



## METAL

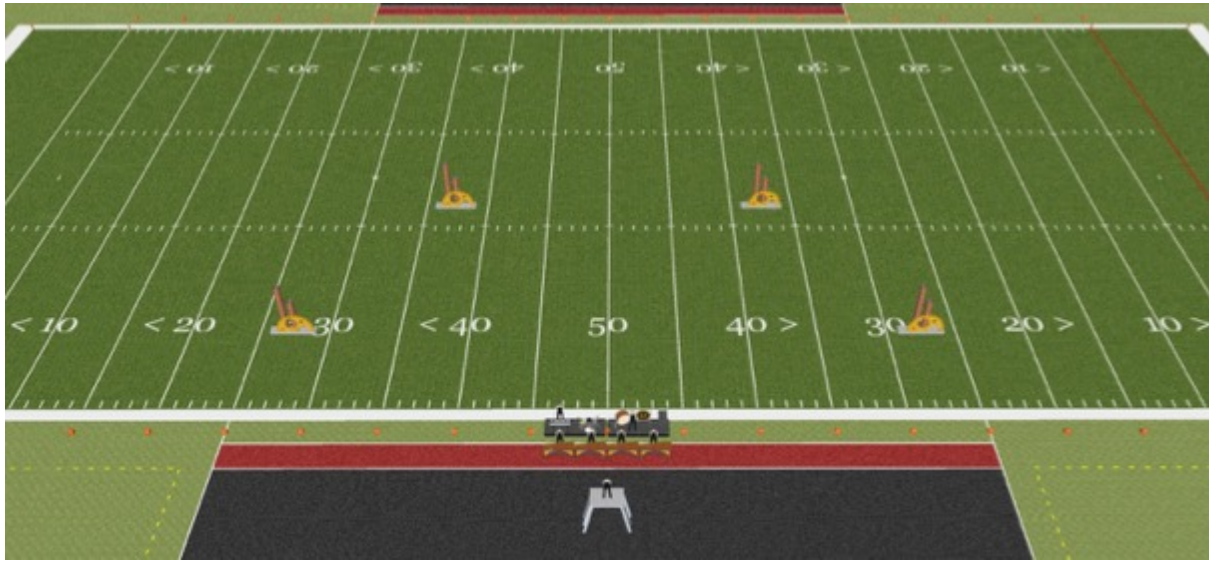
Fannin Musical Productions

### Overview

*METAL* starts with a simple play on words—metal as a genre of music vs. metal the material—and uses it to create an entire audio-visual world on the field. Using the classic *Iron Man* as a motif, and interweaving Morricone's *Ecstasy of Gold*, elements of the *Iron Man* movie soundtrack, and Metallica's *Master of Puppets*, this show stays artistic and competitive while using themes any audience will recognize and enjoy. The result is a show package that will appeal to both judges and Friday night football crowds.

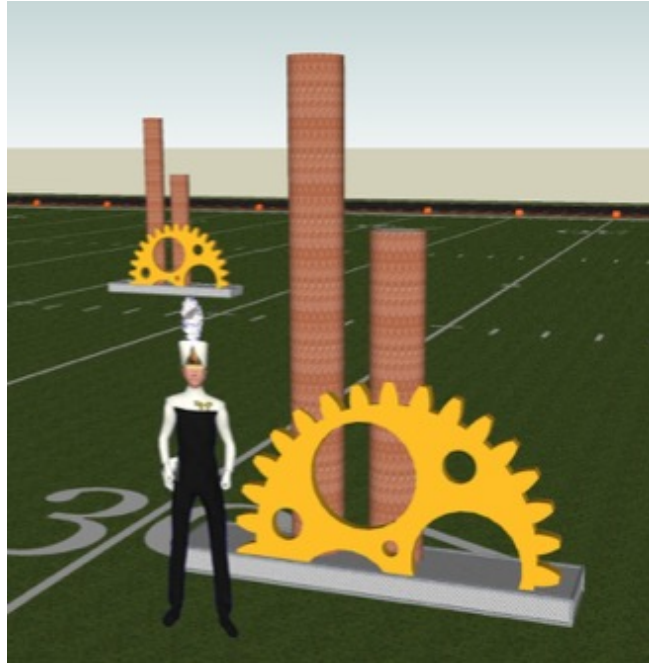
This show requires copyright clearance to perform.

## Set & Prop Design

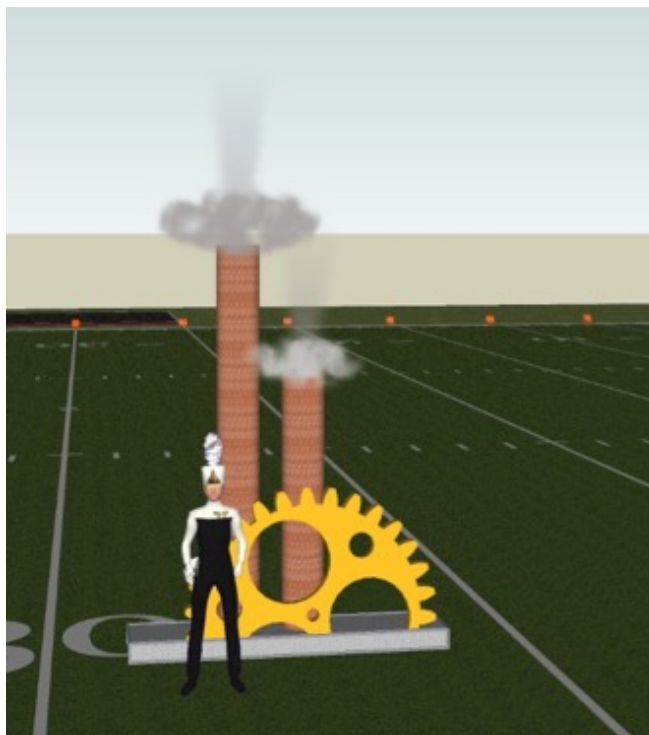


The fieldscape for *Metal* immediately intrigues the viewer by pulling them into an industrial world of factories. Large, repeating props make the show's intent clear and unmistakable, setting you up for success in the effect captions. The exact number of factory 'pods' can be customized to meet the size and budgetary needs of your unique ensemble—large groups may choose to use more, smaller groups fewer.





Each pod contains two upright ‘smokestacks’ and an oversized gear, allowing them to serve several functions throughout the show—color guard equipment transitions, focal points for soloists, etc. However, their most important effect is in the smokestacks: using simple fire extinguishers blasts of ‘steam’ can be released for a dramatic effect tied to the sound effects package.



Flag & Costume Design

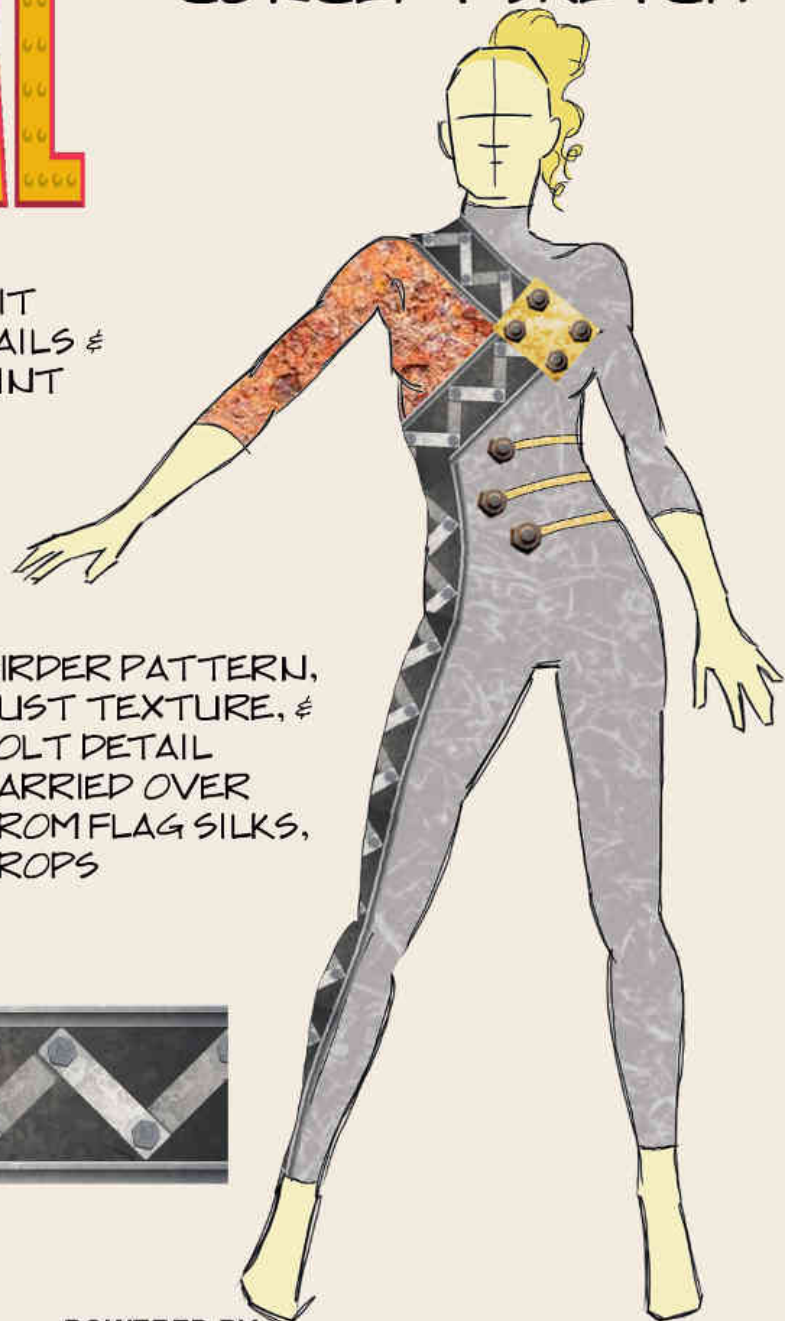
# METAL

## COLOR GUARD CONCEPT SKETCH

ONE-PIECE BODY SUIT  
WITH APPLIQUE DETAILS &  
CUSTOM DIGITAL PRINT



GIRDER PATTERN,  
RUST TEXTURE, &  
BOLT DETAIL  
CARRIED OVER  
FROM FLAG SILKS,  
PROPS



**FMP**  
FANNIN MUSICAL  
PRODUCTIONS

POWERED BY  
**BAND SHOPPE**



OPENER

# METAL

## FLAG CONCEPTS

3 SILKS UNIFIED BY  
PATTERN & IMAGERY,  
CONNECT TO EACH  
OTHER, COSTUMES,  
& PROPS VIA  
PALETTE, TEXTURE,  
& MOTIF



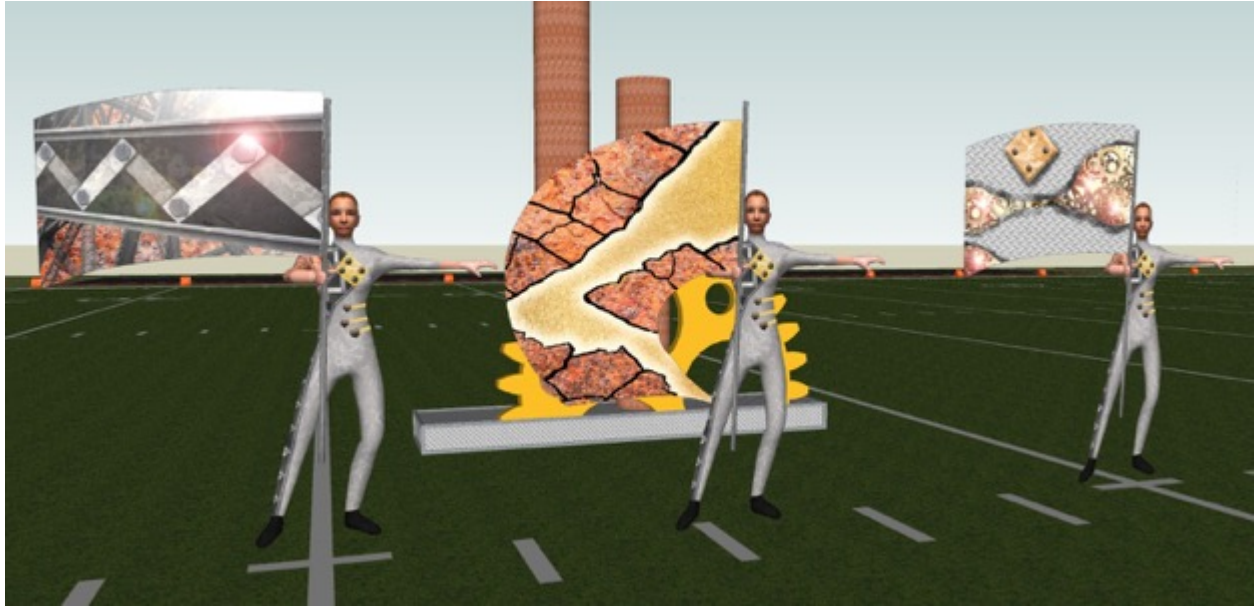
CLOSER



BALLAD OVERSIZED  
SWING FLAG

**FMP**  
FANNIN MUSICAL  
PRODUCTIONS

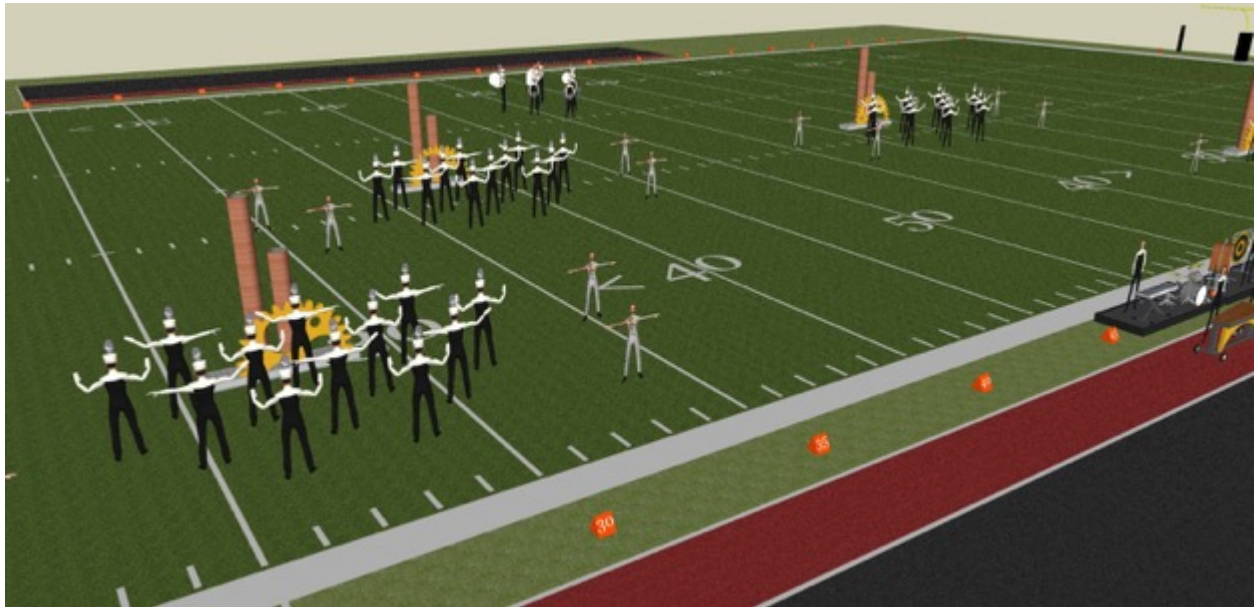
POWERED BY  
**BAND SHOPPE**



The guard design for *Metal* establishes and maintains the themes of the program through, color, pattern and texture. Industrial cues such as rusted textures, bolts, diamond plate, gears and girders are present throughout, along with hints of the gold which will take center stage on the ballad's oversized, giant swing flags.

Costuming and flags available through [Band Shoppe](#).

## Movement 1 Effects



The show begins with the ensemble gathered around the factory pods performing repeating, 'assembly line' style body choreography while the pit establishes the musical mood.

The guard layers in, introducing the first silks and building towards the shows first major arrival point...





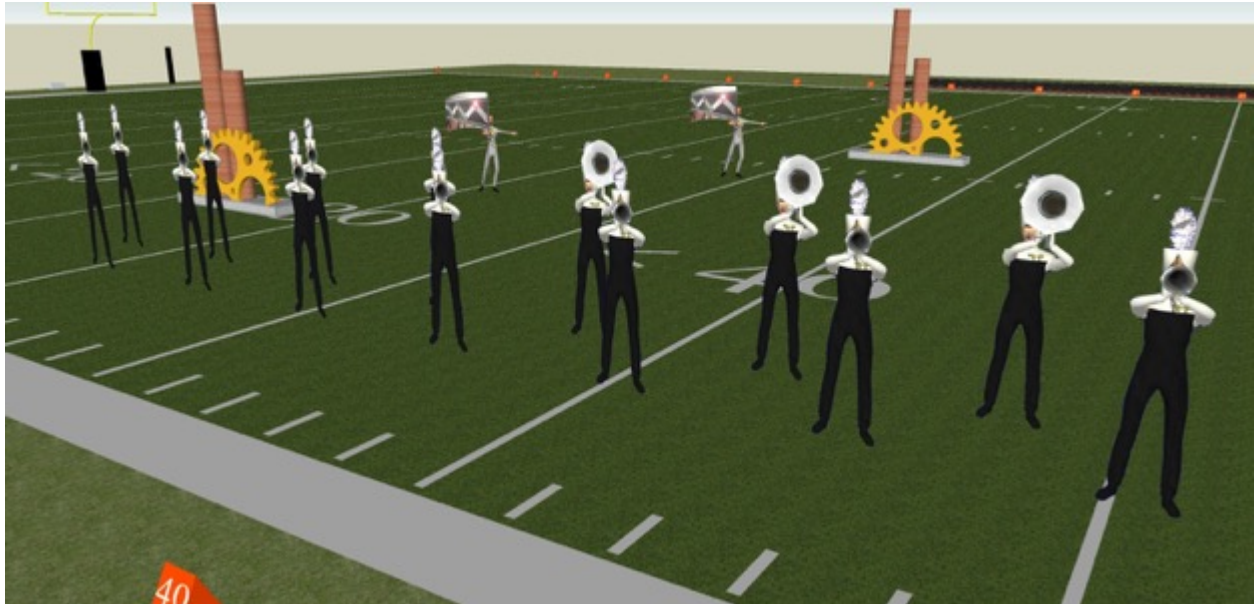
...a gigantic, full-ensemble statement of the *Iron Man* motif visually accompanied with full-guard flag and musician choreography in the lower body. At it's peak, the factory steam whistles go off and our first smoke effect gets the audience to its feet.





After the opening impact, pit percussion and woodwinds provide an interesting transition to the next musical idea. If weapons are being used by the color guard, this moment would also make the ideal time to transition to that equipment.

The low brass take their turn in the spotlight next, introducing a driving, secondary melodic idea that spreads to the full-ensemble. The energy begins to drive, building momentum forward to...





...the final, no holds barred musical and visual impact of the movement. Musical excitement, the familiar *Iron Man* motif, musician choreography, layered guard equipment, and the 'smokestacks' erupting creates an unforgettable moment in your program.

## Movement 2



The musical mood transitions seamlessly into Movement 2, based on Ennio Morricone's beloved *Ecstasy of Gold*. The color guard uses the opening musical transition to begin to introduce the oversized, flowing ballad silks which literalize the 'gold' and connect to the overall theme of the program.

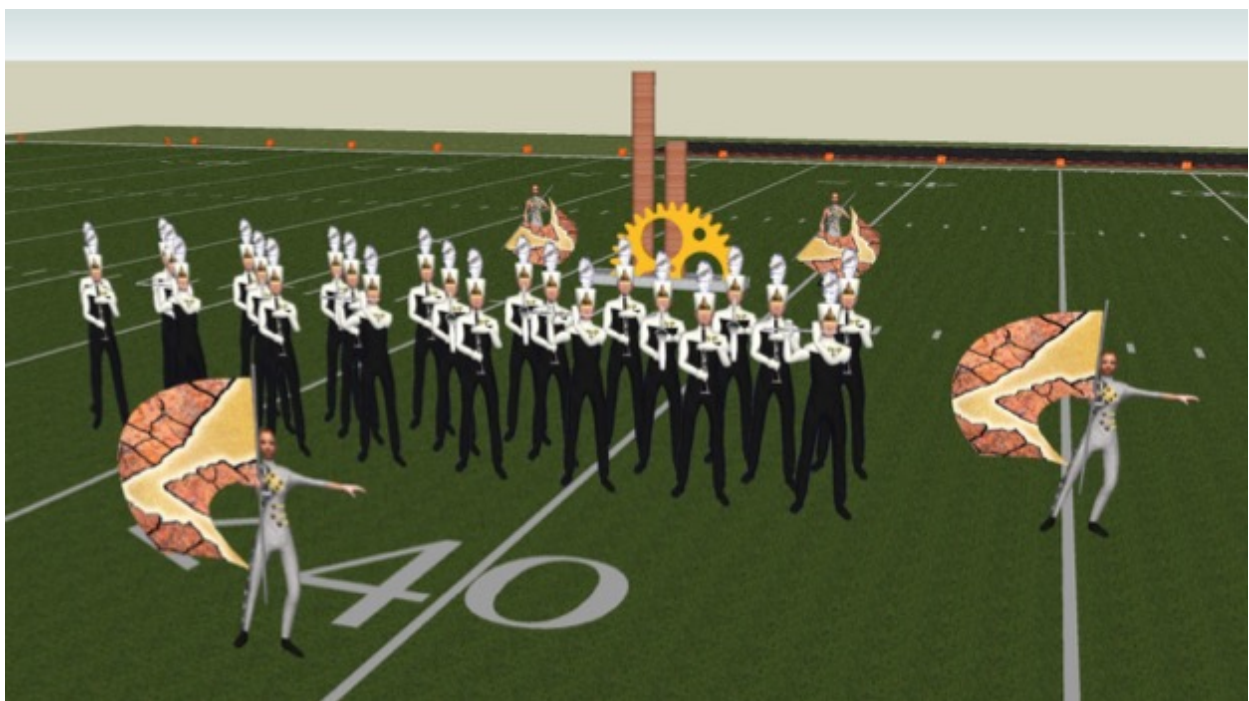
The new melodic idea is first introduced by a soloist, accompanied by a featured guard performer to visually 'highlight' them on the field. Sketched here as a trumpet, allow FMP's arrangers to rescore the part to feature any of your most talented musicians.





From the solo, the movement builds to a glorious full-ensemble statement while the guard fills the field with the golden silks.

After a grand pause, the woodwinds carry the melody to its conclusion while a few guard performers cover the transition of the others to new equipment for the impactful final movement.



### Movement 3 Effects



The closer of *Metal* wastes no time in returning to driving, rock and roll excitement, opening with an extended musical and visual punch to grab the audience's attention. The color guard brings out the final silk, a ripped, glowing diamond plate design.





From this opening statement of intent, the rest of the movement quickly delivers on the promise of excitement and fun. The tubas take center stage for a grooving, hip feature based on the *Iron Man* motif.

This sets up several section features, first in the brass...



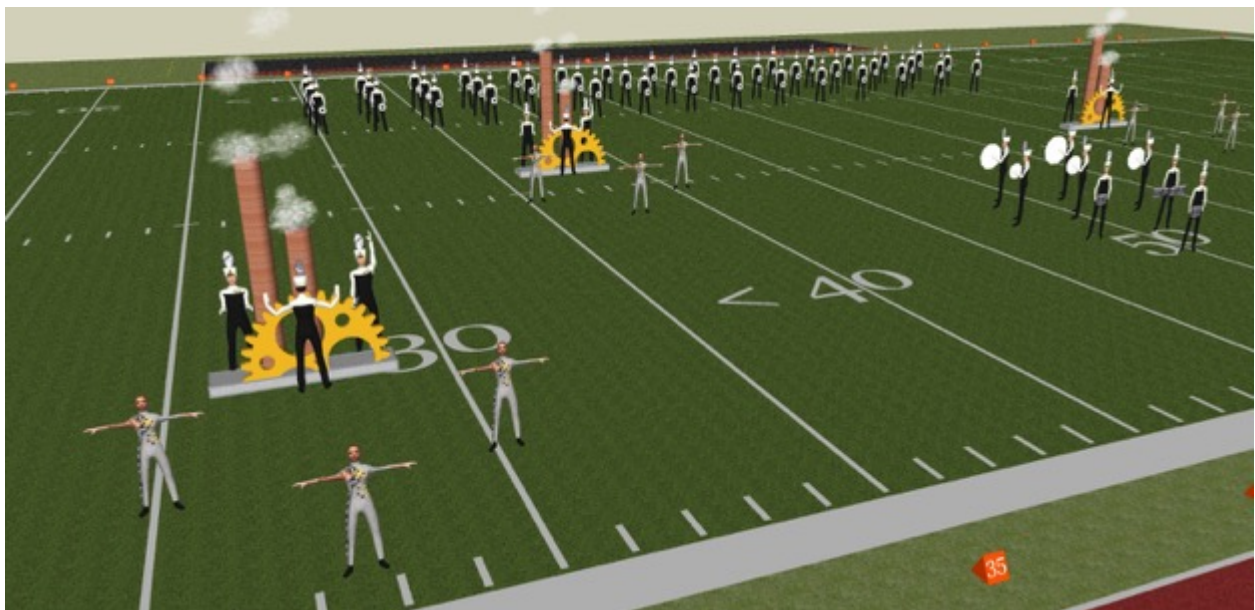


...and then passed to the woodwinds. Each grooves with energy and fun, building to a grand, full-ensemble 'stand and jam,' 'mojo' section where the students can let loose and bring the audience to its feet.





...but *Metal* has one more trick up its sleeve. The percussion comes forward to take center stage while selected members of the hornline gather around the factory pods to drum on hidden metallic instruments built into the props. As the guard and the rest of the ensemble perform dance choreography, the drumline and these musicians lay down a groove which is accompanied by rhythmic pulses of 'steam' from the smokestacks.





The excitement built up by the dance and percussion segment carries forward as the musical ideas develop in intensity to the end of the production. All the elements come together for a traditional, big finish that oozes visual and musical effect.

*Fin.*

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