GEORGE CASTELL : THE SUITOR



George Castell 1776-1858 Master Tailor 38 St Saviourgate

George moved to York in 1813 after 2 years in the Militia based in London to pursue his passion for creating so he joined the Merchant Taylors at age 32.

- Climbed the ranks from searcher to warden and eventually arose to Master Tailor

- Spent lots of time at guild events and show off his garments

- His shop at 38 St Saviourgate next to the guild and had 4 apprentices working full-time: sewing, taking measurements, stocking and cutting fabrics for him George was a Bachelor all his life and loved it too. He was the type of man that was known throughout town and

- Single his whole life
- Often found at the local tavern finishing a glass of whiskey and trying chat up clietele
- Infamous for his extravagant outfits and known around town
- A socialite who is often seen strutting about towne and with friends



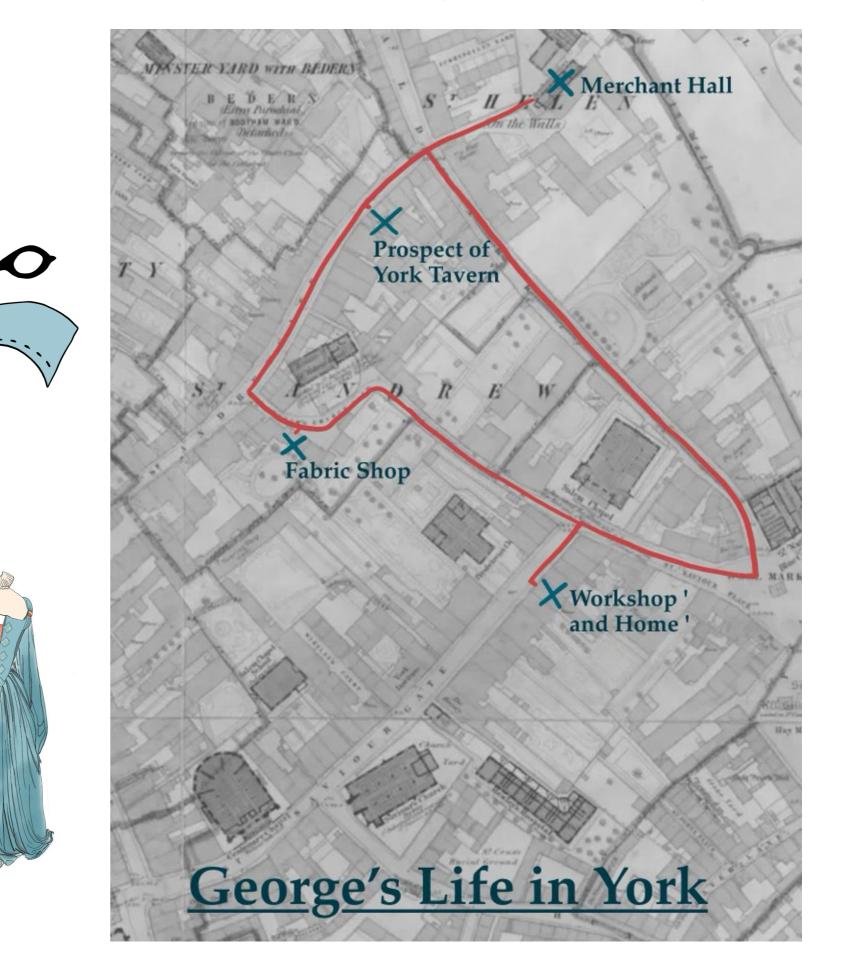
GEORGE'S ARC

HIVE

Cut Out of George waving and holding a descriptive plaque up, upon reading visitors will be given the challenge to find the three objects that represent George: tailor scissors, a cane and whiskey glass. These objects will be hidden around the guild in different rooms so that visitors can explore the space as well. All objects will have a description explaining how this object represents George and his story



The character's personality and work will be intertwined with the exhibits. This will be done through the use of objects that represent George's personality and work. For example emphasizing his bachelor status with the whiskey glass, the tavern on the map and his garments. Another example is the objects that represent his work shown through: the scissors, mirror and garments. Also creating a walking tour taking visitors through the areas that George was; home/work-place, tavern, fabric store etc, adds the extra touch of personality. This also allows for visitors to imagine themselves as George Castell.



Cutout of George Castel waving and holding a QR code up.

Upon scanning there will be a map that pops up with accompanying audio, where George guides you around his neighborhood stopping at marked spots such as his home, the tailor store and local Tavern where he explains the significance of each in his life.

VIRTUAL MIRROR E E E WALKING

Have a 9ft screen in a mirror where you stand on a mat in front and the mirror will have filters that will put outfits on you. Both a dress and suit of the time period that George made. Have George's voice commenting on the fabrics and workmanship of the different outfits while they are presented

Have a poster explaining his story next to the mirror as well and an explanation of the mirror

