Abstract

The work focuses on the design of the process of creating map of the fictional world. In particular focuses on the creation of the fantasy world of the Witcher by Polish author Andrzej Sapkowski. The importance of the map for a literary work is discussed. The world, based on selected author's work, is also compared to fictional worlds based on the literary work of other authors.

The work also focuses on various possibilities of map creation. Maps of the Witcher world by another authors are also used as inspiration. Then one procedure is designed and used to create a fantasy map. It also includes comparing the selected world with the real world and finding similarities between them.