

[.Watch.] Raya and The Last Dragon (2021) Movie Online Full 23 March 2021



The nature of trust and the importance of unity are at the centre of Disney's first Southeast Asian-inspired animated movie, *Raya and the Last Dragon*. Directed by Don Hall and Carlos López Estrada and written by Qui Nguyen and Adele Lim, the film takes inspiration from Southeast Asian cultures and traditions, while being a fun comedy-action, with an inspiring message at the center of its story. From the costumes and the music to the foods and the fighting choreography, *Raya and the Last Dragon* showcases the beauty and diversity of Southeast Asian cultures in the small details. Yet in spite of these admirable efforts, the movie isn't exactly as progressive as it thinks it is, in terms of its Southeast Asian representation. In a realm known as Kumandra, a re-imagined Earth inhabited by an ancient civilization, a warrior named Raya is determined to find the last dragon.

Directors: Don Hall, Carlos López Estrada | 2 more credits »

Writers: Qui Nguyen (screenplay by), Adele Lim (screenplay by) | 8 more credits »

Stars: Kelly Marie Tran, Awkwafina, Gemma Chan

Storyline

Long ago, in the fantasy world of Kumandra, humans and dragons lived together in harmony. However, when sinister monsters known as the Druun threatened the land, the

dragons sacrificed themselves to save humanity. Now, 500 years later, those same monsters have returned, and it's up to a lone warrior to track down the last dragon and stop the Druun for good.

The story takes place in the fantasy land of Kumandra, where five separate clans (Heart, Talon, Fang, Spine, and Taila) are fighting against each other for power and self-preservation. Five hundred years before the main event of the movie happens, however, Kumandra is a land of peace, where people from different backgrounds are united together and live alongside mythical dragons. That is, until an evil plague known as Druun attacks Kumandra and turns all the dragons into stone except one – Sisu (Awkwafina), who manages to turn all her power into a magical gem that protects Kumandra from the Druun. But trust is already broken, and “people being people,” as the titular Raya (Kelly Marie Tran) utters in the opening of the movie, the five nations begin to betray one another.

It's now up to Raya, who after being blindsided by a conniving young woman from Fang, Namaari (Chan) becomes a lone warrior, to save her father, Chief Benja (Kim), and the whole Kumandra from external doom. Her main goal? To collect all the separated dragon gem pieces and find Sisu, hoping she knows a way or two to reunite the broken gem pieces into one. But of course, her journey is not that simple — and it's not just because the other nations want to stop her from retrieving the gem, but also because Raya herself has an internal struggle of trusting other people, which in the end becomes a big obstacle she must overcome if she wants her plan to work.



ANIMATIONDISNEY+FILM REVIEWSLATEST
REVIEW: Raya and The Last Dragon (2021)
Reyzando Nawara15 hours ago0

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What's interesting about this part is how the movie constantly challenges Raya to reexamine her worldviews about what trust is, mostly by placing an opposing perspective, symbolised by Sisu, directly in her journey. Whereas Raya believes that she can't trust other people because the world is broken, Sisu, on the other hand, thinks that the reason why the world's broken is because people don't trust each other. The push-and-pull of these two opposing points-of-view eventually gives Raya and the Last Dragon more complexity. Instead of being overtly hopeful throughout and simply, heavy-handedly teaching both Raya and us, the audience, about the good value of trust, the film gives layers to its exploration of the nature of trust. We're invited to understand why Raya is the way she is, while at the same time questioning it at the same time. The character work, in the end, is as interesting as the film's more kickass adventure and action sequences.

Grounding everything is the talent behind the characters. Tran brings humanity and vulnerability to Raya, and Awkwafina gives humor and heart to both the movie and her character. The rapport between the two is where Raya and the Last Dragon finds most of its strength. Another winning element of the movie is in its representation of Southeast Asian cultures and traditions in detail. Take, for instance, the name Raya. In the Malaysian and Indonesian languages, Raya is mostly associated with celebration, particularly the celebration of Eid Al Fitr, where families usually gather together to celebrate the holy day by forgiving each other's mistakes and eating meals together — which fits in perfectly with what the movie is trying to explore.

The five lands of Kumandra are also heavily influenced by countries in Southeast Asia. Tallon does not just sound like Thailand, it's also designed to feel like a combination of Thailand and Vietnam's floating market. The building design of Fang looks a lot like Rumah Gadang, which is one of the traditional houses in Indonesia. Then there's the fighting scene, which takes reference from both Muay Thai and silat, two martial arts originated respectively in Thailand and Indonesia. Even to small features like the foods, the SEA references feel rich.

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reference from both Muay Thai and silat, two martial arts originated respectively in Thailand and Indonesia. Even to small features like the foods, the SEA references feel rich.

When you take a look at this on the outside, the way *Raya and the Last Dragon* handles the SEA cultures it wants to represent seems almost perfect. But unfortunately, that's not the case. The first and most visible issue with the movie lies in its casting choice. While it sure does boast some talents of Southeast Asian descent in Tran, Patty Handerson who is Vietnamese, Ross Butler who has Chinese-Malaysian and Singaporean blood, and some other names, most of the main cast of *Raya and the Last Dragon* consists of East Asian big names, probably to attract the global audience. Sure, they're talented and they ace the roles, but when a movie props itself to push representation of Southeast Asian cultures, it seems lazy at best, and irresponsible at worst to not cast actors of Southeast Asian descent.

The most disappointing part of the movie, however, lies in how it portrays the SEA cultures and traditions themselves. In reality, Southeast Asia consists of eleven countries, each with rich and diverse cultures, yet in the movie, these cultures are handled as some kind of melting pot as if they are interchangeable. Yes, in Southeast Asia some parts of one country's culture and traditions are influenced by those of another country; we can see this case with Malaysia and Indonesia, for example. But it doesn't mean that they're the same. These major flaws are what eventually becomes the reason why even though *Raya and the Last Dragon* has all the formula to be a winning Disney movie, it falls short in its most vital aspect. If only the writers knew how to treat the movie's representation of SEA cultures more deliberately, no doubt *Raya and the Last Dragon* would be the progressive movie it thinks it is. Still, if you want some badass action-comedy animation with a hopeful message, *Raya and the Last Dragon* will do it for you.

◇ STREAMING MEDIA ◇

Streaming media is multimedia that is constantly received by and presented to an end-user while being delivered by a provider. The verb to stream refers to the process of delivering or obtaining media in this manner.[clarification needed] Streaming refers to the delivery method of the medium, rather than the medium itself. Distinguishing delivery method from the media distributed applies specifically to telecommunications networks, as most of the delivery systems are either inherently streaming (e.g. radio, television, streaming apps) or inherently non-streaming (e.g. books, video cassettes, audio CDs). There are challenges with streaming content on the Internet. For example, users whose Internet connection lacks sufficient bandwidth may experience stops, lags, or slow buffering of the content. And users lacking compatible hardware or software systems may be unable to stream certain content. Live streaming is the delivery of Internet content in real-time much as live television broadcasts content over the airwaves via a television signal. Live internet streaming requires a form of source media (e.g. a video camera, an audio interface, screen capture software), an encoder to digitize the content, a media publisher, and a content delivery network to distribute and deliver the content. Live streaming does not need to be recorded at the origination point, although it

frequently is. Streaming is an alternative to file downloading, a process in which the end-user obtains the entire file for the content before watching or listening to it. Through streaming, an end-user can use their media player to start playing digital video or digital audio content before the entire file has been transmitted. The term "streaming media" can apply to media other than video and audio, such as live closed captioning, ticker tape, and real-time text, which are all considered "streaming text". Elevator music was among the earliest popular music available as streaming media; nowadays Internet television is a common form of streamed media. Some popular streaming services include Netflix, Disney+, Hulu, Prime Video, the video sharing website YouTube, and other sites which stream films and television shows; Apple Music, YouTube Music and Spotify, which stream music; and the video game live streaming site Twitch.

◇ COPYRIGHT ◇

Copyright is a type of intellectual property that gives its owner the exclusive right to make copies of a creative work, usually for a limited time. The creative work may be in a literary, artistic, educational, or musical form. Copyright is intended to protect the original expression of an idea in the form of a creative work, but not the idea itself. A copyright is subject to limitations based on public interest considerations, such as the fair use doctrine in the United States. Some jurisdictions require "fixing" copyrighted works in a tangible form. It is often shared among multiple authors, each of whom holds a set of rights to use or license the work, and who are commonly referred to as rights holders. [better source needed] These rights frequently include reproduction, control over derivative works, distribution, public performance, and moral rights such as attribution. Copyrights can be granted by public law and are in that case considered "territorial rights". This means that copyrights granted by the law of a certain state, do not extend beyond the territory of that specific jurisdiction.

◇ MOVIES / FILM ◇

Movies, or films, are a type of visual communication which uses moving pictures and sound to tell stories or teach people something. Most people watch (view) movies as a type of entertainment or a way to have fun. For some people, fun movies can mean movies that make them laugh, while for others it can mean movies that make them cry, or feel afraid. It is widely believed that copyrights are a must to foster cultural diversity and creativity. However, Parc argues that contrary to prevailing beliefs, imitation and copying do not restrict cultural creativity or diversity but in fact support them further. This argument has been supported by many examples such as Millet and Van Gogh, Picasso, Manet, and Monet, etc. Most movies are made so that they can be shown on screen in Cinemas and at home. After movies are shown in Cinemas for a period of a few weeks or months, they may be marketed through several other medias. They are shown on pay television or cable television, and sold or rented on DVD disks or videocassette tapes, so that people can watch the movies at home. You can also download or stream movies.

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