

“Medusa” - FMP 2024



[Link to Full Show Recording on FMP Website](#)

Show Description:

This unique show is a modern sounding take on *Greek mythology's Medusa*; from the beautiful priestess of Athena; the Goddess of Wisdom, to the grotesque gorgon with snakes for hair. The production will explore the conflict between Athena and Medusa while illuminating Medusa's plight of transformation, isolation, and ultimate demise. Music includes *My Immortal* by Evanescence and original compositions by Matt Hightower and Josh Powell.

Visual Imagery:

- Greek Column props (can maybe be destroyed “looking” or can have a distressed side on one side of a two-sided column)
- Snake (headresses, serpentine drill and choreography)
- Grecian inspired costuming for colorguard and drum majors
- Ancient Greek symbolism (Greek key pattern, alphabet, etc.)
- Athena's Headdress, owl, and/or reflective shield
- Marching members turning to “stone” at the end of the show
- Potential performer mirroring, visual staging mirroring or use of actual mirrors
- Guard personnel could represent the “Medusa” and “Athena” characters
 - Or, additional strong performers or perhaps a drum major with theatrical background could also represent the characters through costuming, staging, etc.
 - Most appropriate in the “Intro” and end of Part 3.

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Initial Musical Inspiration

- [Gregorian - My Immortal](#) - Very cool guitar treatment on the chorus
- [Evanescence - My Immortal \(Official Music Video\)](#)
- Ocean/water/wave sound effects
- Non-western instrument and EFX opportunities are abundant
- Heavy cinematic/electric guitar throughout show
- Use of female voice and choir throughout show to depict *Medusa's* femininity and vulnerability

Show Outline and Narrative

1. Introduction of the beautiful Medusa, Priestess of Athena
2. Part 1 - Medusa's Transformation/Curse
3. Part 2 - Escape and Isolation
4. Part 3 - Medusa's Demise

Visual Production Notes

Click here to view (only) the [Medusa Visual Production Notes](#) Scott Koter provided to the visual designer on behalf of the directors from the band that originally commissioned *Medusa*.

Contact scott@fanninmusic.com if you would like your own version of this spreadsheet to customize when creating your own visual design notes.

Costume and Scenery Inspiration

1. Refer to [Medusa page on FMP website](#) for several costume, scenery and staging possibilities
2. Ancient “pillars” could serve as set pieces (props)
 - They can also serve as a place to store and exchange guard equipment.
 - Depending on contraction, there is a possibility of turning them around to show the transformation to stone
 - Possibility of knocking them over to portray the wrath of destruction at the end of the show