

VISUAL ANALYSIS OF MIKAZUKI MUNECHIKA'S CHARACTER IN THE GAME TOUKEN RANBU AND ITS CONNECTIONS WITH JAPANESE HISTORY

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ABSTRACT

Abstract; Touken Ranbu, is an online strategy type game featuring the character Mikazuki Munechika as the main visual. This card game tells the story of legendary sword knights who are tasked with fighting enemies and changing history. This online game company is trying to highlight the history of weapons left by former samurai that can be transformed into characters. This research aims to examine the character of Mikazuki Munechika from a visual perspective, knowing and understanding the meaning of real weapons represented through pictorial characters. The research method used in this research uses a descriptive-qualitative method with design analysis. The research results show that this character can translate well from a sword into a character

Keywords: game, treasure, japan, sword, samurai

INTRODUCTION

Anime is an abbreviated term from Japanese, namely "Animation" in English. In accordance with the meaning, Anime is a Current typical Japanese animation loved by people in all over the world from children, teenagers, until adulthood. Anime has characteristics distinctive with its animation style colorful, influenced too with a Manga, comic style drawing style typical Japanese. Games in the Language dictionary Indonesian means "game" comes from a word term in English. The game itself complies (Sadiman, 2010) is a competition between interacting players each other by using certain rules to achieve specific purpose. At this time, the game has grown to be capable achieving new innovations, namely: online game. Online games are a game based on online networks and the internet. Touken Ranbu, is a online game in the simulation genre collectible cards developed by the companies Nitroplus and DMM Games. In the beginning, Touken Ranbu is just a free-to-play type game available on the web platform just. But as time goes by, also released in a smartphone version because of the high enthusiasm of fan. Touken Ranbu enters in the Joseimuke Game category, namely a game aimed at female players because of the visuals in It only contains gender man. It became phenomenon among anime fans in Japan especially fans female gender loves history (Prince, April 2021). This game was originally just available in the Japanese region, and released on January 14, 2015.

But as time goes by, DMM Games launched a version global in English on April 27 2021 (Mariza, Billy 2021). Global version with use of English of course can make things easier for fans international to understand the storyline, game methods, and use of existing displays in inside after waiting for 6 years.

Touken Ranbu, has meaning "Sword Dance". Tell where a master must be taking care of the anthropomorphization of the swords who turned into a samurai man heroic and help them to lead the fight against an evil entity trying to

change history. Touken Ranbu moment it already has about 80 characters different, attractively packaged in terms of visuals and storyline each. Every character too has the soul of a voice actor different, giving rise to traits and diverse characteristics so it creates that impression unique and interesting, invisible monotonous. Like the character Mikazuki Munechika was a visual pioneer from this card simulation game. Mikazuki Munechika or with the nickname Jiji was chosen for researched because of his capable figure represents a real sword blade "Mikazuki Munechika". Mikazuki is the most prominent character from the Touken Ranbu franchise. Depicted as a male figure mature with a gentle gaze as well has excellent sword skills. He is a respected figure and respected by all the characters from Touken Ranbu because of the setting The back comes from an heirloom which was guarded by the shogunate clans famous. And he belongs to in the category "Tenka Goken, Five Best Sword Under Heaven", namely 5 a group of Japanese katana which divided into; 3 national treasures Japan including Mikazuki Munechika, 1 emperor sword and 1 Buddha sword.



Figure 1.1 Visual Kartu Mikazuki

Munechika Dalam Game Touken Ranbu

Sumber: touken-ranbu.fandom.com, 2022

A samurai sword or which is commonly called a katana already become a cultural and historical characteristic which is ingrained in the country Sakura, Japan. Apart from Touken Ranbu, many other anime franchises do adapting the history of the katana along with samurai and shoguns his. But unfortunately, the franchise from Touken Ranbu is not very well known among *otaku* or anime lovers. This is caused by the dominance of male characters found in inside. So that's why many fans of Touken Ranbu is a woman.

Judging from how the company is This game processes data and get inspired later expressed in visual form interestingly, is one of them an urgency that can become a milestone artists, developers, etc illustrator to produce the work also as a means of show promotion culture. For information media and related documentation with the topics discussed still very minimal. Supported with rumors circulating that the blade of the sword Saved Mikazuki and exhibited in the Museum Tokyo National is a replica and to this day, the original blade remains it's just a myth.



Figure 1.2 Bilah Pedang Mikazuki

Munechika at the Tokyo National Museum

Sumber: mymodernmet.com, 2022

This research study focuses on examine the characters and visuals of Mikazuki Munechika and his connections with Japanese history, using theoretical aspects of design review. In carry out analysis, carry out studies from several available references support in solving this research. One of them is research entitled “Design Review Character Shape of Red Blood Cells In the Anime Hataraku Saibou” which Alfons has completed research Christian Hardjana. In this journal, it is important to researching the ins and outs of visual implementation from the character Mikazuki Munechika. The goal is to find out characteristics visuals of the details contained on the character Mikazuki Munechika, and know how the elements Japanese culture can be poured into in a character design drawing through nature, character, expression, up to fashion design. Previous research focused more on gender changes, era changes, racial changes, however The aim of this research is to find out how an object, in this case a sword, can be transformed into a character by entering the properties and characteristics of the sword itself.

METHODOLOGY

Method in this research using a deep approach qualitative form. Collection technique data is taken using a combination from data analysis. Every data identified and observed for know what things are contained in the visual style of character Mikazuki Munechika, starting from history to emphasis on meaning. Observations were carried out using online observation method with look at some historical articles and supported by the game series along with animation from Touken Ranbu. Design or stage review reviewing the design is a activities to criticize, respond, to appreciate a design work (Sachari & Sunarya 2000). There are 4 stages of analysis listed in the design review theory (Adityawan and Concept R&D Team 2010), including the following:

1. Descriptive stage, namely process of observation and decomposition elements to design work without make a conclusion. In This research will be carried out in stages to describe what elements just what's in the character Mikazuki Munechika, starting from body anatomy, clothing, and impressions is displayed.

2. Formal analysis stage, is a discussion of the arrangement of basic design elements that are connected to create a visual work. The formal analysis emphasized in this research starts from analyzing the use of color, posture, history and impressions of the characters displayed in the game.

3. Interpretation stage, is the stage of understanding the meaning contained in a design work. This research uses Roland Barthes' semiotic analysis to examine the visual characters of Mikazuki Munechika.

4. The evaluation stage is a form of assessing the quality of a work based on its meaning. In this research, an experiment was carried out to draw conclusions by finding out the meaning, explanation and cause and effect of how an anthropomorphic image of Mikazuki Munechika was made with reference to the original sword blade and its history.

with this method we can find out the points contained in the sword then we compare them with the points contained in the character and then find out the similarities between the two objects

DISCUSSION

In this discussion we will explains the entire breakdown process in visual analysis of Mikazuki Munechika. Mikazuki Munechika is one of them the most respected character in Touken Ranbu game series. Himself known for its luxurious attributes and her elegance coupled with gentle facial expression. The following are the analysis stages created based on Review theory Design:

A. Descriptive Stage

Mikazuki Munechika is the main character is always in the spotlight its existence in the Touken game Ranbu. Illustrated by Sata His Twitter account is also listed (<https://twitter.com/sata3>). Including into one of the National Treasures Japan of the 5 great swords legendary nicknamed Tenka Goken.



**Figure 3.1 Visual Mikazuki Munechika
in full body condition**

Source: touken-ranbu.fandom.com, 2022

Mikazuki Munechika is familiarly called with a deep “Jiji” call Japanese means “Man Old” based on his or her age 1,000 years old, forged by legendary forge named Sanjou Munechika. Mikazuki Munechika is said to be the ultimate sword Beautiful. He was born towards the end of the century 11th Heian period. The owner is most highlighted is Ashikaga Yoshiteru (1536-1565), who earned the title Shogun Swordsman The Great Sword is due to taste and mastery of skills his sword is good. Mikazuki Munechika is depicted as a tall man, has white skin clean, steel blue eyes with a colored crescent moon pattern golden yellow around the pupil. Her body is 100% identical an ordinary human being in general. Equipped with kimono clothing Traditionally, carrying a sword tachi type and has a similar style as a samurai.

B. Formal Analysis Stage

Quoted based on research has been done by Adityawan (2010), explained that the relationship between visual elements connecting a work will have an impact in harmony with the general nature of a character. The figure is a young man wearing dark blue Japanese noble clothes with gold moon accents wearing gloves and holding a sword with a calm face.



**Figure 3.2 Visual Mikazuki Munechika
 with an attacking position in the game**

Source: touken-ranbu.fandom.com, 2022

The character of Mikazuki Munechika visualized in a facing pose to the side like the pictures characters in game 2 dimensions. Body position with legs walking followed by dangling clothes due to movements made at the time want to cut down the enemy. Hand position right holds and swings tachi type sword. Sword type This tachi is almost the same as a sword katana type, but the size of the tachi sword is slightly longer, Wider, thicker and heavier (Camball, Abigail 2023). As this becomes an internal representation sword swinging pose Mikazuki Munechika character image

which seems relaxed, not rushed. Coupled with eye highlights sharp and serious expression when facing an enemy, able to create a deep 'calm' image Mikazuki Munechika's figure disappeared in an instant.



Figure 3.2 Visual Mikazuki Munechika

dengan posisi bertahan di dalam game

Sumber: touken-ranbu.fandom.com, 2022

A clothing or costume attached to a character will give rise to an opinion for the audience in assessing the character by means of the shape, color, pattern and texture of the character (Haryanti, Pangganguspa in Mattesi 2008). The character visuals of Mikazuki Munechika are shown wearing the dominant colors white, dark blue and golden yellow accents. The color white can symbolize purity, holiness and innocence. While the color blue gives a soft, calming and caring impression, people who like this color tend to be wiser and admired by others. Just like before, the color yellow can symbolize wisdom and happiness (Kahfi, Ahmad 2021). Like Mikazuki Munechika's character in his daily life in the game, he is always relaxed enjoying a cup of green tea in the morning, affectionate, admired, and this is accompanied by a soft speech intonation. The character Mikazuki Munechika, illustrated using the typical 2-dimensional style of Japanese anime. Thanks to the use of dynamic character anatomy, the visuals make the characters lively and realistic. The use of neutral and simple colors, which are not too flashy, is able to balance the role, nature and character of Mikazuki Munechika's character.

C. Interpretation stage

The interpretation of a sword for a character is quite good, firstly he wears armor from Japan according to the origin of the sword itself. The armor used corresponds to the setting in which the sword was made, namely in the Heian period, then the color blue is added because the meaning of the sword itself is the moon. crescent, the moon itself is an object that is found at night so giving the clothes and hair dark blue is a pretty good choice because it suits the night, the yellow color and crescent moon accents found on the character's clothes match the sword's nickname, namely the crescent moon sword

D. The evaluation stage

The evaluation of the character adapted from a famous sword is quite good, but there are several things that should be considered. The character is made very beautiful because it has to be sold so it doesn't match the visuals of the original character of its time, where in the Heian period the character created had to have a different hairstyle. and the clothes they wear are not clothes that are suitable for fighting.

Sword Attribute

- The sword is much longer than the normal size
- Worn by shoguns or great generals of their time
- Made in the Heian period
- Has the name Mikazuki which means crescent moon
- Has a crescent moon motif on the blade

Character Visuals

- Young man
- Japanese Royal Clothes
- Dark Blue color
- The moon is gold
- Gloves
- Calm facial expression

The following are the important points of the sword and the character created, in the following points there are appropriate points

- the sword is worn by aristocrats or important people according to the character of a nobleman, visible from the clothes worn which are the clothes worn by ancient nobles and, the facial expression is also calm so that he looks dignified and wears gloves according to the wearer of this sword, who is a nobleman
- The character background is a character seen from ancient Japan / the Heian period as seen from the clothes and race of the character seen from Japan in that period according to the sword which was made by Japan in the Heian period
- The clothes worn are dark blue and have a crescent moon accent, which corresponds to the sword named Mikazuki, which means crescent moon.

CONCLUSION AND RECOMMENDATION

The conclusion of this paper is the implementation of the item in this case a sword into a human character is quite good, almost all variables attached to the object can be implemented well, starting from the type of clothing, color of clothing, origin of clothing, accents on the clothing, as well as visuals of the character and nature of the character, although there are some visuals that are not accurate with the original, also the use of clothing that does not match its function, but all of that is done so that the character can match the nature of the character and the character can be in demand by people today.

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ABOUT THE AUTHORS

Satria Indra Praja Persada is an academic and graphic design practitioner with more than 10 years of experience in his field, a generalist who thinks that technology and business design must be in synergy and cannot be separated because if one is separated it will lose both aesthetics, function and goals so that these things cannot be separated in order to provide maximum results

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