

## **Abstract (ENG)**

Comic book movies are a significant part of contemporary cinema, however, they often take only the characters or the basic plot line from their source material. This thesis is intended to show that other elements of the original can also be brought into a film adaptation, ones that at first glance might seem non-transferable from one media to another. Film adaptations of Frank Miller's graphic novels will serve as a sample, focusing primarily on the films *300* and *Sin City*. The thesis looks at how the film adaptations reflect the various elements typical of comics (e.g. panels and their layout, drawing style, narrative structure, script and lettering) and what these are complemented by (e.g. music, sound, movement, casting). Through comparative analysis of both films, their prequels, and other adaptations, we want to determine how faithful the adaptations really are, but also to highlight how different the filmmakers' approaches to the source material can be.

The aim is also to show which of the elements mentioned above can be transferred into film language and in what ways, and which are more difficult to translate, and in the latter case to reveal if these losses are compensated.