

Abstract

The thesis is aiming its focus on various different forms of frame in motion picture and animated cartoon movie. When it comes to physics, animated cartoon movie can operate with completely new concept of media intended content, what opens endless amount of possible interpretations and feelings about the movie. Thesis takes film theory of G. Deleuze, with theories of H. Bergson, Jurij Lotman and with semiotics of drawing and photography (Barthes, Eco) as root theoretical background. The main aim of this work is to apply the film theory by Gilles Deleuze on animated movie.