grief, while from the cat's perspective, it allows the audience to reach stage 5, Acceptance, more quickly. Therefore, the description of the cat's death is calm and easily accepted. The reason behind this is to let children know that pets after death exist in a normal environment just like us. Death is not something to be feared.

Common elements in storytelling:
Commonality in character design: Pets are generally cute, well-behaved, and a little mischievous. This image resonates with children, not only allowing them to have a greater sense of connection but also quickly making them fall in love with the pet characters and creating a stronger impact for the later death.

Regarding the metaphor:
It is necessary for children to understand death, but their hearts are also fragile. Therefore, the metaphor needs to be rich and less intense. It can even be something they don't fully understand at the moment, but when they experience it themselves, the memories of this animation will come back to them like fragments, teaching them that death is inevitable and how to understand and accept it. Therefore, a positive and hopeful metaphor is essential.

Personal Project Introduction

My project aims to explore the process of coming to terms with the death of a beloved pet, from denial to acceptance. Recognizing the loss of a beloved pet is a very difficult thing. We often experience the death of a pet through our senses, feeling their coldness when we hold them and witnessing the loss of their vitality, leaving profound memories for each individual.
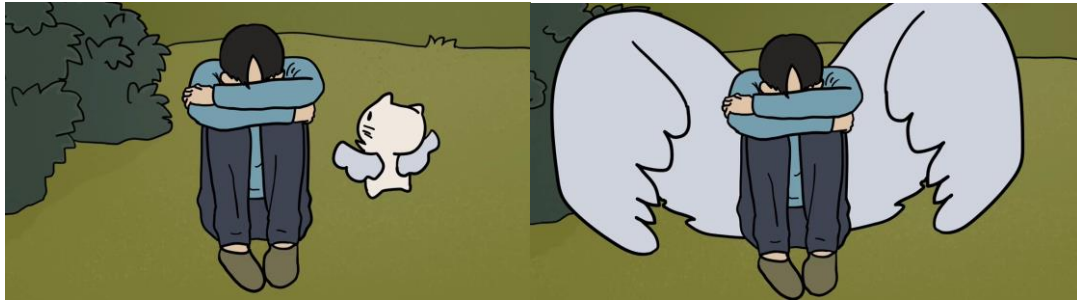
This project uses visual storytelling and metaphor to describe the psychological journey of a boy from avoidance to sadness to acceptance. From the perspective of a cat, it generates a completely new way of thinking, depicting it as a spiritual being living in the world. It is not until the end, where its wings metaphorically represent its state of death.

Method Used

To create this animation project, a practice-led approach was adopted. As a practitioner, I started with the ideas of redemption and acceptance based on my personal experience and went through various creative stages from conception to production. More twists and drama were added to the narrative to create more thought-provoking content. This approach allowed me to explore and express the main themes of the project in a relevant and authentic way.

Visual Storytelling and Metaphor

The visual storytelling and metaphor techniques used in this project play a crucial role in conveying the themes of sadness and acceptance. Careful consideration was given to the use of color, composition, character design, storytelling, animation techniques, and sound to create emotional impact while avoiding causing sensitive harm to the audience. The cat in the project is initially depicted in a cute image to make the audience like it, and its death status is metaphorically implied through the boy's ignorance of it and its eventual flying in the sky like an angel. The boy's reaction also reflects different stages of sadness, from avoidance to acceptance. The animation reduces the metaphorical state of the characters and provides more answers to the story's plot from the boy's reaction. From the cat's perspective, it thought the boy had abandoned it, which also symbolizes the psychological change of the boy from avoidance to acceptance.

Creative Process
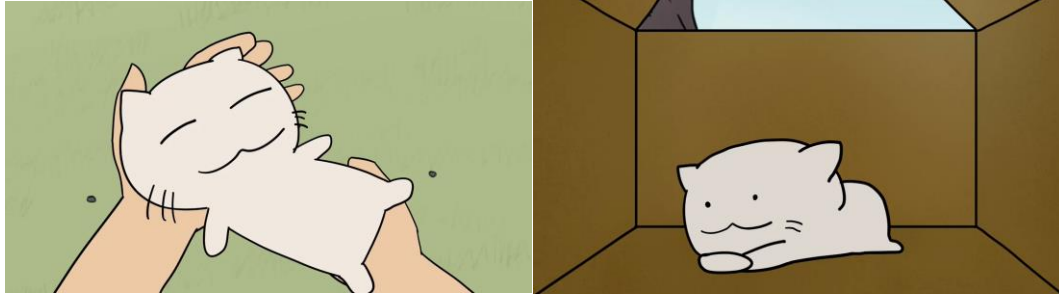
The creative process of the animation project involves several stages, including ideation, research, scriptwriting, storyboarding, and production. In the ideation stage, I expressed my personal experience more comprehensively and described the story from the perspective of a cat. In the research stage, I analyzed various animations with sadness and loss as themes to gain a deeper understanding of the creativity and narrative aspects of such projects. I created a story full of twists and warmth and chose a simple and cute style that is easier for children to accept.

Created based on framework

The personal animation project showcases the effectiveness of using visual narrative and metaphors to convey themes of sadness and acceptance through the fusion of personal experiences and storytelling. The project also demonstrates how a practice-led approach can be applied and deepened in this theme, where personal experiences and creative exploration guide the creative process. Careful consideration has been given to the use of color, composition, character design, animation techniques, and elements to create emotional impact while avoiding sensitive harm to the audience

	Stage	WAY HOME
1	Relationship	Abandoned in the Park
2	Personality Traits	Through the interaction between the cat, the environment, and the characters, its cuteness and mischievousness are depicted.
3	Experience	The boy has been avoiding the cat, and the cat feels very uncomfortable, feeling abandoned.
4	Foreshadowing and metaphors for a character's death	The cat's body is light, and even the wind can blow it away. Its body is getting colder.
5	Expresses the death of a pet (associated with the relationship between the pet and the owner in the first step)	Wings appear on the cat's body, providing an explanation for the boy's abandonment at the beginning.
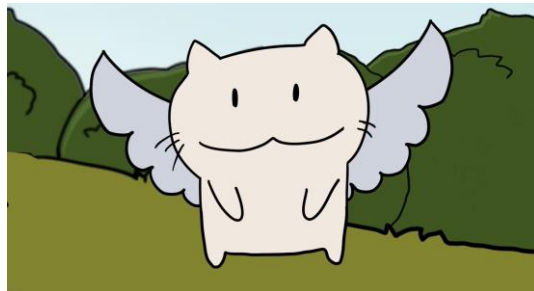
Personal Project Conclusion

The use of visual storytelling and metaphor techniques in the animation project helps to avoid sensitive psychological areas and make it easier for the audience to accept and understand the themes of sadness and acceptance. The process and results of this research can provide guidance for other animators who wish to create projects that explore themes of sadness and loss in a sensitive and engaging way.

Discussion:

The Meaning of Sadness for Children and Adults

For most people, pets are not just animals they own - they are family members and best friends. Especially in the lives of children, pets are often the source of comfort and companionship when parents are busy and children are left alone. This kind of companionship is joyful, but it also proves to be difficult to face when lost. Children inevitably witness the death of their pets, which is likely to be their first experience of losing an important relationship. The process of sadness can teach children how to cope with this emotion. In contrast to adults, their thoughts become more complex, as some people are not willing to show their vulnerability in front of others, fearing that others may not understand them. At this time, movies provide a lighter medium to help audiences participate in the process of sadness together. They can all understand the sorrow of losing a beloved animal. The mental resonance can make the audience feel empathy and find further spiritual support in this story.

In the movie "A Dog's Purpose," Ethan lost the dog that accompanied him throughout his childhood and young adulthood. He turned his memories into the driving force of his life to face a new life. Ethan dealt with sadness in his own way, and in the end, the dog reincarnated and returned to him. It can be seen that this movie wants to express that Ethan's way of dealing with sadness is to

cherish the memories that the pet brought him in his heart, hoping that one day in the future, it will come back to him across time and space. The movie provides a very healing way for the audience to cope with sadness, creating a warm possibility that allows viewers who cherish their pets to take better care of them instead of fearing their death.

The Meaning of Death

The death scene in Land Before Time explores the inevitable aspect of life in a unique way. Little Foot's mother's last act was to ensure her son had the best chance of survival. The camera slowly pulls back from the Great Valley, and the view gradually fades to black. Death is inevitable, but Little Foot's mother turned it into a guardian meaning.

Little Foot tries to curl up in a footprint similar to his mother's shape. The contact with the Pterodactyl and mistaking his shadow for his mother both show that death is a sadness that is not easily overcome for Little Foot. It shows the audience that there is a Great Valley at the end of the road, and acceptance will come with time.

In the animated short film "We Have Nothing in Our Hands," it tells the story of a little lamb who died and climbed back to his mother on the clouds using his

wool as a ladder. This was very painful for the mother, who stopped living and lost her will to carry on. But memories of the unfinished clothes soon reminded her. In this movie, death meant reunion and nostalgia for the lamb and overcoming and commemoration for the mother.

How to express to the audience how a character repents.

Former US President Bill Clinton told the media in 2002 that the "worst thing" that happened to him after leaving the White House was the death of his beloved pet dog. What was even worse was that he didn't have time to prepare for the pet's death, which made his emotions even more intense.

Therefore, in a work, besides expressing the death of a pet, it is more important to discuss and explain death, and to portray it. For example, in "We Have Nothing in Our Hands," the lively and playful image of the lamb was liked by the audience. He interacted with transparent characters with wings next to him, certifying his state of death. After his death state was clearly defined, the audience saw him trying to return to the ground from the clouds. The mother who lost her lamb tried to overcome her grief by recalling their memories and found the motivation to live from them. The mother's way of grieving was to make clothes for the lamb and expect him to receive warmth in heaven. In this work, the most touching part is the interaction between them across space. The narrative order and method of the story is a very worthwhile place to study

(showing character traits, determining the state of death, character's way of grieving, warm memories, touching interaction, unexpected ending).

In the game "Fallout 4," developer Leo mourned in his own way. Pax was his companion in life, but he left after 14 years of companionship. He created a dog model that was similar to Pax and placed it in the game to give players the opportunity to experience it as a companion. In designing the dog, he chose the hairstyle that it had at the end of its life. He integrated grief into his work and used his ability to let Pax live forever in the game.

It is very meaningful to portray the sorrow that animated characters go through when facing death, and highlighting the creator's thoughts and methods on grief is a factor that makes the work more attractive.

In the movie "Hachi: A Dog's Tale," Parker established a deep emotional connection with the dog Hachi but left the world first. What is touching is that Hachi still waits at the station door every day, waiting for Parker to come home on time. Over time, the employees at the station became his owners and took care of Hachi every day. Many years later, Hachi also left the world, and the employees felt sad for him. To commemorate Hachi, a statue was erected at the station door. The story ends with Hachi finally seeing Parker appear at the station door, and they happily go home together. This final description is the

creator's thoughts and handling of grief, allowing readers to have a beautiful fantasy of reunion at the end when facing the death of a beloved pet.

When discussing loss or grief, these examples all clearly record each moment from a unique perspective and give the audience breathing space to associate it with their own lives when they watch it.

Conclusion

Grief over pets should play an important role in both animation and film. The article explains the impact and significance of a pet's death on the owner, and promotes the positive role that this type of work can play. The study explores how different works balance the portrayal of a character's death through environment and design.

A narrative sequence and method were identified: showcasing the character's traits, confirming their death, depicting the character's grief, warm memories, emotional interaction, and unexpected endings.

In the work, the character's grief over losing a pet needs to be healthy because the audience may be children who have not experienced death or people who are grieving. These animations may serve as catalysts for introducing the topic

of death into discussions between children, young people, and adults. Children, in particular, lack adult knowledge and experience, so they may not be able to handle the death of a beloved character in a film very well. It is necessary to show the character's grief over their pet, and it is also important to show the creator's grief over the entire story. Most works express the creator's grief in a fantastical way, such as meeting at the end, the pet going to a warm place, and always guarding you by your side.

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