

SUMMARY

The Use of Cinematic Techniques in the Comic "Beyond Horizon"

Stories surround us in everyday life – we tell and listen to them in conversations, consume them through media, films, and books. They are not only a form of entertainment but also a way to express ideas, emotions, and experiences. This thesis explores the relationship between film and comic book structures and examines how cinematic techniques can be applied to the comic medium. While both rely on visual storytelling, film uses movement and sound, whereas comics use static images and panel layout to create rhythm and meaning.

The theoretical part of the thesis analyzes narrative structure, rhythm, and visual tools in both film and comics. Special attention is given to how comics can compensate for the absence of motion and sound through panel composition, visual design, and pacing. The aim was to understand the relationship between cinematic and comic language by adapting a prewritten film script into a fully illustrated comic.

The practical part a full adaptation of the script into comic was successfully completed. The process was demanding and required consistency. It offered valuable insight into visual storytelling and helped develop my creative process.

In conclusion, the aims of the thesis were met: the script was successfully translated into comic, cinematic language was explored in the new medium, and my creative skills were developed further. While it remains uncertain whether this story will be turned into a film in the future, the comic serves as a strong foundation – both in mood and visual structure – for any potential adaptation. I am glad to have given this story a tangible form, and the experience has been both challenging and rewarding.