THE PRODUCTION DOCUMENT

YOUR ROADMAP TO SUCCESS

THE STORYBOARD AND THE PRODUCTION DOCUMENT

HOW ARE THEY ALIKE?

- ORGANIZATIONAL DOCUMENT
- VISIONS ONTO PAPER
- BOTH REQUIRE CONSISTENT UPDATING AND ATTENTION

WHAT MAKES THEM DIFFERENT?

- HORIZONTAL VS. VERTICAL
- MARCO AND MICRO

HOW DO THEY RELATE TO EACH OTHER?

- BOTH KEEP THE PROJECT ORGANIZED
- BOTH INFORM THE WHOLE
- BOTH ALLOW YOU TO EVALUATE AND EDIT EARLY

UNTS WHO IS PLAYING PERCUSSION STAGING IDEAS/ MEASURES COUNTS

GUARD EQ NEEDS/STAGING/TRANSITIONS

AWESOME SAUCE HS 2020

Mm	Counts	Winds	Drums	Vision	Guard
C1-5	16	F/C/A+T/M/B	FULL	Fluttering out , flooding the space	Guard begins to fill back side 1 corner
C6-7	6	ALL	FULL	SAME	SAME
C8-10	12	ALL fff	FULL	SAME	SAME
C11-12	8	None	All - set up time	ALL HOLDING HERE TO CATCH NEW TEMPO	HOLD
D1-5	20	High brass/low brass	S+Q	HALF TIME FEET, POWER FORM, DENSITY	HOLD ALL, 8 STEP INTERVALS PREFERRED
D6-8	10	ALL	BASSES	SINGLE TIME FEET, Slight reshape of the form	Hold all , BUT CREATE SOME FRONT/BACK/ TEXTURE FOR VARIETY IN WRITING HERE
D9-12	16	ALL	ALL	HOLD ALL IMPACT (efforts to get T1 and 2 toward front for transition at E)	HOLD ALL IMPACT (G1-7 TO TRANSITION TO RIFLE AT E)
E1-6	18	None	ALL	PERCUSSION MUSICAL FOCUS, RESTAGE WINDS- SPLIT WW/BRASS, GET T1 AND 2 TO THE FRONT FOR DUET AT F.	RESTAGE MOMENT , G1-7 GETTING RIFLES FROM PROPS , FLAGS SPLITTING TO A WW GROUP AND A BRASS GROUP

SCORE STUDY

Just as you prepare for your wind ensemble concerts, you prepare for your marching productions.

- Step 1 Highlight main moments -HOLDS/FEATURES/SOLOS
- Step 2 Mark the transitional/developmental moments
- Step 3 Find your "ALL SKATE" moments
- Step 4 Assign color guard representation to your features and moments.

PROP PLANS/DRILL

PROP. DRILL. FIRST. ALWAYS

- Step 1 Choose your set ups and layouts
- Step 2 Chart them in Pyware
- Step 3 Assess how many counts those moves take
- Step 4 Go to the score and assign where those moves take place.
- Step 5 If you need more counts...**EDIT EDIT**



DOCUMENT THE LOGISTICS

Create your spreadsheet, and begin inputting your work!

Start small, then big ideas.
 (measures - counts - instrumentation - ideas)

COLOR CODING

Color Coding is key for isolating ideas in their entirety.

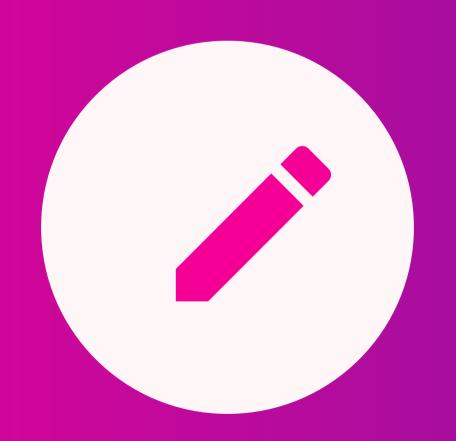
- I've never met a drill writer that didn't appreciate this.
- Helps know where he/she is going (ROADMAP....!!!!)

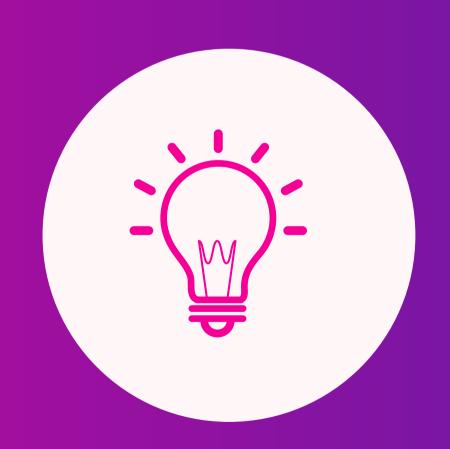
WHAT PRESENTS ISSUES?

As you document you WILL FIND ISSUES. The eraser is your best friend!!

FACTORS FOR SUCCESS









Creatively Plan - MACRO

Logistically Plan-MICRO Map It Out - DOCUMENT

COMMUNICATION WITH YOUR DESIGN TEAM

IT. IS. YOUR. PROGRAM.

- IF IT'S GREAT, THAT'S ON YOU, IF IT'S NOT, THAT'S ON YOU.
- TRUST WHO YOU HIRE, BUT DON'T BECOME INVISIBLE.

ONE SIZE DOES NOT FIT ALL

- ALL BANDS ARE DIFFERENT.
- NEEDS ARE DIFFERENT.
- LAY OUT CLEAR NEEDS AND VISIONS FOR ROLES, COMMUNICATION, ETC

SET CLEAR EXPECTATIONS...YOU AND THEM.

DEPTH OF INVOLVEMENT

- DON'T ASSUME
- PRE-SEASON LAYOUT
- IN SEASON LAYOUT

WHO TALKS WITH WHO

ONE OF THE MOST CONFUSING THINGS FOR A DESIGN TEAM, IS WHO TALKS WITH WHO.

WHO DOES WHAT

- CONTACT WITH COMPANIES
- CONTACT WITH PROP PARENTS
- WHO ORGANIZES YOUR WRITERS/ARRANGERS?

WEEKLY EMAILS OR CALLS !!!!!

WHY DID I HIRE A TEAM?

You hired them for a reason. When it starts to feel that you've given up "control" or that someone else is making decisions for your band...remind yourself of this.

WHEN IS TOO MUCH COMMUNICATION?

Short answer....NEVER. Long answer....when it comes off as controlling or untrusting.

AM I PROVIDING WHAT IS NEEDED FOR A SUCCESSFUL DESIGN?

You still have a massive role in this. You may not be at the creative helm, but you are the one on the ground and at the home team.

Contact Me!!

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