

## Ellipsis

Time is speeded up by skipping, or perhaps information is skipped. Uses techniques like jump cut or an extra helping of white space.

## Summary

Also speeds up time, but doesn't cut, rather, narrates short or long passages of time.

## Scene

Closest to "real" time: fully dramatized, "shows" the things said, actions done. It may describe settings, people, etc.

## Stretch

Slows time by things like giving characters' thoughts during a scene or describing or including materials that would, in real life, happen in a split second. In dialogue, if you want to slow things down or stretch, you put gestures and how things are said before the actual words.

## Pause

Time stops completely for a character to have, for example, a fully-dramatized flashback. When we return to the present of the story, essentially no time has passed.