

ABSTRACT

The adaptation of the Bible into visual media has been practiced for centuries. To find out why visual adaptation techniques were used for Biblical accounts into animation, this paper compares panel-based image story-telling techniques against those of animation. It does so by providing an in-depth analysis of the representational processes involved for animation to communicate meaning, namely Roland Barthes's photographic *Connotation Procedures* in relation to Frank Thomas and Ollie Johnston's principles of animation, and Foucault's discussion of discourse.