

Mise En Scene Technique on Nordic Representation in the Sequel of Thor by Marvel Cinematic Universe

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ABSTRACT

This research aims to explore why the context of Norse Mythology attracts and inspires the Marvel Cinematic Universe in the production of the four sequels, Thor. Norse mythology talks about supernatural figures, cosmologists, legends, and fables. This research will analyze mise en scene to become something that can be understood and become the medium of learning about Norse mythology by the audience. With the creation of the Thor movies, the Marvel Cinematic Universe has the concept of representing Norse mythology in a commercial way with a more modern story. Through characterizations, historical explanations, and the symbols used in this film, it is an attraction for the audiences to get to know about Norse mythology, in addition to that, Norse mythology has become an inspiration for film producers in creating fictional works of art with a Nordic cultural background. How Marvel Cinematic Universe use Mise en Scene Technique to represent the Nordic Mythology. This study uses qualitative methods and approaches to determine the basis of the problem. The theory used cultural analysis, adaptation and Mise en Scene technique. Therefore, from this Norse mythology, many film producers create works of art that are based on Nordic culture, such as the Thor sequel produced by the Marvel Cinematic Universe

INTRODUCTION

Mythology has been an integral part of human culture since ancient times, shaping the beliefs, values, and identities of peoples around the world. Developing in Northern Europe and an integral part of Scandinavian culture, Norse mythology has had a significant impact on Northern European culture, particularly in language, literature, and national identity. Many English and Scandinavian words and days of the week derive from it, while the stories in the Edda and the Icelandic sagas remain an influential literary legacy. Symbols such as Mjölnir and Yggdrasil are still used in art and jewellery, representing pride in Viking heritage. Additionally, ancient beliefs such as Ásatrú have seen a revival in some countries, with festivals and rituals based on Norse mythology still practiced by certain communities. Norse mythology has also been strongly influenced by popular culture, inspiring Marvel's Thor comics, the Vikings series, and games such as God of War and Assassin's Creed: Valhalla. Elements of this mythology also appear in fantasy literature, with the works of J.R.R. Tolkien inspired by the Norse world. With the continued development of media and entertainment that promotes this mythology, Norse cultural heritage remains alive and relevant in the modern world. Norse mythology not only provides a worldview about creation, life, and the end of time, but also reflects the values and beliefs of the Norse people in the past. Over time, this mythology has inspired various forms of art, including literature, music, and especially the Hollywood film industry. Norse mythology began to receive wider attention since the medieval period, especially through ancient records written by the Norse people themselves, such as the Prose Edda and the Poetic Edda compiled by Snorri Sturluson in the 13th century. This mythology includes stories about gods such as Odin, Thor, and Loki, as well as legends depicting the struggle between good and evil. The existence of this mythology is also closely related to the history of the Viking attacks on other European regions in the 8th to 11th centuries, which caused the spread of Norse culture to various corners of the world.

Nordic mythology is full of stories that depict the complex relationship between gods, humans and giants. Odin symbolizes wisdom and sacrifice, Thor the valiant protector of Asgard, and Loki the cunning yet influential figure who shapes the course of the gods' destinies. Their stories not only became legends, but also reflected the values and beliefs of the ancient Nordic people about life, war, honor, and sacrifice.

Aside from its historical aspects, Nordic mythology has also evolved into an important element in modern popular culture, particularly in the entertainment industry. One of the main reasons for the popularity of Nordic mythology in popular culture is its characteristic action, adventure and heroic figures that appeal to a wide range of audiences. These elements are often adapted in various forms of media, including comics, video games and especially Hollywood movies. In recent decades, many movies have been based on Nordic mythology, both retaining its authenticity and reinterpreting it to suit the needs of the modern entertainment industry.

However, Hollywood's adaptations of Nordic mythology do not always accurately portray the essence of the culture and history. Many Hollywood films tend to make adjustments to these mythologies to better suit the tastes of the global market. For example, the character Thor in the Marvel Cinematic Universe is portrayed more as a superhero than the god of thunder in Nordic mythology, which has more complex characteristics. The same goes for Loki, who in movies is often portrayed as the main antagonist, whereas in the original mythology he has a more ambiguous role.

LITERATURE REVIEW

Representation from Book into Film

In book entitled *Representation of gender roles in the novel An Enola Holmes Mystery*, he explains that adaptation is a version of an existing text, which has been shaped into a different medium. A movie adaptation is the author's way of showing this world to the audience. In his research, Paananen (2021:7) also quotes an opinion from Narenone (2000) which states that adaptations are used to educate the audience about literary works that are known in various ways, and foster interest in these literary works.

Linda Hutcheon (2006:35), states that adaptation is classified into three aspects related to process and production, namely the process of transposition, the process of reinterpretation and entertainment, and intertextuality with variations to analyze the characteristics of the characters adapted from a novel into a film. However, she also analyzes intertextuality in terms of transformation, quotation, modification, and development of stories adapted into films.

Novel Adaptation into Film

In Robert Stam's introduction to *Literature and Film*, entitled "The Theory and Practice of Adaptation" (2008: 38-41) he discusses the many differences, limitations, and elements of adaptation in film and novel sources. One of the topics in the theory that he discusses towards the end of the introduction is "point of view" and its impact on adaptation. Stam claims that when discussing "point of view" in the context of an adaptation, problems arise due to the instability of the term, as it turns into cinematic vocabulary and takes on meaning in the context of the camera. Stam also mentions that when there are multiple adaptations of the same story, these adaptations form a network of cross-references and enter into interesting conversations with each other. Adaptations can even form a self-reinforcing feedback loop. What is considered canonical or important will be done and adapted more often. The more frequently adapted stories will then be better known and more widely circulated. As a result, these stories will become more canonical.

Cultural Analysis

First published in 1986 (p. 236-237), *Cultural Analysis Theory* is a systematic examination of the cultural theories contained in the writings of four contemporary social theorists: Peter L. Berger, Mary Douglas, Michel Foucault, and Jürgen Habermas. This study of their work clarifies their contributions to cultural analysis and demonstrates the convergent assumptions that the authors believe lay the foundation for a new approach in cultural studies. The focus is specifically on culture, a concept that focuses on ambiguous treatment and

concentrates on questions about the definition and content of culture, its construction, its relationship to social conditions, and the way it changes. In particular, the book shows that Berger, Douglas, Foucault, and Habermas have taken steps to define culture as an objective element of social interaction that can be subjected to critical inquiry.

Mise en Scene Techniques

In "Mise en scène is Dead" (1992:111-112) Adrian Martin analyzes and understands formal stylistic work in cinema, as well as all the important choices that directors and their collaborators make with respect to the use of color, movement (of the camera and actors), rhythm, lighting, editing, music, and so on. This approach to cinema goes by various names: close analysis, formal analysis, detailed analysis, and the misnomer frame-by-frame analysis. In any medium or art form, the issue of aesthetics focuses on a key question: what is the relationship of form (or style) to content (the narrative world and its implied meaning for the audience).

Additional research on mise en scene can also be found in the work of Paul Wheeler (2005), who in his book *Digital Cinematography* discusses how mise en scene not only includes visual elements such as lighting, set layout, and image composition, but also how modern cinematography technology can influence visual interpretation in film. Wheeler emphasizes that the use of color, texture, and camera movement are integral parts of mise en scene that can influence the audience's emotional experience and support the overall narrative of the film.

Framework

Based on the review of previous research, it can be concluded that there have previously been studies using the theories of adaptation, cultural analysis, and mise en scene in the adaptation of written works and mythology adapted into a commercial film in Hollywood. In addition, with the Thor movie produced by the Marvel Cinematic Universe, there are several discussions about how Hollywood interprets Nordic culture into a fictional movie that is interesting, easily accepted, and understood by the public. However, from several previous studies, there is no explanation of the original culture of the Nordic region and the depiction of mythological characters that are quite different from the urban legend that is widespread in the Nordic region.

Based on the explanation above, the adaptation of Nordic mythology through cultural analysis and the direction of objects in the film in the Thor movie sequel produced by the Marvel Cinematic Universe is important to study. Moreover, there is no study that can answer the research questions previously described.

METHODOLOGY

This research uses qualitative methods in the exploration of cultural criticism in the adaptation of Nordic mythology into a film. This research uses the sequel to the movie Thor produced by Marvel Cinematic Universe as primary data. The author will conduct discussions with experts, in addition to using journals and other scientific works on cultural representation and Nordic mythology as secondary data. The data presented will be in the form of a comparison between mythological stories and adaptations in films.

This research uses primary data, where primary data sources are taken from the sequel to the Thor film produced by the Marvel Cinematic Universe. In addition, this research also uses secondary data where the definition of secondary in this case is the source of data obtained due to distance from researchers, obtained through articles, journals, news, and citations from supporting literature used as reference information.

RESULTS

1. Adaptation and Cultural Analysis

The Marvel Cinematic Universe adjusted mythological elements to better suit the tastes and expectations of modern audiences, creating more relatable and engaging characters and stories. Certain changes were made to ensure consistency within the wider Marvel Cinematic Universe storylines, allowing for seamless integration between different characters and plots. By changing some mythological aspects, the Marvel Cinematic Universe was able to explore deeper and more complex character development, giving the characters greater emotional depth. The Marvel Cinematic Universe's adaptation of Nordic mythology in the movie "Thor" demonstrates how traditional cultural elements can be reconstructed to meet contemporary narrative and aesthetic needs. These changes reflect an attempt to create a story that is relevant and appealing to modern audiences, while still honoring the original source. As Syam, Manjima and Pai (2019:163) explain, the original Nordic mythology tends to be complex, dark and often has elements that do not fit into the optimistic and action-packed superhero genre. Marvel made adjustments by adopting more universal mythological elements, such as themes of family, heroes, and the fight against evil, to be more accessible to a wider audience.

Movie adaptations of mythologies have long been one of the popular ways to introduce ancient stories to modern audiences. In Nordic mythology, Thor is the god of lightning, strength, and protection, known for his mystical hammer, Mjölner. The Marvel Cinematic Universe retains these key characteristics, but modifies Thor's origins and traits to suit modern superhero themes. In the Marvel Cinematic Universe, Thor is a hero who must not only fight against enemies, but also face a personal journey of self-discovery, which is a common concept in superhero stories. Thor is transformed into a hero with a character journey that fits the superhero trope: the transformation from an arrogant prince to a wise leader. In the original Nordic mythology, Thor is better known as a symbol of raw strength and courage without a complex emotional journey like in the movie. This is different from the original mythology where Thor is rarely shown in complex internal conflicts.

As a god who is often shown as evil in many stories, Loki is always portrayed as the most handsome god with intelligence and charm, which helps him to trick the gods and goddesses (Dennis, 2024:14). The Marvel Cinematic Universe changes this by making Loki Thor's adopted brother, creating a family dynamic that adds emotional depth to the story. The rivalry between them not only reflects a moral conflict, but also shows more universal themes of sibling rivalry and the search for identity. According to Nordic mythology, there are nine realms from the root Yggdrasil, and these nine realms are interconnected. The

nine realms are Asgard, which is the home of the Gods; Jotunheim, which is the home of the giants; Niffleheim, or the home of the mists; Alfheim, the home of the elves; Vanaheim, the home of the Vanir; Midgard, the home of mankind; Muspelheim, or the land of fire; Helheim, or the land of the dead; and Nidavellir, or the land of the dwarves (Dennis, 2024:13).

The Marvel Cinematic Universe's adaptation of Nordic mythology in the character of Thor not only transformed an ancient story into a modern one, but also added universal themes that are relevant to today's audiences. While not completely faithful to the original mythology, the Marvel Cinematic Universe managed to bring this story to the global stage and introduce Nordic culture in a creative and fresh way. This shows how adaptations can be a cultural bridge, allowing ancient myths to stay alive and relevant in the modern world. Adaptation is not simply a reproduction or imitation of the original text or story, but rather a creative process of creating new concepts that draw on and intersect with various sources (Oza, 2024, p.1). This theory is supported by Linda Hutcheon and Vernon Young, who view adaptation and the process of deriving films from previous texts as an art form (Hutcheon, 2006, p.10). According to Lefevere, film adaptation is not just a direct translation of an existing text or story, but a rewriting that considers the audience, resulting in a new version of the story (Lefevere, 2016, p.11).

The Marvel Cinematic Universe interprets Asgard as a world that uses advanced technology, reflecting the values and beliefs of today's society about technological advancement. As Jenkins (2006) explains, "popular media often take elements of old myths and combine them with modern elements to create narratives that are accessible to the current generation" (p. 22). Asgard becomes a symbol of advanced civilization, different from the original mythology that depicts it more as a supernatural realm.

In the movie *Thor: Ragnarok*, the events of Ragnarok are appropriated into a symbol of renewal, where the destruction of Asgard brings not just an end, but also a new beginning for Thor and his people. Hall (1997) argues that "the representation of myth in the media allows for the transformation of meaning to suit contemporary values" (p. 32). Marvel modified Ragnarok into a representation of the continuing cycle of life and hope, relevant to modern narratives that often see destruction as an opportunity for improvement. This interpretation of mythology in *Thor* through Cultural Analysis theory shows how cultural elements can be modified to reflect perspectives relevant to modern audiences, while maintaining the universal essence of the story.

According to Cultural Analysis, cultural syncretism refers to the combining of elements from different cultures into one new representation. In the Marvel Cinematic Universe, Nordic mythology is not fully represented in its original form, but rather combined with elements from American pop culture as well as modern values such as friendship, courage and justice. Thor, for example, serves not only as the god of thunder but also as a hero who understands responsibility and sacrifice-characteristics that are highly valued in contemporary western culture. Thor in the Marvel Cinematic Universe is positioned not only as a hero in Nordic mythology but also as part of the international superhero team known

as the Avengers. This places Nordic mythology in a global context, allowing audiences from around the world to empathize with Thor as a character who saves the world, rather than just a regional hero from a particular mythology. Cultural Analysis also examines how concepts of gender and power in mythology are adapted to appeal to modern audiences. Characters like the Valkyries have been reinterpreted to better suit modern understandings of gender equality. In the original mythology, the Valkyries had a distinct role, but in the Marvel Cinematic Universe, they are portrayed as powerful warriors who stand on equal footing with male characters. This reflects the changing cultural perspective on the role of women in a modern, more equal society. With this approach, the Marvel Cinematic Universe not only introduces Nordic mythology but also creates new interpretations that are relevant to contemporary culture. Cultural Analysis shows that this adaptation is the Marvel Cinematic Universe's way of honoring the origins of mythological characters while aligning them with the expectations of modern audiences, so that films like Thor can be both entertaining and relevant to today's generation.

2. Mise en Scene and Representation

The mise en scene technique is a technique used by the director in determining the important choices made in a film in relation to the use of color, movement (of the camera and actors), rhythm, lighting, editing, music, and so on. (Adrian Martin, 1992:111-112). The important elements contained in Mise en Scene are; setting, lighting, make-up and costumes, and characterization. In the context of the Thor films (especially the first film and its sequel featuring Asgard), mise en scène elements play an important role in representing Nordic culture in a way that blends mythology and modern interpretation.

In the Thor movies, Asgard is depicted as a city where gods and goddesses live, so it has grand architecture, and is full of gold ornaments. This refers to the Nordic mythological view of Asgard as the place of the gods, which is often depicted as a luxurious and holy world. The setting of Asgard in the movie Thor has a vast sky, sparkling waterfalls, and unreal scenery, referring to the Nordic mythological view of nature as sacred and mystical. In addition, the rainbow bridge, Bifrost, is an important element taken directly from mythology, depicted with visual effects to create a sense of grandeur and difference from the ordinary world.

In Marvel Studios' film adaptation of Thor, Asgard is represented with architectural details that combine classical and futuristic elements. The use of gold and intricate ornamentation gives a sense of majesty, while natural elements such as waterfalls cascading from the edge of the city into the sky create a sense of a world beyond ordinary reality. The film's production designers were inspired by ancient Scandinavian art and architecture, which were combined with modern design to create a unique look that remains true to the original mythology.

Also, the contrast between the warm lighting in Asgard and the cold lighting in Jotunheim reflects the difference between the world of the gods and the frost giants. Jotunheim in the movie Thor is depicted as a place full of darkness and shadows. The lighting in Jotunheim tends to be dominated by blues

and grays, which gives it a cold and unfriendly feel. The entire environment in Jotunheim is dominated by a pale blue color that gives off a cold and unfriendly vibe. This color is often associated with low temperatures, in line with the fact that Jotunheim is home to Frost Giants. Gray is used to add a sense of gloom and darkness, creating a sinister and threatening atmosphere.

However, when compared to Nordic mythology, the Thor movie simplifies Jotunheim to an almost completely frozen world, without the richer variety of landscapes as told in the legends. In the mythology, Jotunheim does not only consist of ice and darkness, but also has other wilderness elements such as forests and mountains, as well as more natural lighting.

The use of lighting in Thor focuses more on building a dramatic visual contrast between the world of the gods and the world of the ice giants, rather than representing Jotunheim as told in Nordic mythology. This shows how Hollywood films often adapt mythological elements to create a more visually and emotionally powerful cinematic experience.

Thor, Loki and Odin are three important characters in Nordic mythology that have received modern adaptations in Marvel movies. One notable difference is their costumes, which in Marvel are grandiose and futuristic, while in mythology are more simple and functional.

Thor's costume in Marvel features a silver-black armor with a disk on the chest, a long red cape that adds a sense of leadership, and armor. The horned helmet is rarely used in the movies, although it does appear in some ceremonial scenes. In contrast, in Nordic mythology, Thor wears simple wool or leather clothing, without heavy armor. His signature elements are Megingjörð, a belt that augments his strength, and the hammer Mjolnir. Horned helmets are absent from mythological descriptions

Loki's costume in Marvel is iconic with his green-gold armor, long cape, and large horned helmet symbolizing his power and cunning. In mythology, Loki doesn't wear any regalia or armor, but rather keeps a simple appearance and often disguises himself. The horned helmet is also not mentioned in the original mythology.

In Marvel, Mjolnir is depicted as a large, boxy hammer with a short handle wrapped in leather and a strap at the end. It can only be lifted by those deemed worthy, such as Thor, Captain America, and several other characters in the Marvel Cinematic Universe. Mjolnir has the power to summon lightning, help Thor fly, and is used as a very powerful weapon of destruction.

In Nordic mythology, Mjolnir is also Thor's primary weapon, but it is shorter than it should be due to an error during its creation by the dwarves Sindri and Brokkr. Mjolnir is known to destroy enemies with a single blow and is often used against giants and evil creatures. Unlike Marvel, in mythology, there is no concept that only the "worthy" can lift it. Instead, Thor must wear the Megingjörð belt and Járngreipr gauntlets to wield it at full power.

3. Setting

The set in the Thor movie is very influential for the audience, how the story is conveyed in an interesting visual form and brings the audience into the story. The first sequel to the Thor movie produced in 2011 is the beginning of the

story about the superhero Thor who comes from Asgard who is a God of Thunder. Because it tells the beginning of Thor becoming one of the superheroes, the Marvel Cinematic Universe in this first sequel uses narration as an introduction by telling the history of how Odin saved the world so that the game set begins in the ice age of 965 AD in Tonsberg, Norway. Whereas in Donna Rossenberg's book entitled *World Mythology* (1994) it is told that this Nordic mythology begins in the 13th century in Iceland. In terms of the setting of the beginning of the war in the ice age, Hollywood changed the country of origin to Norway.

In this era, Odin fought against a giant dubbed Giant Frost. In Neil Gaiman's book *Norse Mythology*, this event takes place in Niflheim or what is known as "the dark world" because it is described as a world that is dark, foggy, cold, and as a world that is close to the realm of death or a place that has existed before other places. (Gaiman, 2017:23)

4. Lighting

Quoting from Bordwell et al. (2013, p. 164), Federico Fellini said that the use of lighting in a movie is everything. Lighting can express ideology, emotion, color, depth, and also style in a film. Lighting plays an important role in explaining, erasing, and narrating a scene. From the above quote, it can be concluded that the use of lighting has a major effect on the visual style of a scene, thus influencing the audience's interpretation when viewing a scene.

In the movie "Thor", Asgard is depicted as a magnificent golden city with architecture that reflects both futuristic and classic styles. Lighting in the Asgard World is filled with bright, warm lighting, often reflecting luxury (Dennis, 2024, p. 13). Gold glitter effects and bright colors predominate, creating a majestic feel that suggests Asgard as a place of gods. Light sources are often focused on monumental architecture, such as Odin's palace and Bifröst, emphasizing the majesty of this world.

In Nordic mythology, Bifröst is a symbol of the sacred connection between the world of gods and the world of men. In the Marvel Cinematic Universe's adaptation, Bifröst is represented with dramatic lighting, and emphasizes technological rather than spiritual elements.

This transformation transforms Bifröst from a sacred cosmic symbol to a science fiction visual element that is more relatable to a global audience. The use of lighting reflects Marvel's strategy to bring mythology closer to science-fiction themes, where light symbolizes cosmic energy. This reinforces the impression of Bifröst as an interdimensional portal in Thor.

In the Marvel Cinematic Universe adaptation of Thor, the human world of Midgard is depicted with simple naturalistic lighting, often using soft or low-key lighting. This gives the impression that Earth is an ordinary world full of human limitations. In contrast, the bright lighting in Asgard emphasizes the separation between the two realms.

The lighting of Midgard in Thor (Marvel Cinematic Universe) is more realistic and grounded to emphasize that it is a world of ordinary humans, while in Nordic mythology, the lighting is more mystical, gloomy and influenced by magical elements such as the aurora and the cosmic sky from Ymir's remains.

Lighting on characters in the Marvel Cinematic Universe can also be associated with symbols of each character's personality. For example, Thor has bright lighting that accentuates his face and body, reflecting his status as a hero. However, when Thor experiences a decline in status (for example, when he is exiled to Earth), the lighting becomes dimmer and more natural, indicating his changing emotions and position in the story.

Lighting for Loki tends to be more dramatic and often uses low-key lighting to highlight his cunning and deceptive nature. When Loki transitions from loyal brother to traitor, the lighting becomes darker, emphasizing his moral change. Odin is always given strong lighting, often overhead lighting, emphasizing his role as the ruler of Asgard. Lighting on Odin also creates a sense of wisdom and power.

In scenes involving moral conflict, such as the dispute between Thor and Loki, different lighting is often used to create a visual contrast between the two characters. Bright lighting on Thor reflects his courage and morality, while dim lighting on Loki reflects his manipulative nature.

Mise en scène lighting in Thor plays an important role in building atmosphere, reinforcing visual symbolism, and adapting Nordic mythology to the Marvel Cinematic Universe's more globally accessible futuristic aesthetic. Asgard is depicted majestically with high-key lighting that reflects its divinity, while the enemy world uses low-key lighting to add a mysterious and antagonistic feel. This lighting technique helps to emphasize the contrast between the world of the gods and their enemies, creating an immersive visual experience for the audience.

Each scene in the movie is designed with a light composition that serves not only to create a beautiful aesthetic but also to reinforce the emotions and dynamics of the story. The bright lighting in Asgard gives a heavenly and majestic feel, while the dim and shadowy lighting in the other world emphasizes tension and uncertainty.

In addition, light is also used as a marker of transition and character change. For example, in the scene where Thor loses his powers and is exiled to Earth, the lighting becomes more natural and warm, signifying that he is now just an ordinary man who has to reinvent himself.

Meanwhile, the lighting in the battle scenes was also designed to give a stronger cinematic effect. The lightning flashes surrounding Mjolnir are not just a visual effect but also symbolize the power of the thunder god. The light emitted by this weapon adds a mythological dimension that reinforces Thor's character as an extraordinary hero.

Although the movie adapts Nordic mythology, many of the spiritual and symbolic elements are simplified to make it more dramatic and understandable to a wide audience. The philosophical meanings in the original mythology are often replaced with flashy visual effects, making Thor more of an action-fantasy movie than a deep exploration of mythology. With this approach, Thor not only managed to create an aesthetically appealing world but also changed the way modern audiences understand Nordic mythology, albeit at the expense of its spiritual depth and symbolism.

5. Make up and Costumes

Makeup and costumes in the Thor films of the Marvel Cinematic Universe (MCU) play a role in character building and representing Nordic culture. These representations create a cinematic world that is visually appealing yet slightly different from historical accuracy and original Nordic mythology. In Nordic mythology, the gods' clothing is not depicted with specific details, but is often associated with natural elements and spiritual symbols. In Thor, Marvel replaced this spiritual simplicity with an aesthetic that reflects high fantasy and science fiction.

The costumes of the gods, especially Thor, Odin, and Loki, are designed with an aesthetic that blends mythology and modern elements. Their costumes use materials such as leather, metal, and synthetic materials that sparkle, giving them a futuristic feel.

Thor's iconic costume, including the red cape and metal armor, represents his strength and heroic status. The design does not resemble traditional Nordic clothing, but more like a modern superhero costume. Elements such as the circle on the chest (inspired by mythology) are simplified to visual ornaments. Loki's costume reflects his intelligence, intrigue and ambition. The dominant green color symbolizes his proximity to magic and cunning, while the crown with long horns symbolizes his influence. Loki's costume is slimmer than Thor's, highlighting both his elegance and manipulative nature.

In the original mythology, gods are often depicted as having a human-like appearance but an aura that is much different from that of ordinary people. The makeup in Thor interprets this aura through a modern aesthetic that emphasizes visual appeal. The makeup of the gods of Asgard was made to reflect their immortality and physical superiority over ordinary humans. For one, their skin appears extremely smooth and luminous. This reflects the difference between the gods of Asgard and ordinary humans. Thor has a more natural make-up that focuses on his masculinity, but still has a warm and wise impression. In contrast to Thor, Loki's make-up looks more pale and flat, emphasizing his cunning and mysterious side.

In the Marvel Cinematic Universe, the costumes and makeup of the inhabitants of Asgard, such as warriors and nobles, use Nordic-inspired designs, such as long robes, metals, and crowns, but are designed to look more luxurious and futuristic. Meanwhile, according to the original Nordic Culture, the clothes they wear should be simpler and more closely related to nature. The costumes in the Marvel Cinematic Universe in the movie Thor are transformed into much more luxurious and complex ones that reflect the modernization of Nordic culture to meet the expectations of a global audience.

In terms of makeup, the gods of Asgard are given a very flawless look. Their skin appears smooth and glowing, giving the impression of immortality and physical superiority over mere mortals.

Thor's makeup tends to be more natural, emphasizing his masculinity and heroic appeal. His long hair and neat beard further emphasize his character as a warrior and leader. In contrast to Thor, Loki's makeup is paler, reflecting his mysterious and cunning side. The contrast between the two characters is

reinforced through different makeup, creating visual differences that reflect their respective personalities. Loki's eyes are often made sharper and more expressive, supporting his deceitful character.

The Marvel Cinematic Universe's approach to costumes and makeup in "Thor" emphasizes modern aesthetics and visual appeal over historical accuracy. Traditional elements from Nordic mythology were adapted to be more relevant to the high fantasy concept that dominates the Marvel universe.

In the original Nordic culture, clothing was simpler and more closely related to nature, using materials such as wool and animal skins. However, in the Marvel Cinematic Universe, the gods' clothing is designed to look more luxurious and futuristic, reflecting how Nordic culture has been transformed into a part of global pop culture.

Overall, the *mise en scene* in "Thor" through costumes and makeup plays an important role in shaping the character's identity and the cinematic world of Asgard. While not entirely historically accurate, this approach succeeds in creating an appealing aesthetic that fits the Marvel Cinematic Universe's style of epic fantasy.

Thus, the movie "Thor" is not just an adaptation of Nordic mythology, but also a reflection of how local culture can be transformed and adapted to global popular culture. This shows that mythological adaptations in film do not only aim to represent the original culture, but also to create a wider world that is acceptable to modern audiences.

6. Characterization

As for the movie, Thor is said to have a half-brother named Loki. Loki is depicted wearing green and gold armor and a horned helmet. The visualization of the character Loki in the film is adapted to modern cinematic aesthetics, characterized by his human-like form in general, namely slender body, pale skin, black hair, and sharp facial features. Whereas in Nordic mythology, Loki's appearance is not described as having a consistent form. This is because Loki has a shapeshifting ability that allows him to take various forms, including animals and other creatures.

Loki is nicknamed the trickster god because of his shape-shifting abilities. In the movie, the character of Loki is told as a cunning, manipulative figure, and has deep conflicts with his family, especially his relationship with Thor. He often shows unstable behavior that involves drastic changes in emotion, from being evil to switching to a more ambiguous role and sometimes becoming a sympathetic figure.

Loki, on the other hand, according to mythology, often interferes with the gods and humans in Nordic mythology. His relationship with Thor is not centered on sibling rivalry. Portrayed as a character who often causes chaos, Loki is a mythological figure whose role is to defy norms and often acts without regard for the consequences of his actions.

In one of the sequels to the movie Thor, *Thor: Ragnarok*, there is another mythological character, Hela. She is told as the first child of Odin, Thor's eldest brother. Her appearance in the movie is as a very powerful antagonist and has

the ability to summon dead troops. She has an intimidating appearance and wears a horned headdress.

On the other hand, Hela in mythology is the goddess who rules the underworld (Helheim). She is symbolized as the border between life and death with half of her body still alive and the other half decaying. In mythology, Hela is responsible for orchestrating a person's death, especially for those who die of illness or old age.

The Thor films in the Marvel Cinematic Universe (MCU) adapt Nordic mythology with some significant changes. Thor is still portrayed as a powerful god of thunder, but other characters are modified. Odin, who in mythology is known for his sacrificial story, is transformed into a wise king with a more peaceful ending. Loki, who originally had the ability to shape-shift, in the movie is more highlighted as a manipulative figure with complex emotional dynamics. Freya, who in mythology is the goddess of war and magic, is transformed into a loving mother. Heimdall, who in mythology is white and golden-haired, in the movie is played with a different look. Hela, who in mythology rules the underworld, is transformed into Thor's eldest sister and becomes the main enemy. Lady Sif, who in mythology is Thor's wife, is only portrayed as a friend and loyal warrior in the movie.

These changes were made to adapt the story to modern cinematic aesthetics and build a more dramatic and engaging narrative for the audience. Although different from the original story, the Thor movie retains the essence of the Nordic mythology, introducing the legendary characters in a format that is easier for a global audience to understand and enjoy.

DISCUSSION

A comparison between the Thor movie (Marvel), Nordic culture in Europe, and Nordic culture in America shows how mythology can evolve and adapt to different contexts. The Thor movie provides a futuristic and commercial representation designed for the global market, while Nordic culture in Europe retains its historical elements as part of the regional identity. In America, Nordic mythology underwent a process of romanticization and modification, where elements of the complex mythology were simplified to make it easier to be consumed by the wider public.

With *mise en scene* theory, we can see how visual elements and symbolism are used in various forms of cultural representation. This transformation reflects how culture can change over time and how historical elements can be adapted to the needs and expectations of different audiences. While these developments increased awareness of Nordic mythology, many important elements were lost in the process of simplification.

Therefore, it is important for global audiences to still appreciate and understand the original cultural background of a mythology so as not to lose its essence and values. Further studies on the changes and adaptations of mythology in modern media can help global audiences see how cultural heritage can continue to evolve without losing its original identity. Thus, global audiences can enjoy modern entertainment such as the Thor movie without forgetting the historical and cultural roots of the adapted stories.

In the movie "Thor" (Marvel), Nordic mythology was commodified for the needs of global entertainment, often leading to a distortion of its original meaning. In Europe, Nordic culture is maintained as part of national identity and historical heritage, with efforts made to preserve its authenticity. Meanwhile, in America, Nordic culture has undergone a process of romanticization and commodification, becoming more of an aesthetic and entertainment element rather than a historical heritage with deep value.

These differences in the way Nordic culture is treated in different regions reflect how culture can change according to the social and economic context. The commodification of culture often removes the original meaning and replaces it with a version that better suits the global market, but on the other hand, it can also increase appreciation of the culture in different parts of the world. Therefore, it is important for global audiences to remain critical in consuming cultures that have undergone the process of globalization in order to still understand their original values and meanings.

Narratives in Nordic culture undergo various forms of change depending on the context in which the story is told. In the movie "Thor" (Marvel), the narrative is focused on a hero's journey that is easily understood by a global audience, but at the expense of the complexity of the original mythology. In Europe, Nordic narratives retain their historical and philosophical depth, with stories that have symbolism and a close connection to the beliefs of the people. Meanwhile, in America, Nordic mythology is often heavily adapted to meet the needs of modern entertainment, with more emphasis on action and visual effects than the depth of the original meaning.

A comparison between the movie Thor (Marvel), Nordic culture in Europe, and Nordic culture in America shows how a mythology can evolve and change according to its context. The Thor movie features a futuristic and commercialized representation of Nordic mythology designed for the global market. In contrast, Nordic culture in Europe retains its historical elements and is maintained as part of the regional identity. In America, Nordic culture underwent a process of romanticization and modification, where complex mythological elements were simplified to make it easier for global audiences to consume.

This approach made Nordic mythology more accessible and acceptable to a wide audience, but it also led to many simplifications and changes that moved away from its original meaning. Characters such as Thor and Loki who in the mythology have more complex dimensions - related to spirituality, the balance of nature, and the cycle of life - were adapted into simpler characters with motivations typical of Hollywood narratives, such as the search for identity, family conflicts, and the fight against evil. These changes aim to ensure that the story remains relevant to modern audiences, especially in a world dominated by pop culture and the visual-based entertainment industry.

CONCLUSIONS AND RECOMMENDATIONS

The Thor movie featured a reinterpretation of Nordic mythology to suit the needs of the global entertainment industry. Many elements of the mythology were altered to fit the typical Hollywood superhero narrative, such as the character changes of Thor, Loki, and Valkyrie. Thor in the Marvel Cinematic Universe is portrayed more as a hero with a character journey that reflects modern values such as responsibility and sacrifice. This change aims to make Nordic mythology more accessible to a global audience.

The adaptation in Thor reflects the approach described by Linda Hutcheon and Robert Stam's adaptation theory. Marvel did not simply reproduce the Nordic mythology directly, but made modifications that took into account the cultural context and audience preferences. These adjustments allow the characters and story to remain relevant to modern audiences.

In Europe, Nordic mythology is still preserved in its original form and honored as part of the cultural heritage. Meanwhile, in America, Nordic mythology has undergone a transformation into part of the entertainment industry. The simplification of narratives and romanticization of characters show that these mythologies have been commodified for the benefit of the global market.

The use of mise en scene techniques in Thor helps shape a more spectacular image of Nordic mythology that suits the tastes of modern audiences. The use of color, lighting, costume design, and visual effects in the film creates a cinematic experience that supports a new interpretation of Nordic mythology.

Marvel Cinematic Universe's adaptation of Nordic mythology in Thor adapts the character, leadership, and narrative to modern values, such as gender equality and competency-based leadership. Through Cultural Analysis, the movie not only retains the original mythology but also reconstructs it to remain relevant to a global audience.

The representation of Nordic mythology in the Marvel Cinematic Universe affects the way audiences understand this mythology. Many viewers are more familiar with the Marvel Cinematic Universe version than the original mythology, so their understanding of Nordic culture is based more on Hollywood's interpretation than the original source.

FURTHER STUDY

This research still has limitations so further research is needed on the topic of Mise En Scene Technique on Nordic Representation in the Sequel of Thor by Marvel Cinematic Universe in order to perfect this research and increase insight for readers.

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