

The thesis presents selected visual elements of Japanese comics, particularly graphic narrative elements. The components of the visual grammar, such as pictorial symbols, motion lines and practices, which enable the visual representation of the specific phenomena and concepts that are non-visible in a real life are discussed. Furthermore, the thesis deals with the introduction and explanation of functions and differences between these elements, and presents the means of visual structures to convey the meaning to their readers. Followingly, the final part of the thesis deals with the comparison and analysis of the narrative components and tools, as well as with the possibilities of their usage. The selected methods of comics expression and the chosen narrative components are presented on dataset of selected examples from manga production.

Keywords:

Manga, Japanese Visual Language, graphic elements, narrative structure, visual grammar