



# Kilkenny Tholsel

## Design Development

09.01.19

*draft - for info only*

bright

# Narrative Journey: Reception & Welcome

\*Note: See narrative framework full document as appendix\*

## Main Theme:

Welcome to the Kilkenny's Town Hall. For over 500 years this building has stood at the centre of the city and was, and continues to be at the heart of law, order, governance, commercial, civic and social life in Ireland's finest and most fascinating medieval city.

## Sub Themes:

- Welcome to the Medieval Mile Museum (applicable if a single point for ticketing is agreed)
- The architecture of the Town Hall reveals layers of history, from its various uses, to its destruction by fire, not once but twice!
- Archaeological digs around the Town Hall have revealed the close connections to St Mary's Church, now the Medieval Mile Museum.

## Topics:

- Archaeology – important finds (link to St Mary's) (Photographs of digs)
- Architecture of the building.
- The fire of 1591 and then again in the 1980s (photographs)

# Narrative Journey: Basement

## Main Theme:

The Sovereign/Mayor and Aldermen of Kilkenny, who met at the Town Hall were responsible for laying down laws, passing judgements and doling out punishments, those that felt the greatest impact of this were often the ordinary citizens.

## Storylines:

- The punishing of prostitutes by putting them into milk churns and have them rolled down High Street (law put into place by **Anthony Blunt**, Mayor in 1770)
- The spinning cage - punishing petty criminals by putting them into a cage, outside the Tholsel, which locals could spin (also **Anthony Blunt** - Mayor, 1770)
- Public flogging - regularly happened outside the Tholsel
- The appointment of a 'Whips Beggar' - a man whose role it was to whip the beggars out of the town
- **Anthony Blunt** (as mentioned above), became known as Whirligig (because of the cage), responsible for removing the Market Cross because he objected to people playing cards there.
- **Daniel Axtel** - Mayor following Cromwell - responsible for clearing the city of all the old English, is believed to have been responsible for clearing an entire village north of Kilkenny and shipping the entire population to Barbados for the Slave Trade, had a direct hand in the execution of Charles I
- Petronilla de Media - maid to **Alice Kyteler** (very famous Kilkenny resident, tried for witchcraft, but avoided execution, married to **William Outlaw** (Mayor) - Petronilla was convicted of sorcery and was burnt at the stake outside the Tholsel in 1324

# Narrative Journey: Second Floor

## Main Theme(s):

A Town Hall has stood on this site in Kilkenny since 1578, and throughout all of those years, right up until today, the Mayor and Aldermen who made up the corporation, and now the borough council, have governed over the city and its citizens.

Over the course of its history, the Town Hall has been a court house, customs house, guildhall and meeting place, and throughout that time it has seen Kilkenny grow from a town to a city, and for a short time, became the capital building in the capital city of Ireland during the Confederate wars.

## Sub Theme:

- Kilkenny emerged from the Kingdom of Ossory to become arguably the most important medieval merchant city in Ireland, and many of the merchant families of Kilkenny played a direct role in the governance of the city.

## Topics:

- Early history of Kilkenny - foundation
- History of the building
- Kilkenny - town to city
- History of the Corporation
- Law and Order
- Present day



# Narrative Journey: Clocktower

## Main Theme(s):

The visitor journey will culminate in the spectacular views of the city from the Clock Tower itself (either by accessing the tower, or by the use of a camera obscura/360-degree virtual reality presentation), this will bring all threads of the story of the Town Hall and its role in the life of Kilkenny together, as visitors appreciate its physical location at the very centre of the city. Key landmarks can be noted, encouraging visitors to go out and explore the city further, to delve deeper into the stories and people they have been introduced to within the Town Hall experience.

## Sites to include:

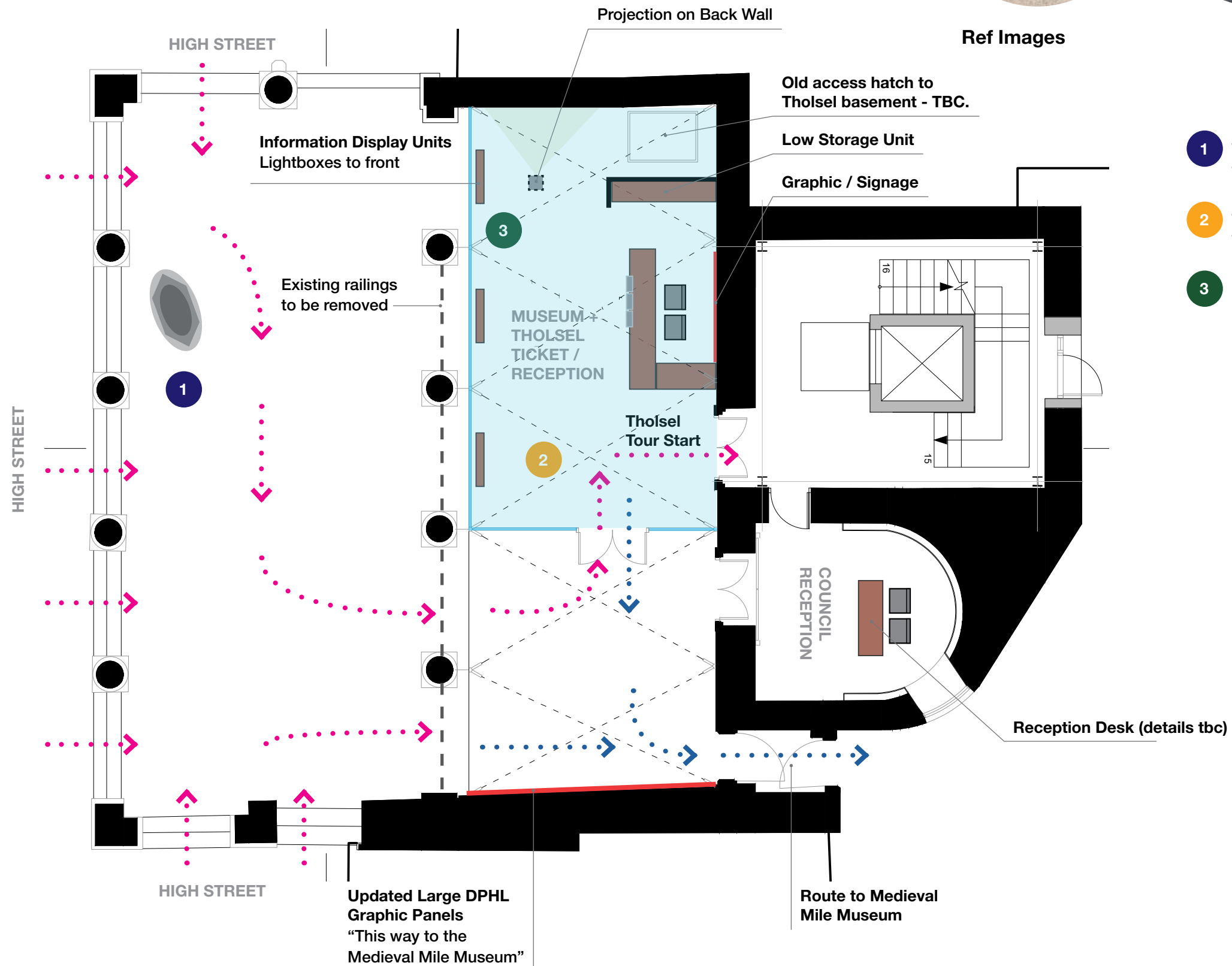
- St Canice's Cathedral
- Kilkenny Castle – links to Strongbow, The Butler Family.
- Irishtown, Englishtown, Hightown
- The River Nore and its significance in making Kilkenny a port for merchants as it provided a river link to Waterford.
- The location of the original city walls.
- St Mary's & Medieval Mile Museum.
- St Kenny's Well
- The Black Abbey
- St John's Priory
- Kyteler's Hall
- Shee Alms House
- Capuchin Friary
- Kilkenny Theatre
- Kilkenny Design Centre
- Smithwicks Brewery
- World War I Memorial
- New Library building
- Butler Gallery

# The Tholsel

## Schematic Diagram - Ground Floor Plan



Ref Images



- 1** Moveable Sign / Sculptural Interpretation  
To draw the public from the High Street to the Tholsel / Medieval Mile Museum
- 2** Reception  
Tour Information and Ticket Sales
- 3** Information Display Units  
Lightboxes to front

# The Tholsel

## Schematic Diagram - Basement Floor Plan



Ref Images

### Story Topics

- 1 **Introduction to the Tholsel - Basement**  
Animated Character - Intro to the story
- 2 **The History of Trade in Kilkenny**  
What would have been stored in the Tholsel basement?  
- Wine, Animal Hides, Wool, Linen etc.  
**Business of Trading - 2no. Inset 20" Monitors**  
- Families  
- Cost of Goods  
- Bartering  
- Currency
- 3 **Market scene / daily life**  
**AV - Projection / Audio**  
Projected animation of historic street scene daily life  
- merchants and introduction to common crimes  
Sounds of merchants chatting and carrying various wares down the old ramp to be stored in the Tholsel Basement
- 4 Potential "pick-pocket" stealing scene
- 5 **Mayor Anthony Blunt**  
Introduction - supporting graphic interpretation
- 6 **Punishment by Milk Churn**  
Milk Churn AV interactive
- 7 **Spinning Cage "Whirligig"**  
Model of Spinning Cage with supporting graphic interpretation
- 8 **Mayor Daniel Axtel**  
Introduction - supporting graphic interpretation
- 9 **Petronella and Alice Kyteler**  
Introduction and graphic interpretation  
- Burned at the Stake sculpture  
- 40" Monitor - Character animation
- 10 **The "Whips Beggar"**  
Graphic and audio Interpretation  
- PIR triggered \*whip cracks\*
- 11 **Public Flogging**  
Stocks and graphic interpretation  
- Photo opportunity for visitors



# The Tholsel

## Schematic Diagram - Second Floor Plan



Ref Images

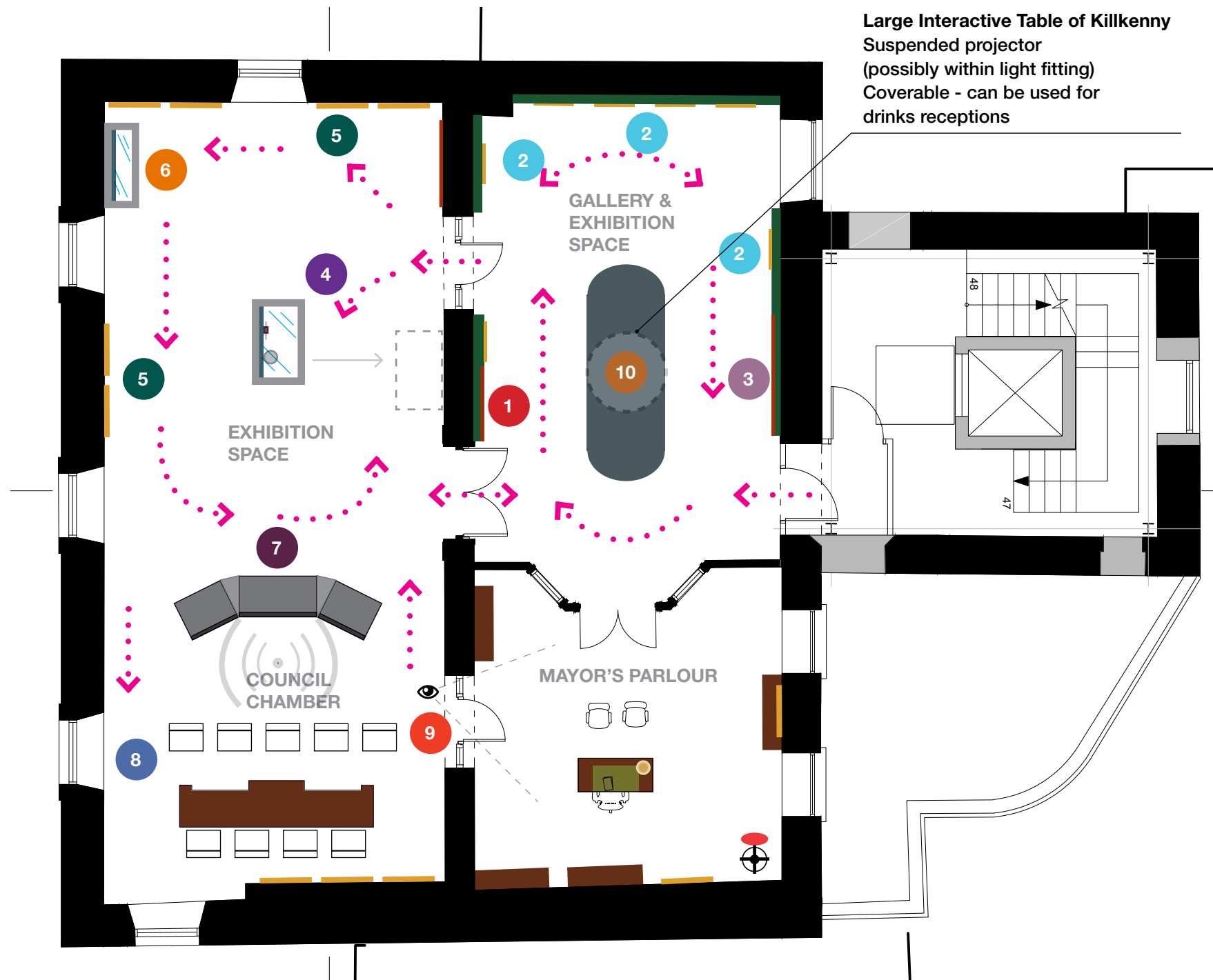
### Story Topics

- 1 **Introductory character animation**  
Inset 32" LED Monitor
- 2 **Animated Portraits of Past Mayors**  
Framed - 6no . 32" Monitors  
Supporting interpretive graphics

#### Possible Mayor Options

- John Watters - Mayor during the Famine
- William Colles - Mayor and Inventor -  
Invented a device to polish stone
- Alderman James Nolan - Mayor and President of GAA  
Can introduce Kilkenny's relationship to Hurley
- Peter de Loughry - Elected Mayor whilst in Lincoln Jail
- Magaret Tynan - First Lady Mayor - Held position 5 times
- John Rothe - Mayor and famed merchant

- 3 **The Fire at the Tholsel**  
Supporting interpretive graphics
- 4 **St. Mary's Church Great Mace of Kilkenny and City Sword**  
Museum Grade Case  
Moveable - to sit at side wall during events  
Supporting interpretive graphics
- 5 **Gallery**  
Framed artefacts/portraits
- 6 **Liber Primus Kilkenniensis**  
Museum Grade Case  
Supporting interpretive graphics
- 7 **Graphic Display with Seating**
- 8 **Council Meeting Place**
- 9 **View into Mayor's Parlour**  
Would require dressing and decoration
- 10 **Large Interactive Table of Kilkenny**  
Interactive projection on surface of table  
Supporting interpretive graphics



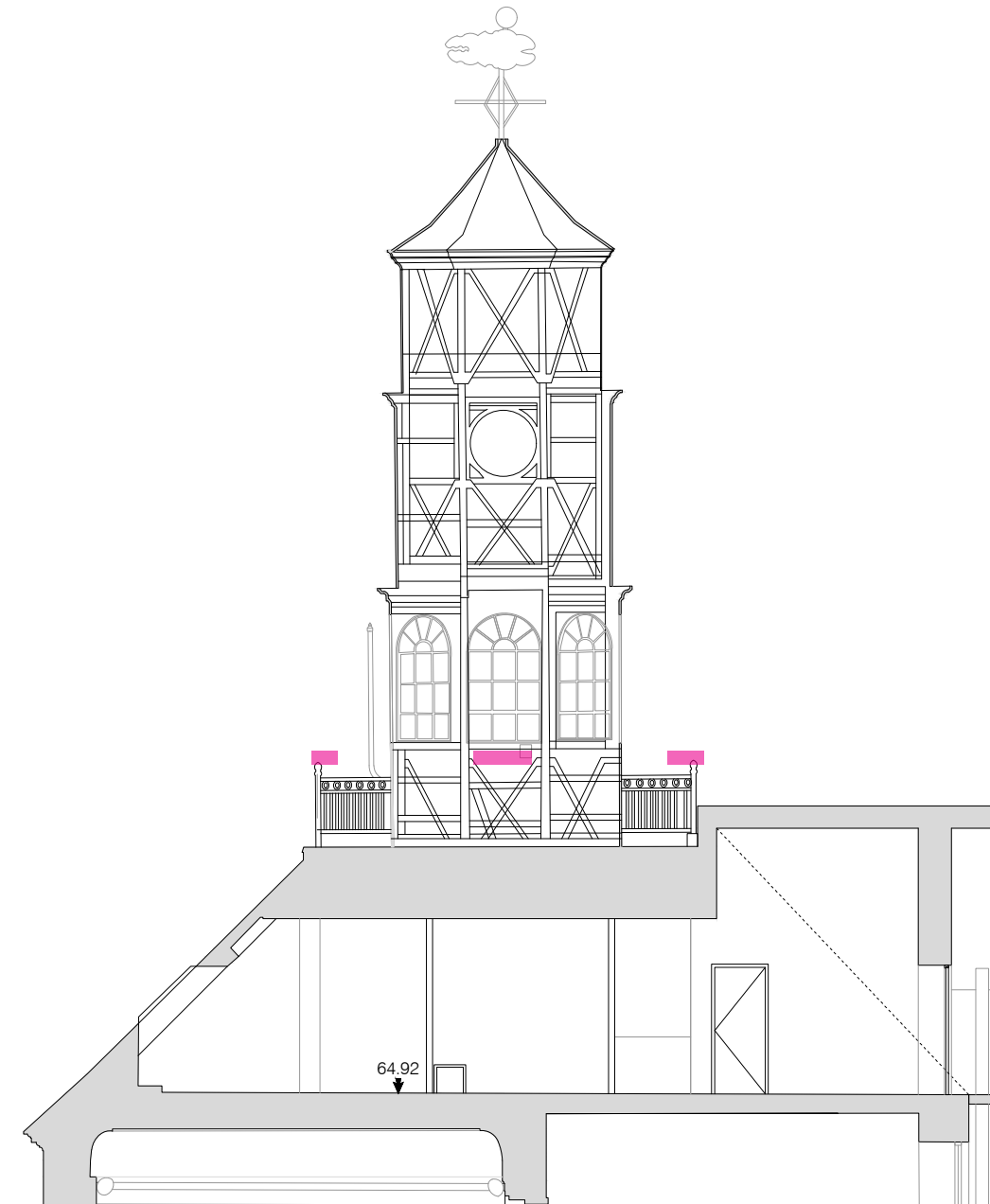
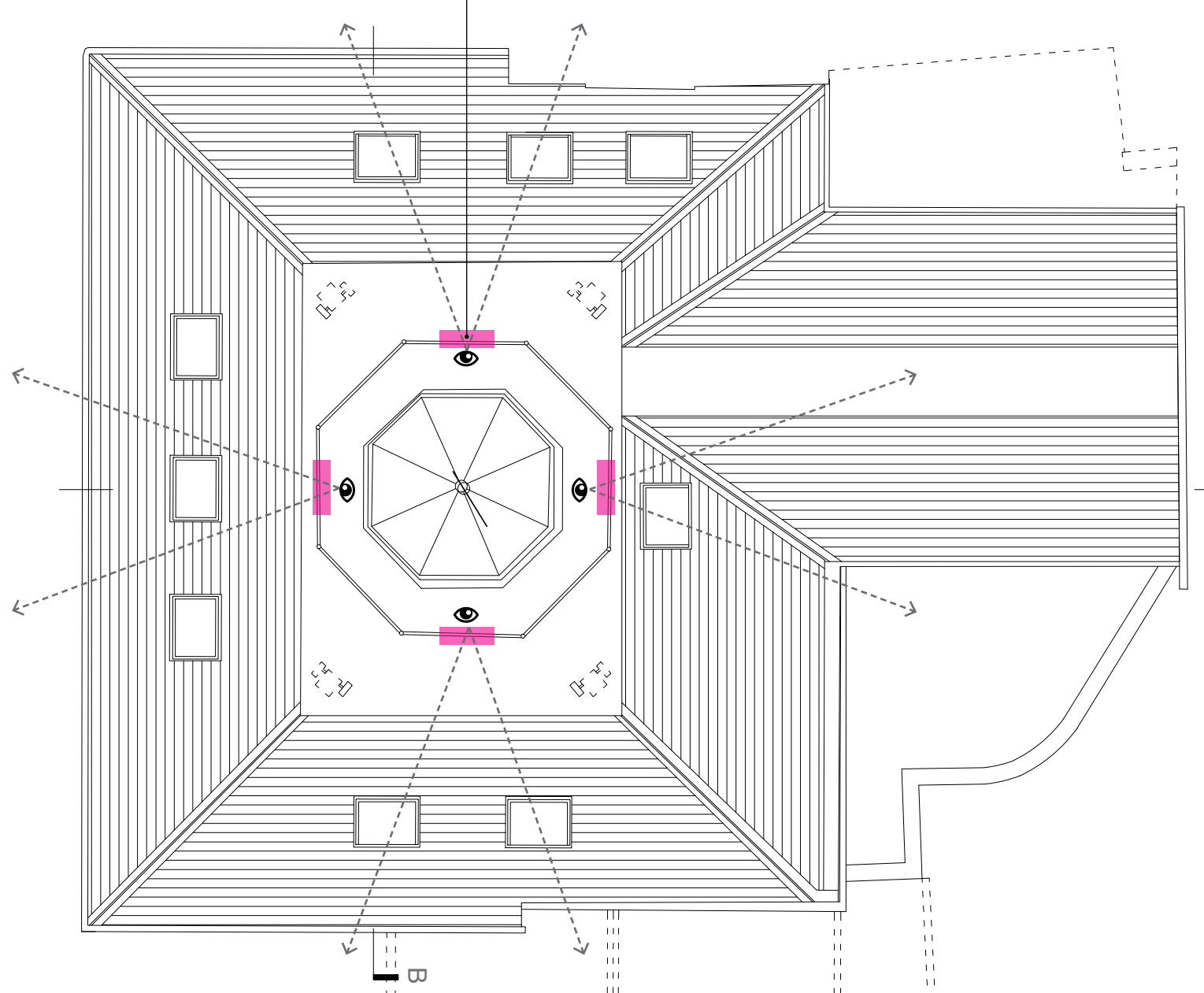
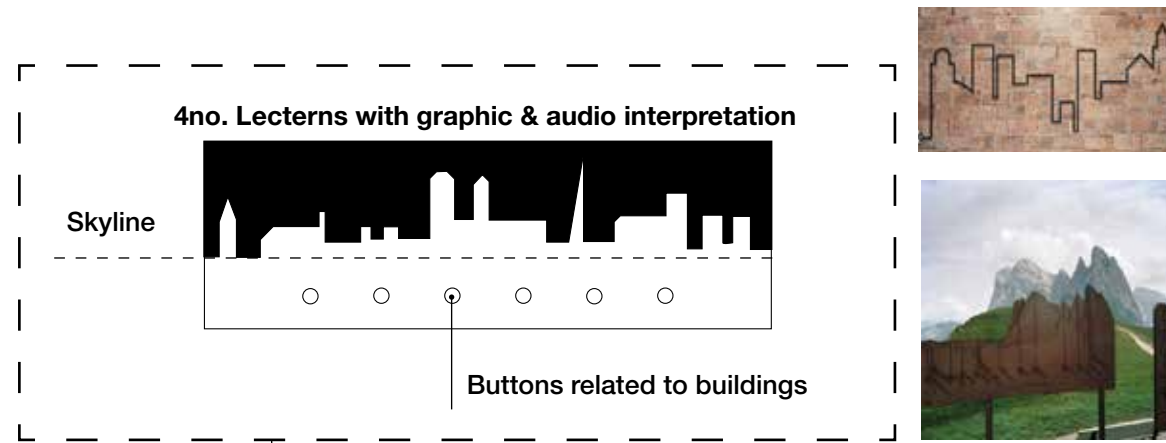


# The Tholsel

## Schematic Diagram - Roof Floor Plan



Ref Images



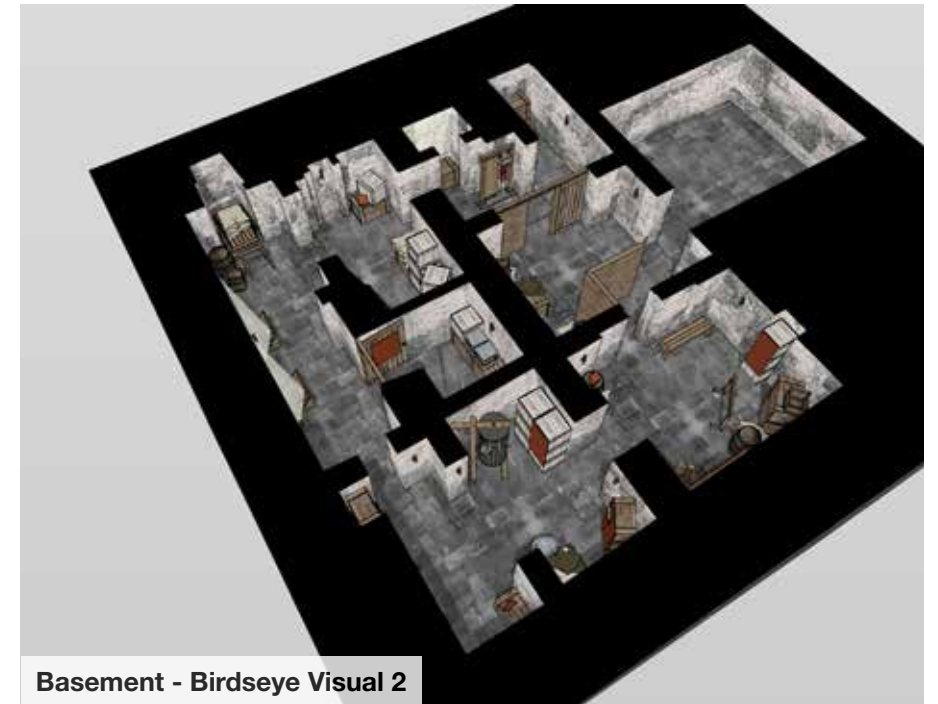
# The Tholsel

## Basement - Birdseye Visuals

Please note:  
Graphic elements still to be added



Basement - Birdseye Visual 1



Basement - Birdseye Visual 2



Basement - Birdseye Visual 3



# The Tholsel

## Basement - Visuals

AV Projection  
Animated Character



Visual 1 - Entering the Basement



Visual 4 - Business of Trading - AV

Business of Trading - 2no. Inset 20" Monitors

- Families
- Cost of Goods
- Bartering
- Currency



# The Tholsel

## Basement

Projected Market Scene

Mannequin with wheelbarrow

Illuminated Recess  
Original Ramp to street



Visual 5 - Projected animation of historic street scene with audio



Visual 9 - Crime and Punishment

Mayor Daniel Axtel  
Introduction - supporting  
graphic interpretation

Punishment by Milk Churn  
'crawl in' activity



# The Tholsel

## Basement



Visual 10 - Crime and Punishment

**Spinning Cage "Whirligig"**  
 Model of Spinning Cage with supporting graphic interpretation

Bench



Visual 11 - Crime and Punishment

**Public Flogging**  
 Stocks and graphic interpretation  
 - Photo opportunity for visitors

**Petronella and Alice Kyteler**  
 Introduction and graphic interpretation  
 - Burned at the Stake sculpture  
 - 40" Monitor - Character animation