



Title: Stories and Alternate Realities: Representation of Time in Film

Abstract

Einstein's theory of relativity affected how time was viewed in physics, but it also had a major influence on the arts. Relativity widened the horizons of representation of time. Not only did it weave through the story in the linear presentation of the chronology of events, as that supposed the existence of one fixed point of view. Relativity allowed for various points of view to be applied when representing time. Thus, time is more than a cinematic narrative element or a system of measurement, a) it may be the subject matter of a film that is *about* time, b) still as the subject matter of the film, it may weave into the fabric of the narrative, c) on a metanarrative level, it could be the artistic representation of the theory of relativity as they show a disrupted linear presentation of the plot. Films like *In Time*, *Minority Report*, *Déjà vu*, *Tenet*, *21 Grams*, and *Memento* will be used to illustrate situations in which *time* is present in the cinematic narrative on more than the level of the chronology of events. A close reading of the cinematic texts will prove that *time* enriches not only the structure but also the content of films.

Keywords: time, sci-fi, metanarrative, relativity, non-linear narrative