



INFECTED

Fannin Musical Productions

Inspired by the popularity of *The Walking Dead*, *INFECTED* draws upon the zombie mythos to create a show certain to entertain your students, audiences, and judges. An outbreak spreads throughout the winds, percussion, and color guard that creates visual and musical changes. It begins with a lone individual and eventually overtakes the entire ensemble. With optional props, uniform modification, and voiceover/sound effects package, *INFECTED* is a proven hit.

Set Design

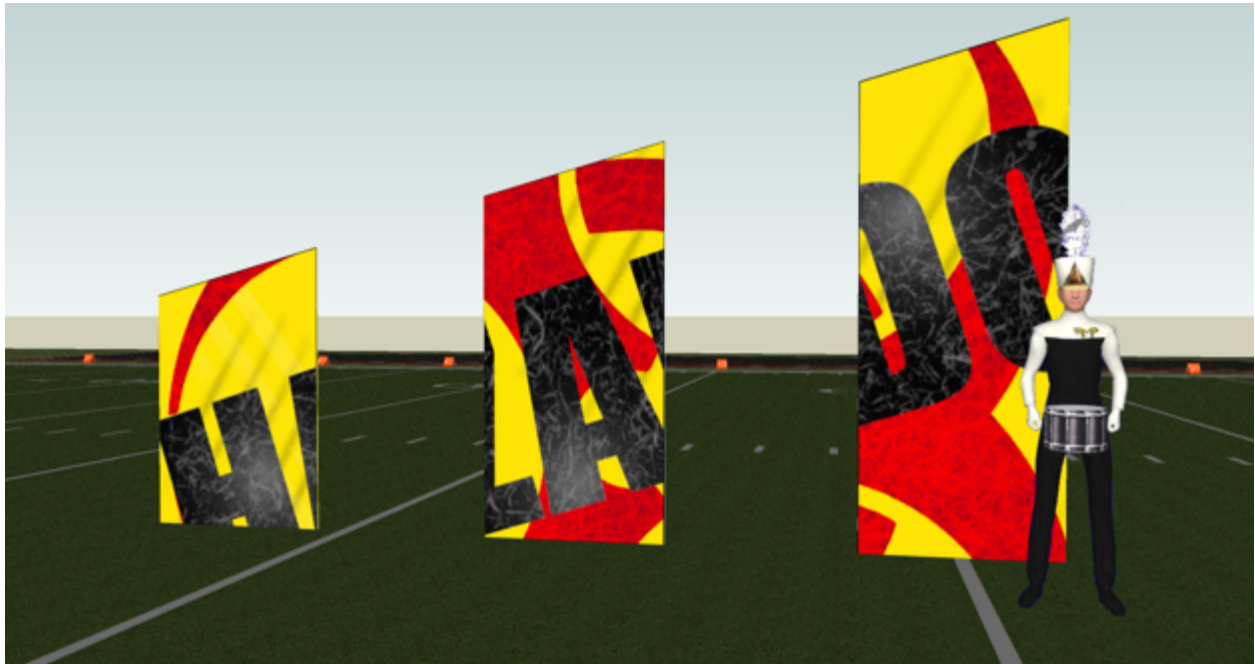


The bold graphics of the *INFECTED* set immediately transport the viewer to the scene of a medical disaster, where desperate medical professionals [portrayed by the color guard] try to contain a mysterious, and deadly plague.





Front screens help to frame the stage, while providing an exchange point for color guard equipment. Backdrops perform a similar function while also allowing an entrance point for the first INFECTED guard soloist, and an out of site transformation zone for the drumline during the ballad.





Most importantly a series of road barriers help convey the sense of an emergency, while also being easily moved to frame different parts of the field as the increasingly desperate survivors attempt to stave off the hordes of the INFECTED.



GUARD CONCEPT SKETCH "PRE-INFECTED"



1 OR 2 PIECE
BODYSUIT
MIMICS HAZMAT
SUITS WORE
DURING DISEASE
OUTBREAKS

SURGICAL MASK
MAKES INEXPENSIVE
ACCESSORY, WIDELY
AVAILABLE

INTERNATIONAL
BIOHAZARD SYMBOL ON
CHEST CONNECTS TO
PROPS, FLAG DESIGN

GAITERS &
GAUNTLETS GIVE
APPEARANCE OF
TALL BOOTS &
GLOVES--ACTUALLY
USE STANDARD
GUARD SHOES &
GLOVES IN BLACK



"INFECTED"

SURGICAL MASK
COULD BE
REMOVED TO
REVEAL 'ZOMBIE'
MAKEUP BENEATH

DANGLING BITS OF
'HAZMAT' SUIT
SUGGEST CLASSIC
'ZOMBIE' APPEARANCE



VARIOUS RIP-
AWAY SECTIONS
OF UNIFORM
REVEAL
CELLULAR,
'INFECTED'
PATTERN
BENEATH

FMP
FANNIN MUSICAL
PRODUCTIONS

POWERED BY
BAND SHOPPE



POSSIBLE **INFECTED** MUSICIAN UNIFORM MODIFICATIONS

LARGE AREAS OF
SINGLE COLOR OF
UNIFORM USED
FOR TEMPORARY
MODIFICATIONS



MANY OTHER
POSSIBILITIES! LET US
CUSTOMIZE A SOLUTION
FOR YOUR UNIFORM!

PATCHES STITCHED
ON, CAN BE PULLED
'OPEN' TO SIGNAL
MUSICIAN HAS
BECOME **INFECTED**



POWERED BY





UN-INFECTED
OPENER:
BIOHAZARD
SYMBOL

UN-INFECTED
BALLAD: HUMANS
SURROUNDED

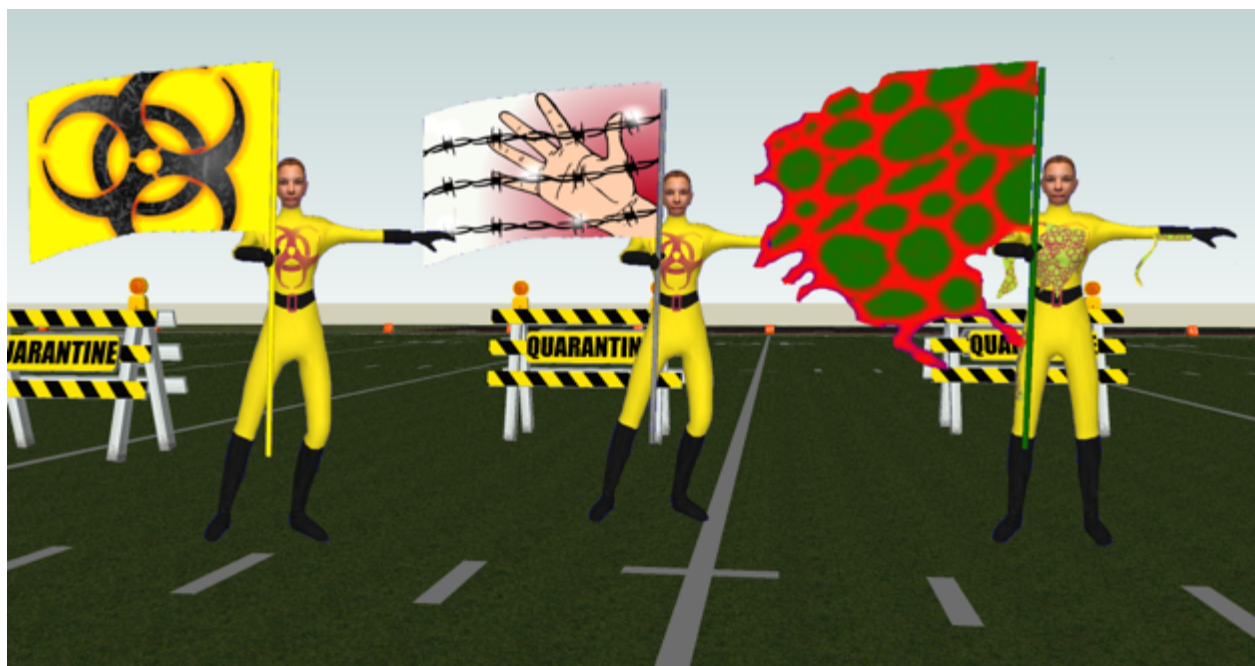
INFECTED:
USED BY ALL IN
CLOSER

INFECTED: FLAG CONCEPTS
AS THE 'INFECTION' SPREADS, THE **INFECTED**
FLAG IS USED BY MORE & MORE PERFORMERS

FMP
Fannin Musical Productions

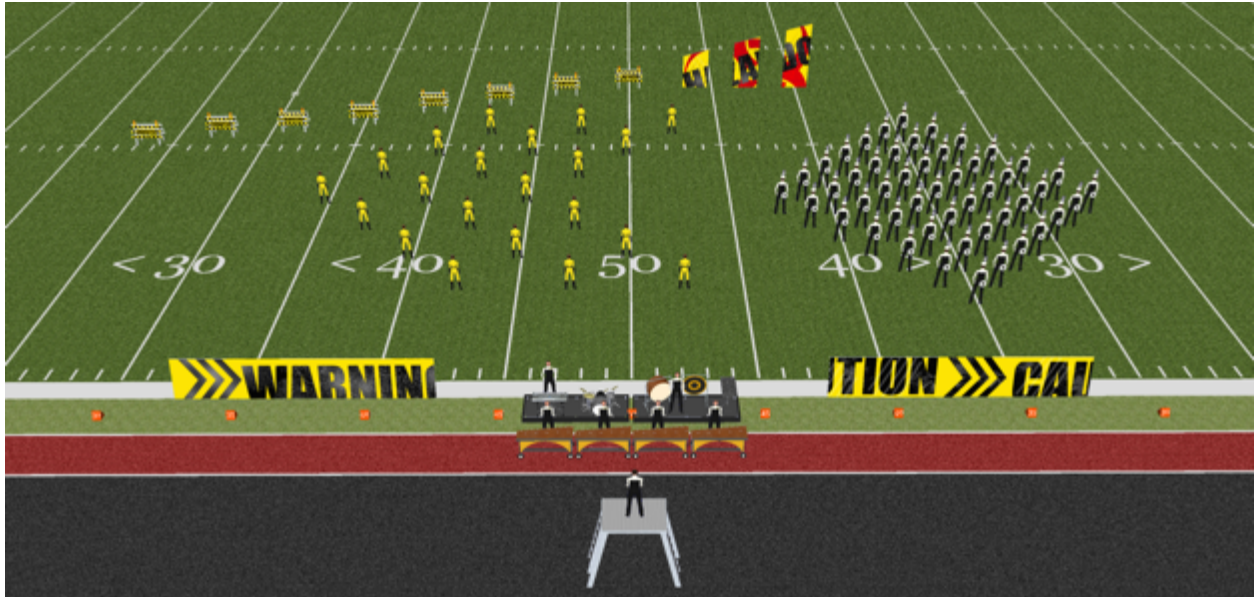
POWERED BY
BAND SHOPPE

Rather than a traditional sequence of flags which change with each movement of the show, the flags in **INFECTED** reflect the spreading of the zombie plague. In the Opener and Ballad, most guard performers remain uninfected and spin flags reflective of that. The **INFECTED** flag [optionally oversized and irregularly shaped] is at first only spun by a soloist, but more and more performers pick it up as they join the horde.



Preshow & Opener Effects

Before the show proper begins, an optional narration and sound effects package [available through Vision Through Music Productions] sets the mood by mimicking reassuring government announcements. [*“Quarantine procedures remain in effect... Citizens should feel confident going about their business... The outbreak has been contained... Report erratic behavior to the authorities immediately... Quarantine procedures remain in effect...”* etc.]



As the show proper begins, a lone guard soloist lurches center stage from behind the backdrops, uniform transformed... She is Patient Zero: the first INFECTED.





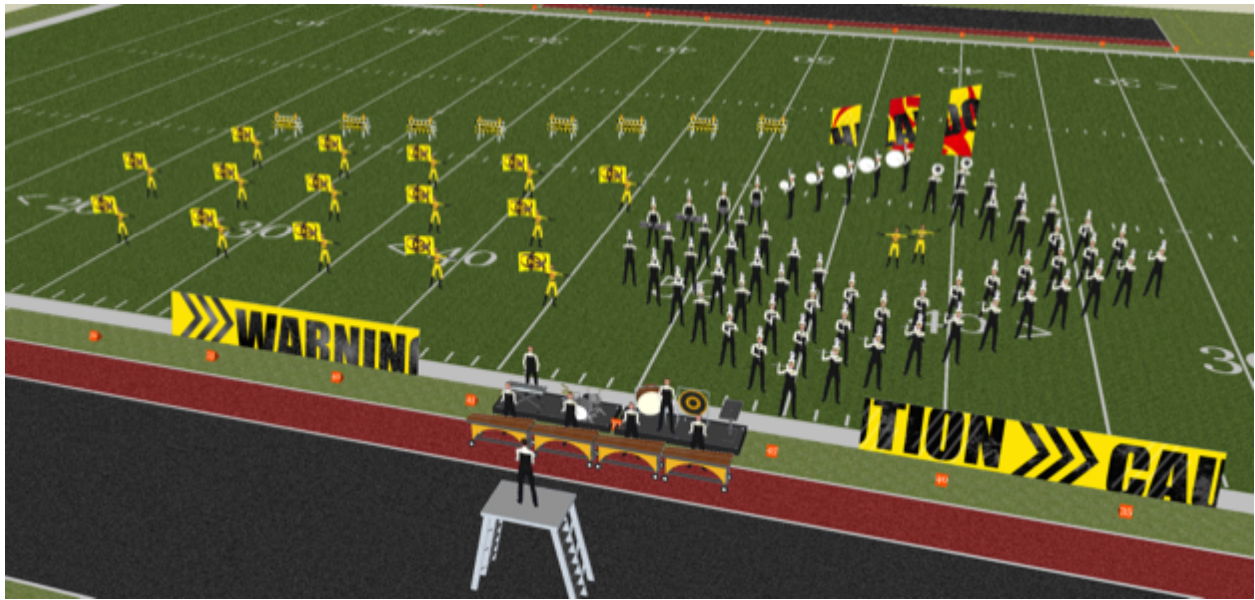
As the musical ideas begin to develop, Patient Zero serves as the motivating factor, lunging first at the woodwinds and causing them to step off [at first to avoid her, and then beginning more standard drill] and motivating their musical entrance, and then at the brass who follow a similar pattern. Drill can very simple, while at the same time being effective due to the motivating factor of the guard soloist.

At same time, guard members begin introducing the first silk from various staging points around the field.





Meanwhile, the drill continues to barely 'elude' Patient Zero, until finally just before the first impact, another guard member is isolated with her inside of a form which draws visual focus to them. Patient Zero lunges at the unfortunate guard member while a 'bite' sound effect fills the brief pause before the impact and her uniform is transformed. As the first impact is played, she becomes INFECTED.



Following the first impact, the reassuring narrator returns: *'A minor outbreak has occurred, but there is not cause for alarm.'*

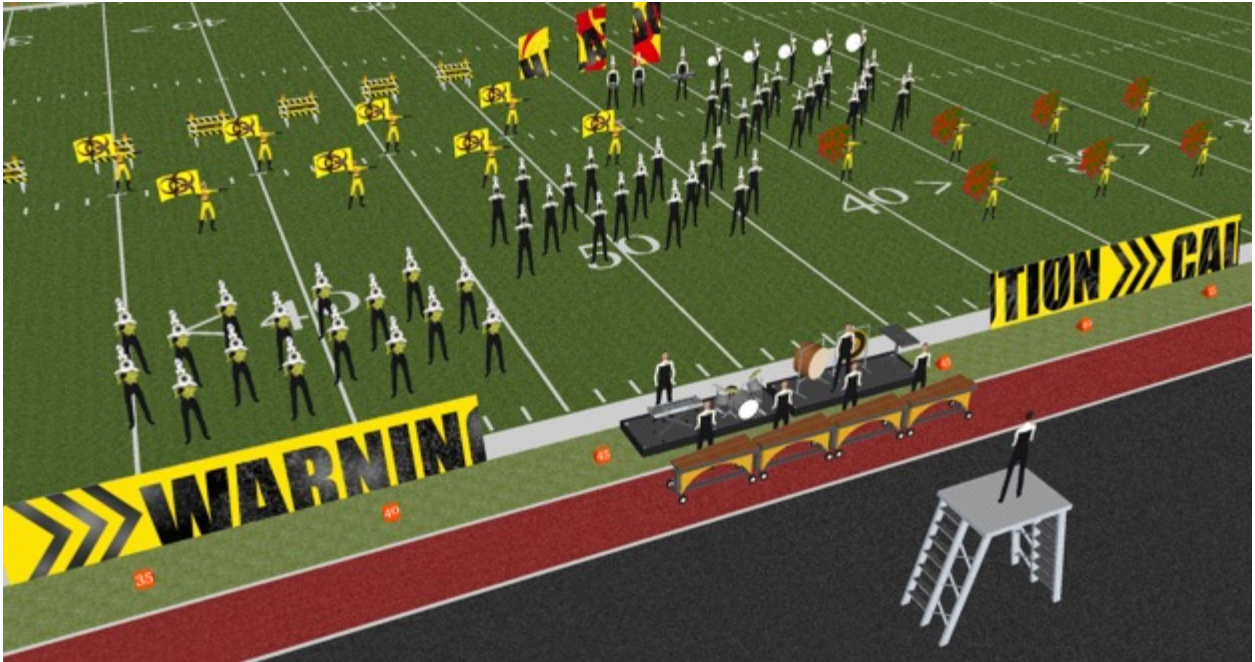


As the opener continues, the two INFECTED guard members introduce the silk that will characterize victims of the plague throughout the rest of the show.





The remainder of the opener consists of the contagion spreading into the low brass, trumpets, and some of the remaining color guard, each time symbolized by the uniform modification being transformed. Eventually, whole sections have become transformed and threaten those that remain uninfected.



As the Opener ends, the low brass and trumpets have been transformed along with roughly half the color guard, while the woodwinds, drumline, and remaining guard are still uninfected, setting up the creative musical effects of the Ballad.

Ballad Effects



As the ballad opens, a warning siren blares out and the emergency voice returns, now clearly upset: *'Emergency Quarantine procedures are now in effect!'*

During the pit transition at the beginning of the movement, the remaining uninfected move the barricade props to a long diagonal center field to hold back the growing horde of undead. The INFECTED strain against the barriers while the woodwinds and horns play a melody representing the surviving hope of mankind.

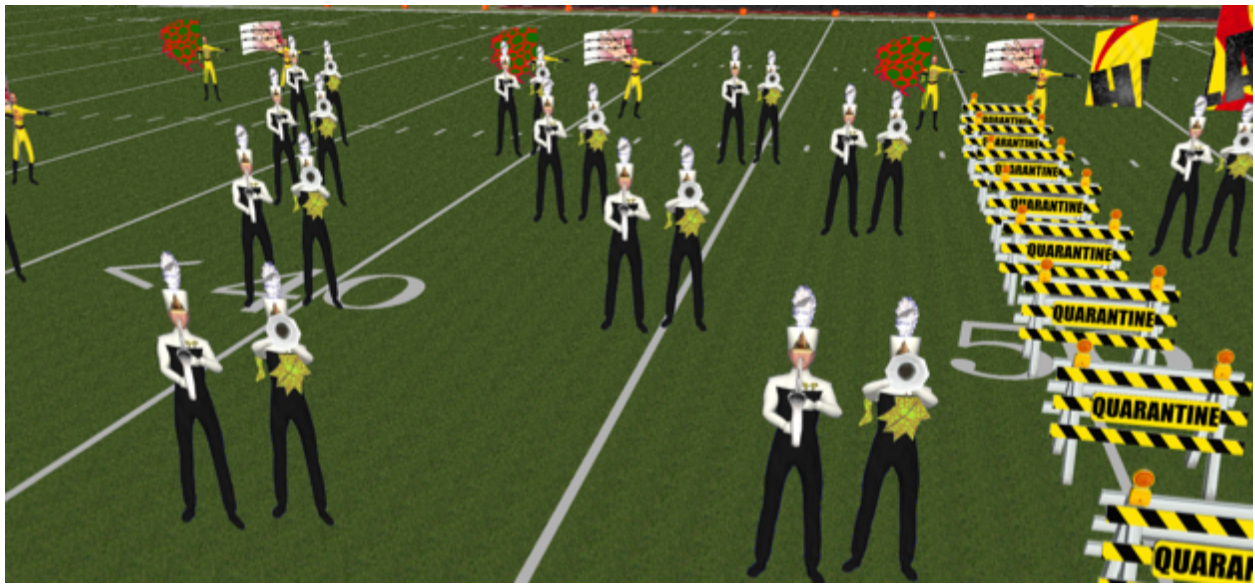




Meanwhile, the uninfected guard introduce our ballad silk which conveys that same glimmer of hope. That hopeful melody, however, is interrupted periodically by the brass on a creepy, separate musical motif which shows that the ultimate outcome will not be a happy one.



Eventually, the barricade is dismantled by the INFECTED guard, and the human and undead intermingle for the major musical statement of the ballad.



Then, following the main musical statement, each INFECTED member reaches out to their partner and pulls open their uniform modifications. The woodwinds and mellophones now join with the remaining brass on the 'undead' musical motif from earlier, signaling that they two have become INFECTED.



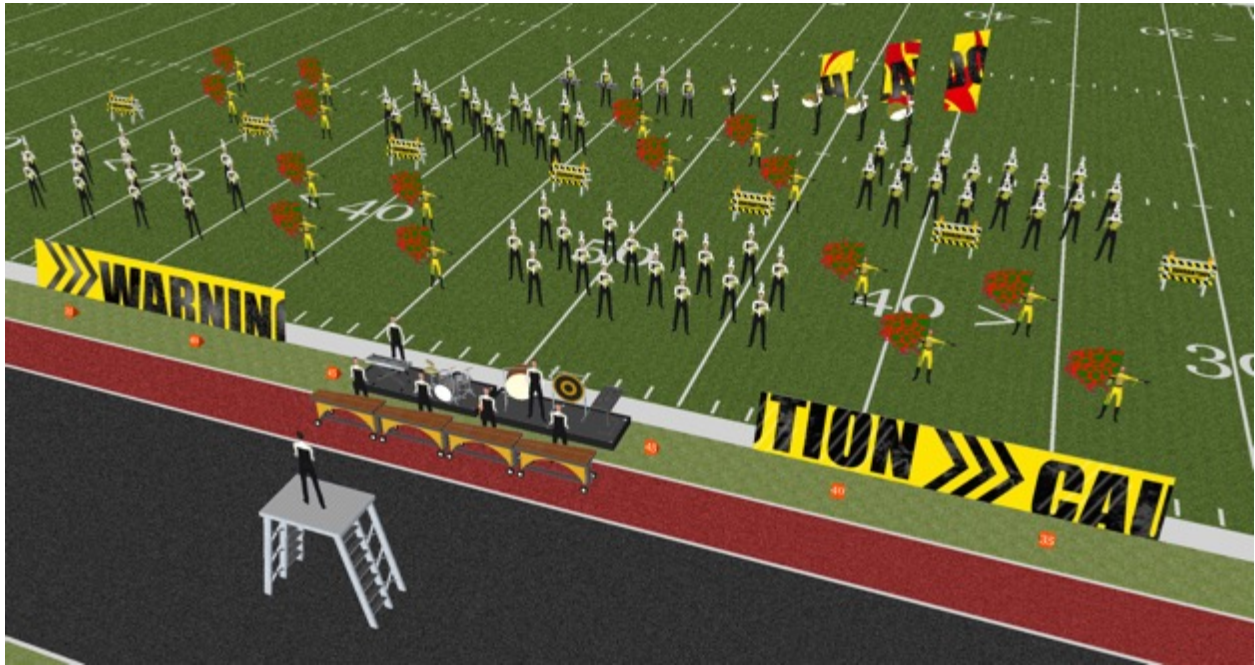
Closer Effects



The final movement begins with a percussion focus as the newly transformed hornline restage the props to draw the idea to the drumline. Narration returns, but with the emergency announcements now replaced with only the terrible moaning of the undead.

With drums a wide variety of very visual, creative 'infection' options are possible during the beginning of the ballad. Here, a simple cloth cover similar to the INFECTED flag silks and the uniform modifications has been draped over the bass drums, but much more elaborate possibilities exist. Let us customize this for your percussion section!





For the remainder of the Closer, the now entirely INFECTED ensemble passes around the creepy motifs established for them previously while the guard entirely spins the weird, distorted silks representative of the triumphant plague. However, one member of the ensemble remains human and uninfected...

As the show comes to its final impact, the drum major either makes their way out onto the field, or the drill makes its way across the front sideline to surround the podium! [The exact solution here can be customized to the rules of your competitive circuit and preference.] Does the drum major prevail? Are they transformed as well for a truly hopeless, *Walking Dead* style finish? The choice is up to you!



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