

Helen Madden

# The Magic Paintbrush

Instrumentation:

Voice

Flute

percussion

Vibraphone

Piano

Cello

Voice :

N=Narrator

L = Ling

E = Emperor

G = Guardian of the brush

Ch=Chorus

T = Teacher

B = Beggar

Light changes indicated.

P = Projection changes (indicated in boxed text).

Score in C

# The Magic Paintbrush

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♩=90 lights down

Score for measures 1-6:

- Voice:** Rests throughout.
- Flute:** Rests in measures 1-2. In measure 3, plays a melodic line starting with a *rubato* marking and *mf* dynamic. It features a triplet of eighth notes in measure 4 and another triplet in measure 6.
- Percussion:** Rests throughout.
- Vibraphone:** Rests throughout.
- Piano:** Features a *rubato* marking and *p* dynamic. The right hand plays a melodic line with slurs, and the left hand plays a rhythmic accompaniment. Pedal markings (*Ped.*) are present in measures 3, 5, and 6.
- Violoncello:** Rests throughout.

Score for measures 7-13:

- Voice:** Rests throughout.
- Flute:** Rests in measures 7-8. In measure 9, resumes the melodic line with *rubato* and *mf* dynamics, including a triplet in measure 10.
- Percussion:** Rests throughout.
- Vibraphone:** Rests throughout.
- Piano:** Continues the *rubato* and *p* piano texture with slurs and *Ped.* markings in measures 9, 11, 12, and 13.
- Violoncello:** Rests throughout.

Score for measures 14-19:

- Flute:** Rests in measures 14-15. In measure 16, plays a triplet of eighth notes. Rests in measures 17-19.
- Vibraphone:** Rests in measures 14-15. In measure 16, plays a chordal accompaniment with *mp* dynamic. Rests in measures 17-19.
- Piano:** Continues the *rubato* and *p* piano texture with slurs and *Ped.* markings in measures 16, 18, and 19.
- Violoncello:** Rests in measures 14-15. In measure 16, plays a melodic line with *pp* dynamic. In measure 17, the dynamic changes to *mf*. Rests in measures 18-19.

21

Fl. *p*

Vib. *mf*

Pno. *Ped.*

Vc.



26

Fl. *p*

Vib. *p*

Pno. *pp* *f*

Vc. *p*

lights up P1 - Sunset

29  $\text{♩}=70$   $\text{♩}=110$  N:

ev-ery day at six A M ling would walk to the

represent church bell

*f* *f* *f* *f* *f*

*f*  $\text{♩}=70$   $\text{♩}=110$

*f*

38

mar-ket place. a poor girl from a chi-nese vill-iage a poor girl from a poor fam - i - ly a kind girl and a grate-ful girl with a

*p* *p* *pizz.* *p*

45

song in her heart and a kind word for ev-er - y one she worked ev-ery day til the sun set at night she ne-ver com-plained

*8va* *8va*

51

Voice: she ne-ver com-plained

Fl.

Vib.

Pno. *8va*

Vc. *f*



58

Voice: **N:** But! Ling held a burning desire, a longing in her soul. She wanted to paint. Everyday she looked to the skies above and imagined that today would be the day where her luck would change. light change

ling enters, walking slowly

Fl. *♩=70*

Vib.

Pno. *8va* repeat under spoken word. *mf* *Ped.*

Vc. *♩=70* *arco*



65 P2: Sunshine

Voice: **L:** *♩=100*  
To - day is a brand new day to - day w - il for - tune smile down on us I

Fl. *p*

Pno. *Ped.*

Vc. *♩=100* *p*

70

Voice: kneel eve-ry night and pray giv-ing thanks for the stars and the moon a-bove. Give thanks give thanks for the

Fl. *f*

Pno. *Ped.*

Vc.



76

Voice: sun and the stars and the moon a-bove give thanks give thanks for birds and trees and un - ending love.

Fl. *f*

Pno. *Ped.*

Vc.

kids lined up ready for classroom scene



82

Voice: (silence)

Fl. *f* rit on repeat

Perc. school bell.

Vib. rit on repeat

Pno. *Ped.*

Vc. *f* pizz.

Lights brighter

P3: School

children enter classroom (scene 1)

R&R until children in place. Improvise on D pentatonic after repeat. quiet underneath any speech.

Ling walks to edge of stage while children enter, watches them in amazement and envy...

vamp until school bell

Start once tai chi sequence begins, repeat this section until thai chi movement finished, signified by bow from teacher

91  $\text{♩} = 80$

Fl.

Perc.

Vib.

Pno.

Vc.  $\text{♩} = 80$  arco *mf*

once children in place signal with singing bowl

*Red.*

99  $\text{♩} = 140$

Voice ling knocks and enters the classroom  
class turns to stare  
ex - cuse me! I would like to come to

Fl.

Perc.

Pno.

Vc.  $\text{♩} = 140$  pizz. *f*

knock on door

106 *children:* *ling:*

Voice school please (NO!) I would like to learn to paint please (NO!) I would be a ve-ry goo-ood stu-dent ha ha ha ha! ple-ase! let me come and learn to

Pno.

Vc.

114

children: ling: L:

Voice: paint please (NO!) you would not-ot e-ven no-tice me (NO!) I wil do-o an-y thing you ask of me Ha ha ha ha can I come to school? can I come and paint?

Pno.

Vc.



122

C: L: C&T:

Voice: you are poor and have no mo-ney ha ha ha ha ha ha ha! I re-ally want to paint it's all I want to do your clothes are old and smell of du-ust! Ha ha ha ha

Pno.

Vc.



131

children talk, laugh and point. CHILD: Who does he think he is?

P5: Dark dream

children leave

Lights softer (sad)

dreamers line up

L: Sadly, walk home

Voice: ha ha ha you can-not come to school! Give thanks give

Fl.

Vib.

Pno.

Vc. arco

♩=80



139

Voice: thanks for life and for love and the things I have Give thanks, give thanks for the

Fl.

Vib.

Pno.

Vc.



Soft lights, colour change

P6: Colour dream

Dream music iPad by students at greenacre, thumb pianos for Dearn

Scene 2 - dream  
G A + Goose 5

N: So ling made her way home, she laid down her mat... narration continues

vamp until ling sleeping and dreamers in place - gradually change to thumb pianos

144

Voice: air that I breath and the birds a - bove birds a - bove

Fl. To A. Fl.

Vib.

Pno.

Vc.



P7: Dreamscape

Dreamers enter  
Create dreamscape

P 8, 9, 10, 11:  
Dreamadelica!

148

Voice

♩ = 120



Spotlight on guardian  
Greenacre dreamers drift off

149

Voice: do no be a-fraid! im not here to harm you I bring news for you your hearts de-sire is gran-ted I leave for you this

Alto Flute

Fl.

Vc.

160

Voice: spec - ial gift; now you can paint now you can paint. do not be a - fraid this brush will al-ways guide you

A. Fl.

Vib.

Pno.

Vc.

*mf*

*mf*

*mf*



170

Voice: you must on-ly paint what - ev - er fe - els true to you this ma - gic power will change your life but please take

A. Fl.

Vib.

Pno.

Vc.



179

Voice: care, be - ware, be - ware....

A. Fl. Flute

Vib.

Pno.

Vc.

*mf*

*p*

N: and with this the Guardian of the brush whispered a warning and instructions to ling....

brighter lights

villagers line up

improvise using these notes until instructed

ling wakes up with a start and discovers the brush.

L:

183

Voice: Ah! what have we here? am I as - leep? or I am

Fl.

Vib.

Pno. *urgent!*

Vc.

silence as ling inspects the brush

M: Ling? L: yes mother

188

Voice: Dre-e-am ing? This brush, i'm so confussed, it seems so real I must be dre -e-am-ing

Pno.

M:

*senza misura*

195

Voice: we need rice! we need fruit! go and fetch some wa-a-ter! take this coin, our last coin, spend it ve-ry wi-i-sely for when it has gone we have no more

Pno.

Vc. arco

tree pupils ready

mother hangs head and laments while Ling shakes and inspects the brush

205

Voice: my dar-ling girl my prec-ious jewel Im so so-rry for the life I've gi - ven you

Fl.

Pno.

Vc.

Tree people enter.

212 L: looking at brush in anticipation

Voice: what if theres a way? What if this is real? I hard-ly dare to try it! I'll paint a tree

Fl.

Pno.



219 Instrumental while ling paints. children appear and make an object. P12: Tree L: shouts - it works! Tree pupils leave Bright lighting

Voice: my brush, it works! it rea-lly works! now I can paint all the co-lour back in-to the

Fl. CHIMES

Perc.

Vib.

Pno.

Vc.



225 G&M: P13: market N: and good news travels fast. Villagers went about their daily business in the market place, whispering of the rumours of a magic brush

Voice: world, it rea-lly works! it rea-lly works now she can paint all the col-our back in-to our world

Fl. cheerful To Fl. impro while scene while villiagers set up

Perc. crotales

Vib. cheerful impro while scene while villiagers set up

Pno. cheerful impro while scene while villiagers set up

Vc. cheerful impro while scene while villiagers set up

light change,  
darker

P14: Mountains

Dreamers line up

232 L: G:

Voice: it's been a long and ti-ring day but so ex - ciing in ma-ny ways do not be a-fraid this brush will al-ways

A. Fl.

Pno.

Vc.

dreamers enter

241

Voice: guide you do not be a-fraid and do not be mis guide-ed trust your heart be brave be strong for one will come and

A. Fl.

Pno.

Vc.

softer lighting

villagers line up

N: even though the warning was dark, ling still drifted off into a much happier sleep than before

P15,16,17, 18,19: Dreamcolour

Brighter light colour

P20: Market 2

Scene 4 here comes the emperor scene enter GA & Gold

252

Voice: try and break you....

A. Fl. gentle impro as dream children enter signal daybreak - gong

Vib. gentle impro as dream children enter

Pno. gentle impro as dream children enter

Vc. gentle impro as dream children enter arco

260

Fl.

Vib.

Pno.

Vc.



Keep repeating with impro until the cue: **Here comes the emperor!** then jump to next section

Child: Here comes the Emperor!

268

Voice

Fl.

Vib.

Pno.

Vc.



Light change - every scene - every scene  
Green & Gold 6

276

♩=70

Voice

Pno.

Vc.

here come the em-per-or ev-ery one bow low im so ner-vous hope it does-n't show

E: walk through the line of people,  
- then in front of the bowed children.  
Look at each one and reject their offers.

When the procession has ended  
signal with hand.

280

Voice

Fl.

Vib.

Pno.

Vc.

285

Voice

Fl.

Perc.

Pno.

Vc.

shout

Bellow

where is the girl? the girl with the brush Bring her to me NOW! Where is the girl with the ma-gic-al brush FIND HER!

289

Voice

Fl.

Pno.

Vc.

she will paint for me, she will paint all the things that I com-mand she will paint for me, make me e-ven ri-cher and more Pow-er ful where is she?

soft light

♩=150

293 Spoken  
Cajoling- here you are  
my dear! how fortunate  
I have found you!

Voice: This world is a hard world for a young girl all a-lone lone - ly and

Fl.

Pno.



303

S. Solo: scared luck-i-ly for you I have found you do not be a - fraid, I will be your aid, foll-ow me I'll show you the

Fl.

Pno.



P21: Dreamscape

315

S. Solo: way Paint for me a moun-tain of gold paint for me all the ri-ches I can hold, cows and sheep and hor-ses and

Fl.

Pno.

Vc.



328

S. Solo: catt-le and sil-ver and ru-bies and a ve-ry fan-cy cas- tle.... Kind sir, I dont know what to sa - y im not a-lone

Fl.

Pno.

Vc.



340

S. Solo lone - ly and scared thank you for your off - er to help m I can walk a - lone I do not need your aid my

Fl.

Pno.

Vc.

351

S. Solo paint brush will show me the way. you al-rea-dy have all the ri-ches you need, all the pic-tures and books you can read

Fl.

Pno.

Vc.

363

S. Solo cows and sheep and ru - bies and saph-ires and eme-ralds and sil - ver and a ve-ry fan - cy cas - tle I on-ly paint for poor peo-ple I'm

Fl.

Pno.

Vc.

$\text{♩} = 80$

372

S. Solo Rea-ly so-rry but you are rich and al-rea-dy have e-very-thing you could need! bow head

Perc. Gong

Pno.

Vc.

$\text{♩} = 60$

[P22: Dragon] Villagers leave

Spoken E: Seize her! How dare she refuse the request of the Emperor?! Throw her in jail and leave her until she changes her mind! Leave her with.... no

lights down - darkness

P22: prison

ling lays down on a mat.  
lights down.

♩=140

377 *f* *ff* shout

wa-ter or fo-od or he-at or li-ght or con-tact or any-thing at ALL!

Ling! wake up ling!

Vib. *f*

Pno. *f* *ff* *fade*

soft light

383

why are you in dark-ness Ling! use the brush paint your-self a fi-re Food! paint some Food!

Fl. *p* chimes

Vib. *p*

Pno. *p* *p* *p* *p*

Vc. *p*

N: so Ling lived in comfort  
for a few days. Time passed easily  
and he felt no discomfort at all,  
until....

G:

♩=120

E (offstage):

393

you could have a ban-quet and a blan-ket! Shh! fetch me the girl her time is up!

Fl. vamp until guardian 'Shh'

Vib. vamp until guardian 'Shh'

Pno. repeat until guardian 'Shh'

Vc. repeat until guardian 'Shh'

*f*

*f* *pizz.*

G:

E:

400

she will be so cold and hun-gry now! timt to go! it's time to leave Paint your-self a key and run a-way Fetch me the girl and make her beg!

Pno.

Vc.

G: sign your name...(Hand the key to Ling) Now GO!!

Emperor and enter find the empty cell-and look confused

brighter lights

408

she will need to drink and eat some food!

fol-low the clouds to a dis-tant land don't look back

arco



E: Where is she? FIND HER! (Guards search frantically)

414

be a-ware hide your-self hide your gifts now you must live a nor-mal life ah ah ah ah ah ah ah ah ah!



E: Now Judgement befalls the girl. By the thunder above and heaven below, and the great power I hold...This girl will be found! A great reward is placed on her head. One she has painted for me I want her DEAD! FIND HER!

lights down

E & Guards leave,

423

P23: moutains

Lights up - soft

Chase scene lines up enter as song is sung

narrator enters, traditional dress.

ON repeat P24: Landscape

428  $\text{♩} = 80$

Voice: 
  
 Fl.: 
  
 Perc.: 
  
 Pno.: 
  
 Vc.:  $\text{♩} = 80$



438

Voice: 
  
 Fl.: 
  
 Pno.: 
  
 Vc.:



445

Voice: 
  
 Fl.: 
  
 Pno.: 
  
 Vc.:

452  $\text{♩} = 120$  ling enters and sets up her easle.  
vamp until beggar approaches ling.

B: kind girl, can you help me?  $\text{♩} = 80$   
the nights are cold

Voice

Fl.

Perc. Gong

Vib.

Pno.

Vc.  $\text{♩} = 120$  pizz.  $\text{♩} = 80$  arco

460

Voice

My bones creak like a ship descending to it's watery grave!

Im ti-red and old could you please spare some mon-ey I need some food A bowl of rice would be nice.

Vc. creaking while beggar speaks

S L: this poor old man, I can see the kindness in his eyes. He was once a young man and now he has nothing. Just the enemy of age and poverty..... And I could help him.

G: ling! be care-ful! youneeds to keep your brush a se-cret!

L: What shall I do? He stands before me - his life almost in my hands...

To Fl. improvise, genlte and sad.

Fl.

Pno.

Vc. woeful

472

Voice

Ling appears to be thinking and arrives at a solution...

and I could help him! LING! I am not a - fraid! this brush will al-ways guide me I must do what's

Fl. Alto Flute

Pno. *mf*

Vc. *mf*

478

Voice: right and face the fate to foll - ow I'll paint the rice, i'll paint the clothes, I sign my name, I sign my

A. Fl.

Pno.

Vc.



488

Voice: name  
 This is a bold and dangerous move, but you have followed your heart. You have proved your worth as the rightful owner of this precious brush  
 L: I sign my name  
 Child: He's the one the Emperor seeks..whispers... CALL THE EMPEROR! CAUGHT!  
 E: now you will paint for me I am ve-ry an-gry now

A. Fl. Flute

Perc. chimes

Vib.

Pno.

Vc.

Improv for now while chase scene takes place

Improv while chase scene takes place, based on this chord



495

Voice: If you re-fuse  
 Furious: You will breath your last breath this very afternoon! and THIS (snatch brush from ling) Will be destroyed. If i can't have it, then nobody will! (guards try and break it but it seems indestructable)  
 villagers stand to the side  
 I'll paint fo-r you de-ar Emp-eror

♩=130

Pno.

Vc.

♩=130

light change

P25: Riches

504

23

Voice: pre-coius jewels and a mount-tain of gold! a moun-tain so large no man could climb it you will be so rich the

Fl.

Pno.

Vc.

P26: Gold

515

Voice: rich-est in the land with hor-ses and catt-le and sil-ver and ru-bies and a ve-ry fan-cy cas-tle... But how will I reach Th-e

Fl.

Pno.

Vc.

528

Voice: moun-tain? it's splen-dour is a sight to be - hold! I want to go now! you must take me! to fill my

Fl.

Pno.

Vc.

539

Voice: po-ckets with Gold! I'll paint a boat a mag - nif - i-cent boat on a sea of green with my-thi-cal crea-tures so rare and so grace-ful

Fl.

Pno.

Vc.

G: sign your name ling  
and begin to paint...

P follow dialogue

552 E:

Paint it now!

chimes...



change light, bright

change light, dark

Improv  
on a F# wholetone with  
added F

'the sea' arrives (children)  
then sea creatures  
then boat is made

sea becomes rouhger and rougher...  
boat collapese and emperor drowns

559



N: slowly, the townsfolk realised the emperor  
was not more! People travelled from villages  
far and wide to witness the shipwreck  
with their very own eyes... The gurads threw  
down their arms and the townsfolk  
bowed down infront of ling

P: calm sea

Give thanks, the empe-rors gone, give thanks my prec-ious girl give thanks tgive thanks give

*pp* *p*



soft lights

569  $\text{♩}=70$

Voice: thanks thanks for his life may his soul sail a-way tak-en by the wa-ter to a new place where his soul will be rec-ieved and re newed.

Vc.  $\text{♩}=70$

Child 1: After the people had paid their respects, the shock gave way to joy. They asked Ling to draw sea around their land so they could become an island. They asked her to become their leader, and to use her wisdom and paintbrush wisely, safe in the knowledge that she would always provide for them.

Child 2: Their song of celebration was carried on the wind and could be heard for miles around.

576

Voice

Fl.

Pno. *p* *p*

Vc.

Bright light

582  $\text{♩}=85$

Voice: Good peo - ple re-joyce with heart and soul and voice now we can live a peace ful life in joy and har-mon-y good peo - ple re-joyce for

Fl.

Pno.

Vc.  $\text{♩}=85$

588

Voice

Fl.

Pno.

Vc.

now we have a choice our song is heard in lands a - far we thank the moon and sun and start give thanks give thanks we're free we're free!

The image shows a musical score for four parts: Voice, Flute (Fl.), Piano (Pno.), and Violin (Vc.). The score is in G major (one sharp) and 4/4 time. The voice part has lyrics: "now we have a choice our song is heard in lands a - far we thank the moon and sun and start give thanks give thanks we're free we're free!". The flute part has a melodic line with slurs. The piano part has a harmonic accompaniment with chords and moving bass lines. The violin part has a simple bass line. The score is numbered 588 at the beginning.