

This thesis deals with the depiction of death in the Sandman comic books written by Neil Gaiman. It aims to explore the forms of death that the author presents in his comics through pictorial and textual codes. The work begins with a reflection on the phenomenon of death and how this phenomenon and its depiction stand in time and in current perception. The theory of visual semiotics is used for research, especially the findings of Ch. S. Peirce and the theory of multimodality, which is described in the theoretical part. The focus is then shifted to the comics itself and towards the characteristics of individual elements of visual language applicable for describing comic images, such as color, perspective, panel size, framing, etc. The analysis of images is preceded by research depicting death from the perspective of western culture in its historical context. In the description of the images, the essential features of the individual modes are determined and their meanings are interpreted. The conclusion is summarizing author's findings and try to confirm the initial thought presented at the beginning of the work: that Gaiman perceived the character of Death very differently than is usual in contemporary commercial images.