

## **Abstract**

The thesis contributes to the theory of translation of comics. In the first part, it outlines the development of both German and Czech comics and defines individual aspects of comics translation, taking into account not only language but also images and typography. Regarding language, the thesis looks specifically at balloons, captions, and other characteristics playing an important role in translation, such as interjections, inscriptions etc. The thesis also addresses the interdependence of language and visual messages in comics, which is the typical source of comic effects. Apart from the requirements on comics translations set within translation studies, the thesis also presents the attitudes of publishers and their editorial practices. Based on questionnaires distributed among publishers, we can conclude that they adopt a comprehensive attitude to translation of comics, not only taking into consideration balloons and captions, but also creating favourable conditions to meet the translation studies requirements.

Based on the general findings, the thesis analyzes two translations of German comics into Czech. The analysis of their language aspects employs Katharina Reiß's model, images and typographic aspects are analyzed using Delabastita's model. The analyses show considerable differences in their quality. While one of the translations proves our hypothesis and displays a lack of comprehensive method and as a result low quality, the other achieved much better results. The results, however, cannot be generalized; the final character of translations of comics depends on the individual translator, the publisher, and on technical and other conditions.