



## THE TIDE & TIMBER

*Built by hand.*

*Moved by tide.*

*Inspired by stories.*

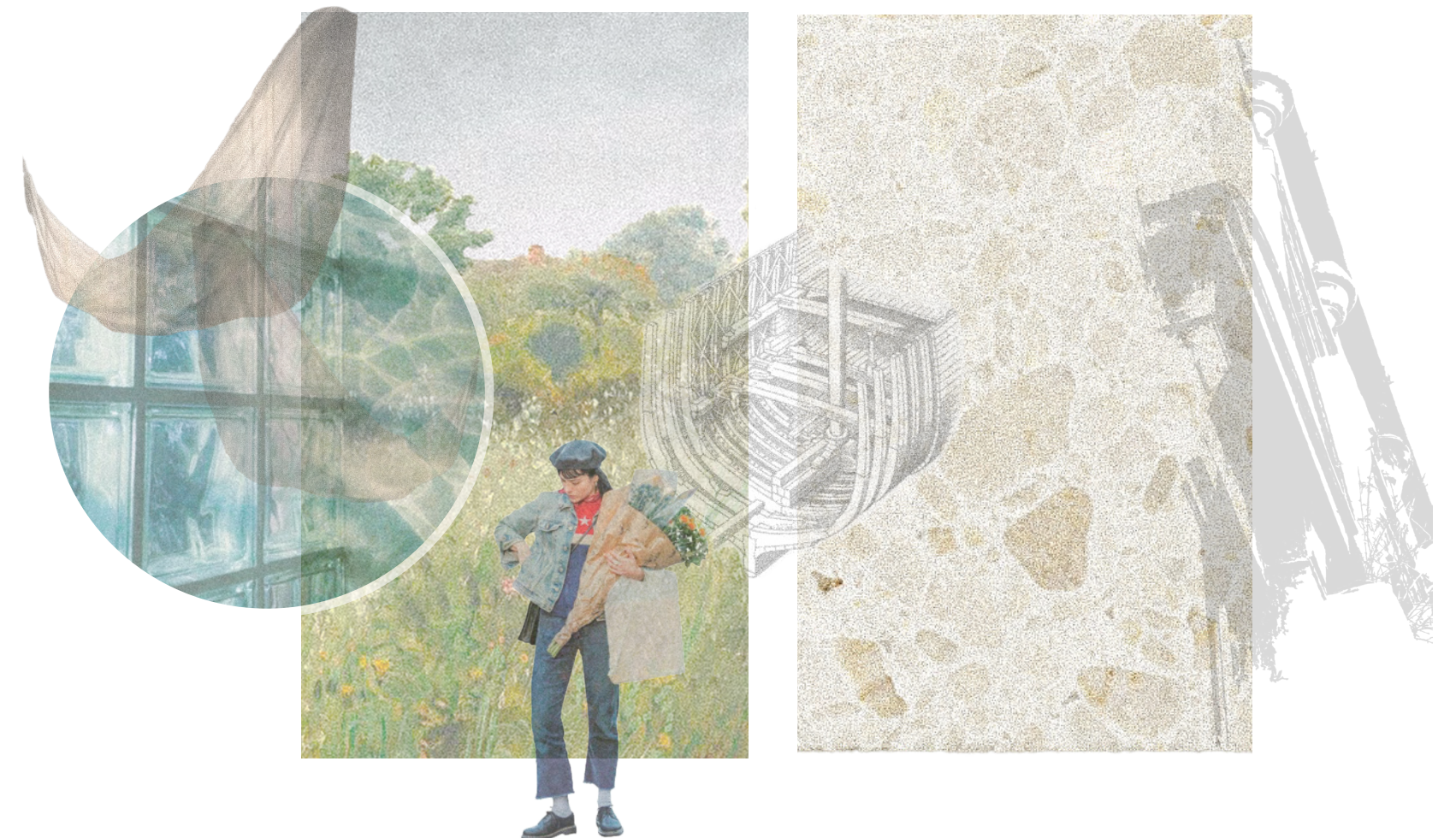
The Tide & Timber is a project rooted in both memory and possibility, transforming the former Savoy Cinema in Sligo into a vibrant hostel that offers more than just a place to stay. It is a cultural hub, honouring the building's storied past while fostering creativity, connection, and shared experiences. The hostel breathes new life into the space, inviting guests to engage with the history of the town and each other in meaningful ways.

Originally a wool and drapery shop, the building was converted into a cinema in 1932 by architect W.J. Doherty. With its distinctive corrugated iron roof and seating for over a thousand, the Savoy became a beloved gathering spot for locals, where stories unfolded both onscreen and in the community. Though the cinema closed in the late 1980s, its legacy remained deeply embedded in Sligo's collective memory.

Today, that spirit continues through design inspired by Sligo's boatbuilding heritage. The hostel's wooden roof evokes the curved hulls of old boats, paying tribute to the craftsmanship and stories of the past. With shared spaces like a communal workshop and restaurant, The Tide & Timber encourages guests, travellers, locals, and students alike, to connect, create, and feel at home. Using sustainable materials and thoughtful architecture, the project blends tradition with modernity, ensuring the past informs a future rich with new memories.



Site: Market Street, Sligo town/Ireland



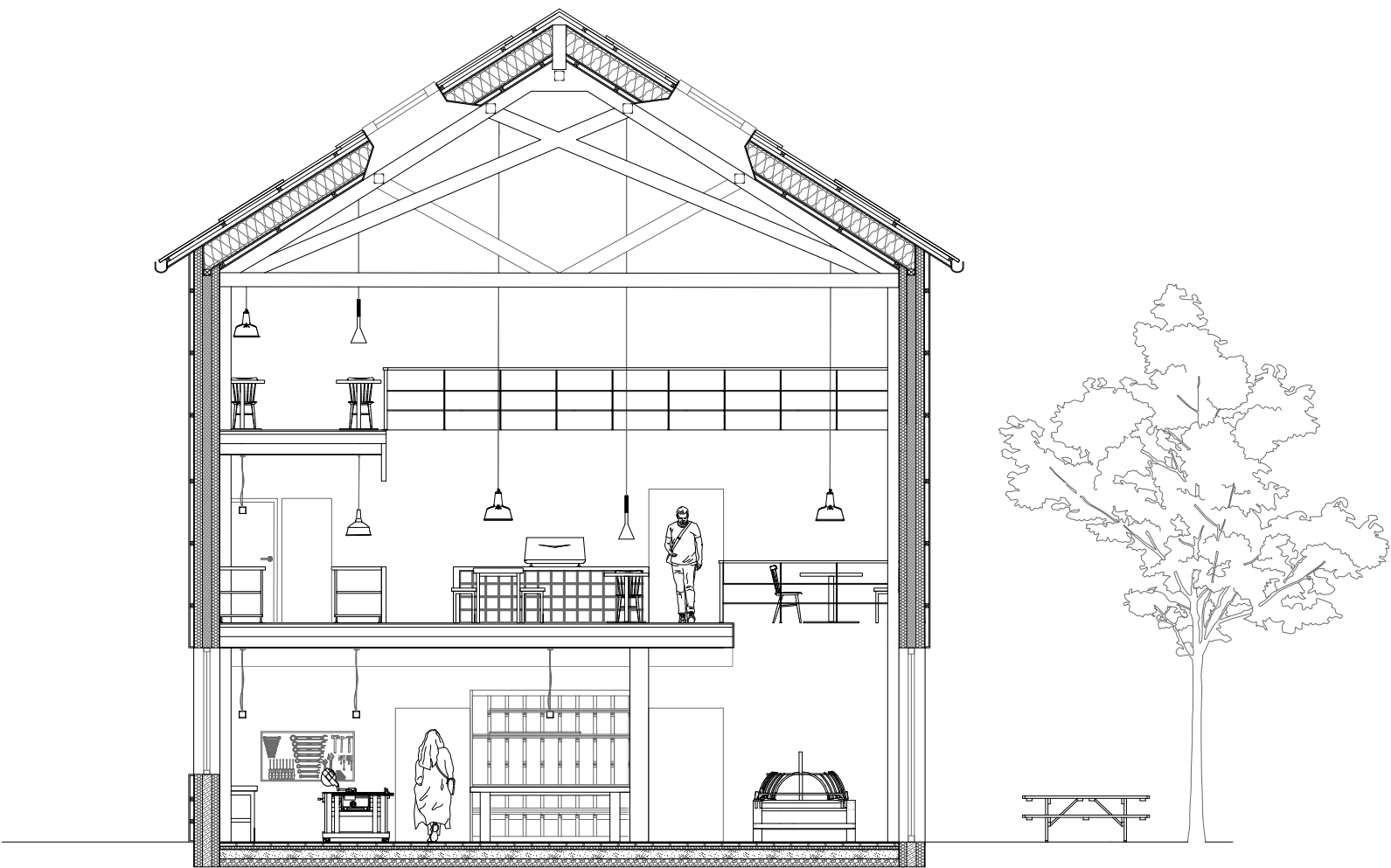
My conceptual collage captures the building's sensory journey through textures like glass blocks, painted tiles, and terrazzo, blending maritime elements and natural imagery to reflect a design rooted in touch, sound, and sustainability.



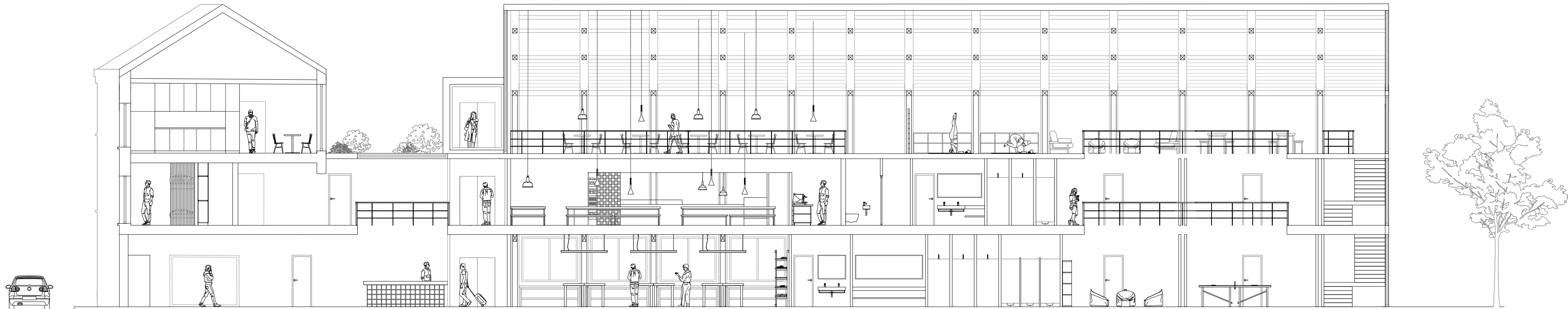


View from the workshop towards the roof

This first view leads from the workshop through the restaurant to the roof, each space telling a part of the story. The workshop reflects the craft of boatbuilding; it's a place to create, learn, and share stories. The restaurant is inspired by a concept from Prague, where my dad took me as a child to enjoy the food and atmosphere. It's about more than the food, it's about the experience, the connection, and bringing a new spirit to Sligo. And the roof, the highest point, leaves room for the imagination, its structure suggesting something familiar but never telling the whole story.



Section cutting through workshop & restaurant

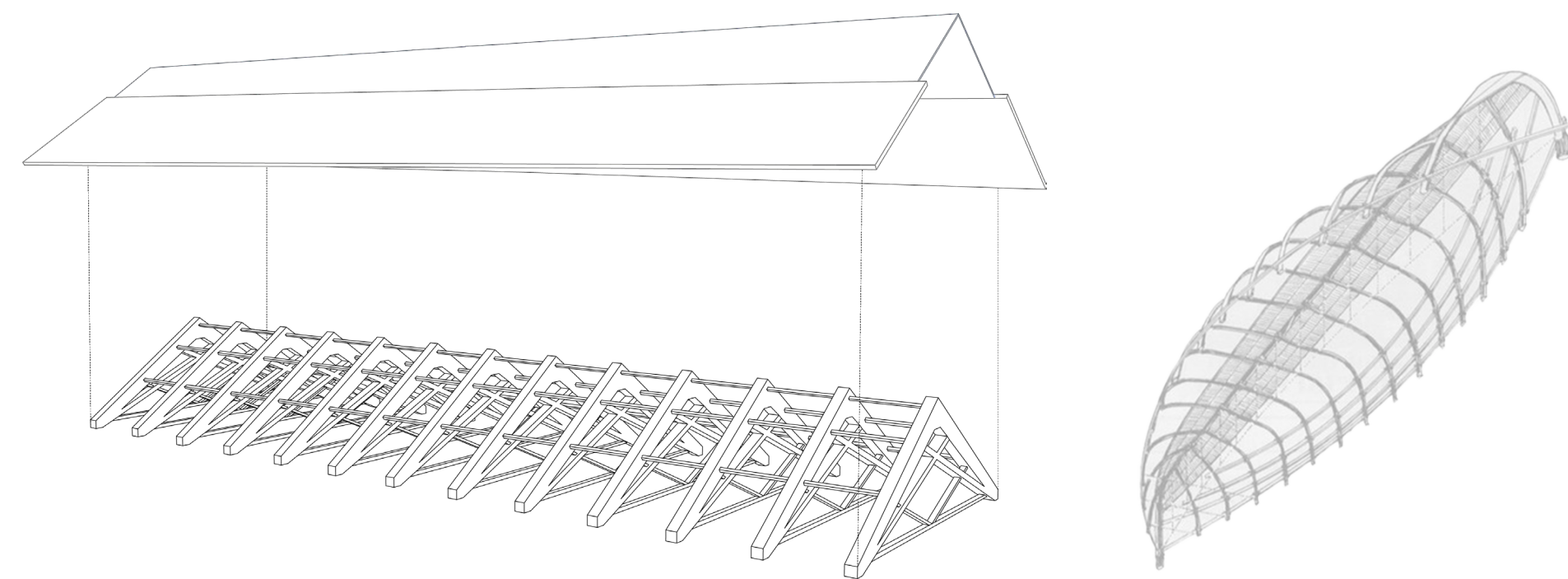


Logitudal section





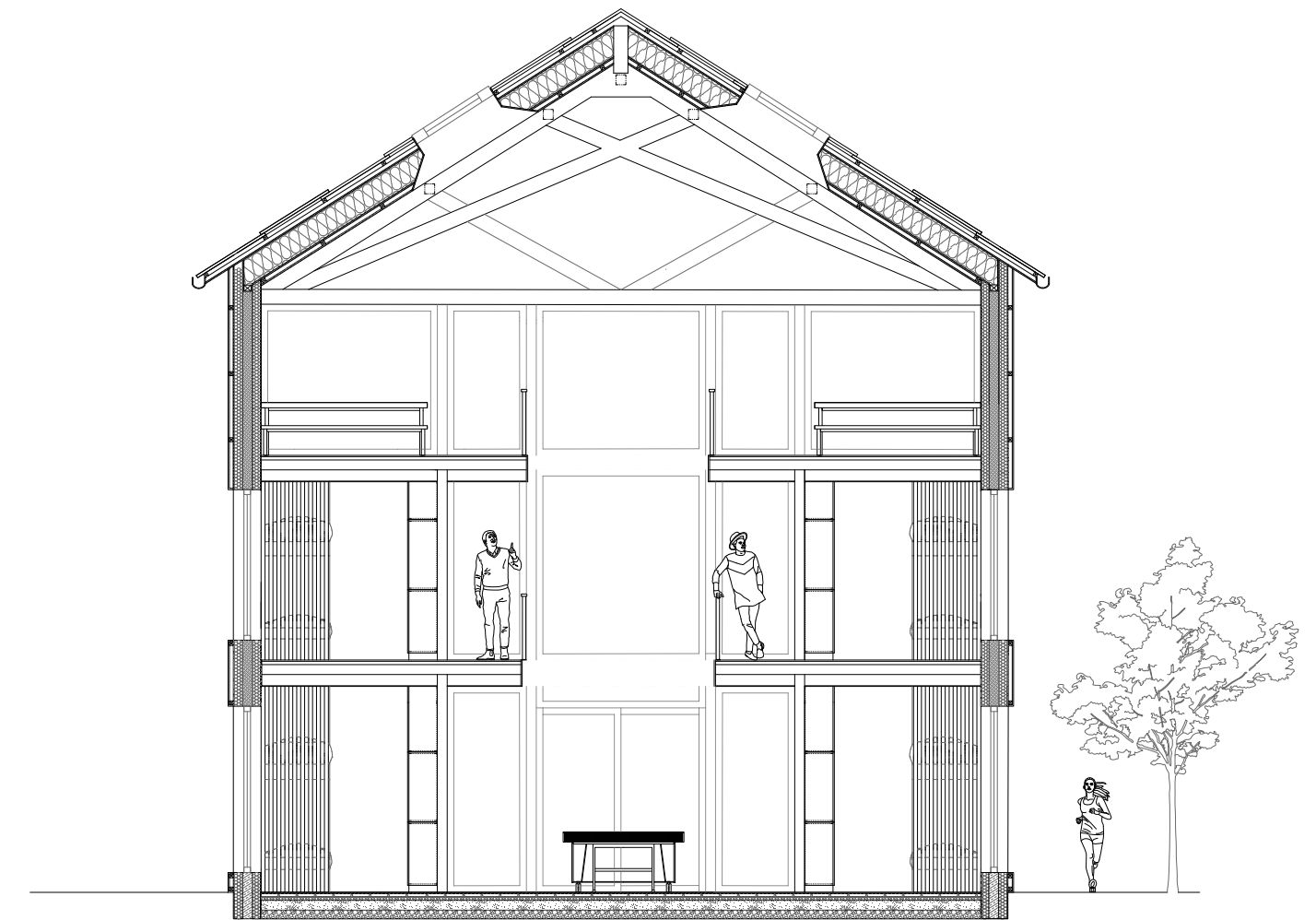
View from the ground floor common area



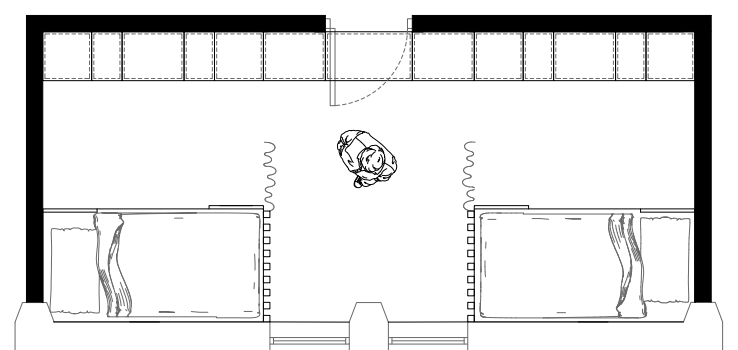
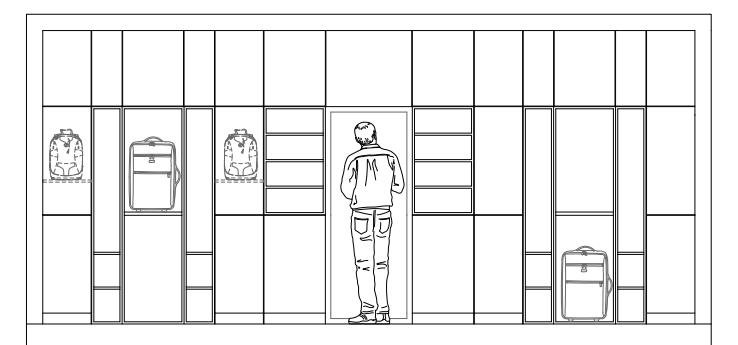
As part of my project, I focused my detailed study on the roof. It ties directly to my concept and offers several benefits, it allows for hanging lights, improves acoustics, and supports the original structure.

The ground floor includes a quiet lounge at the back, offering a space to read, play ping pong, or relax. It complements the larger, more social area on the second floor and is connected to the garden by a large window, creating a smooth transition between indoors and outdoors.

The guest rooms are designed as calm, welcoming spaces with cosy bunk beds, built-in storage to reduce clutter, and sustainable materials chosen for their warmth and texture. Each room features a window for natural light and fresh air, maintaining a strong connection to the outside.

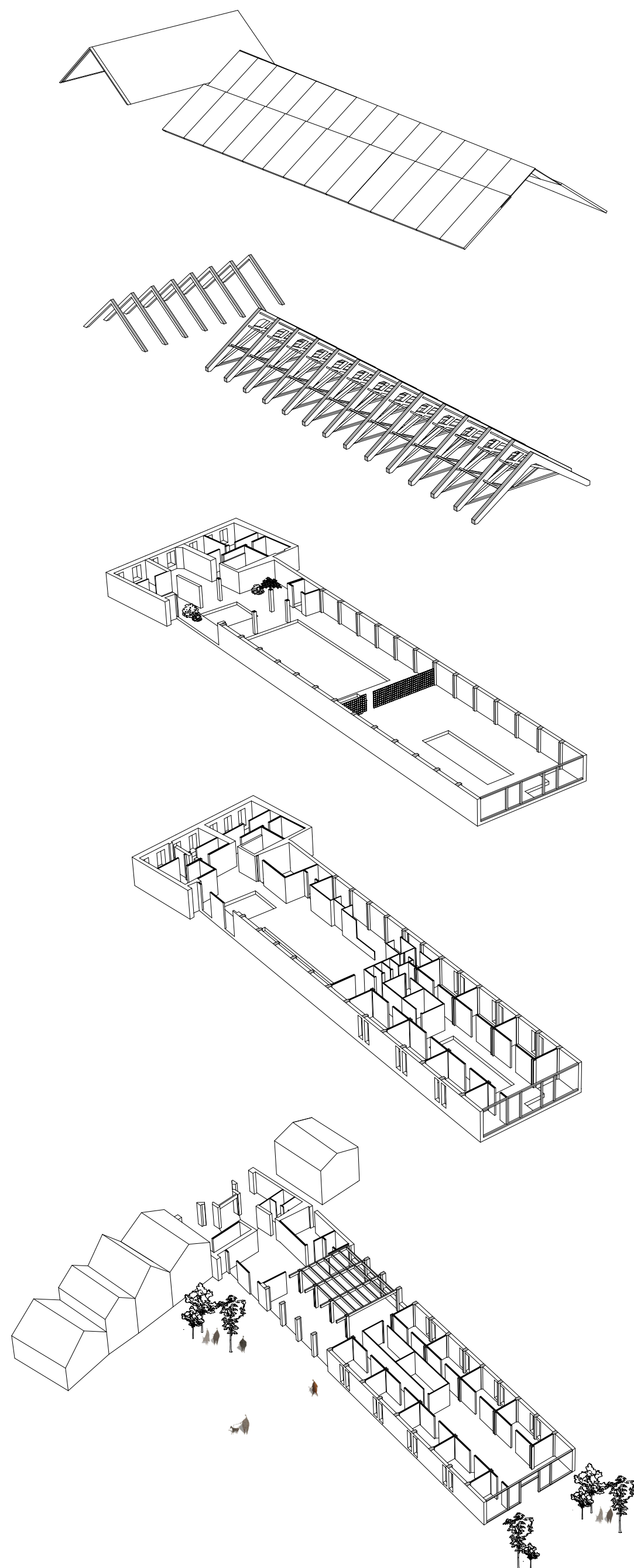


Section cutting through rooms and common areas



View of one of the rooms

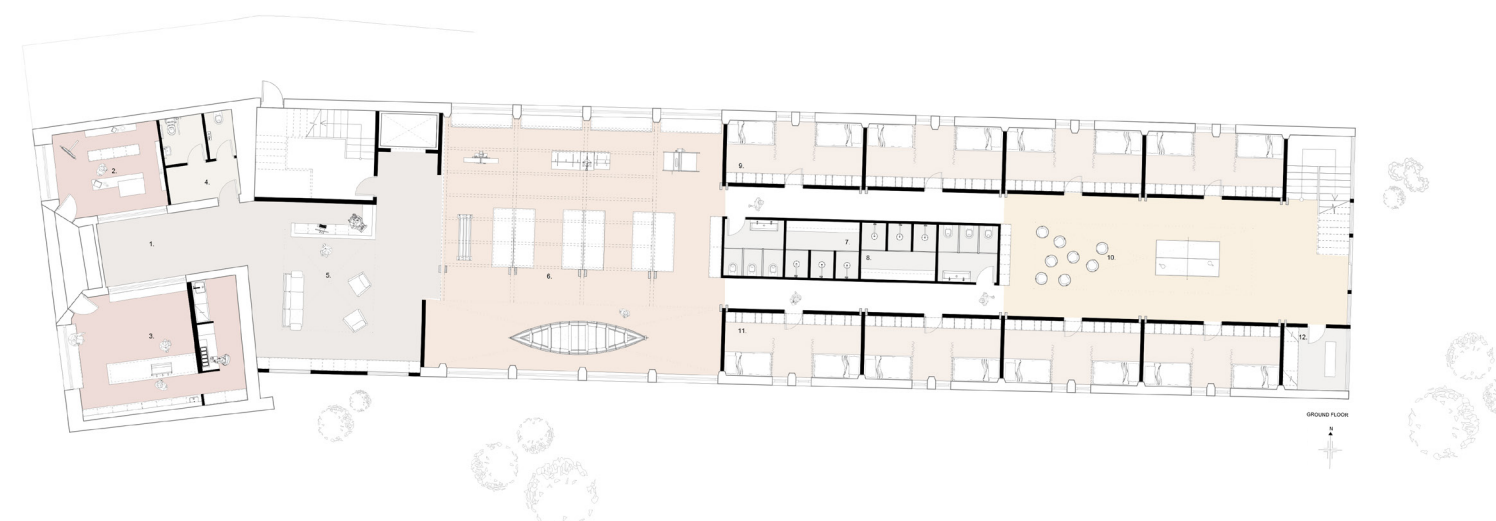
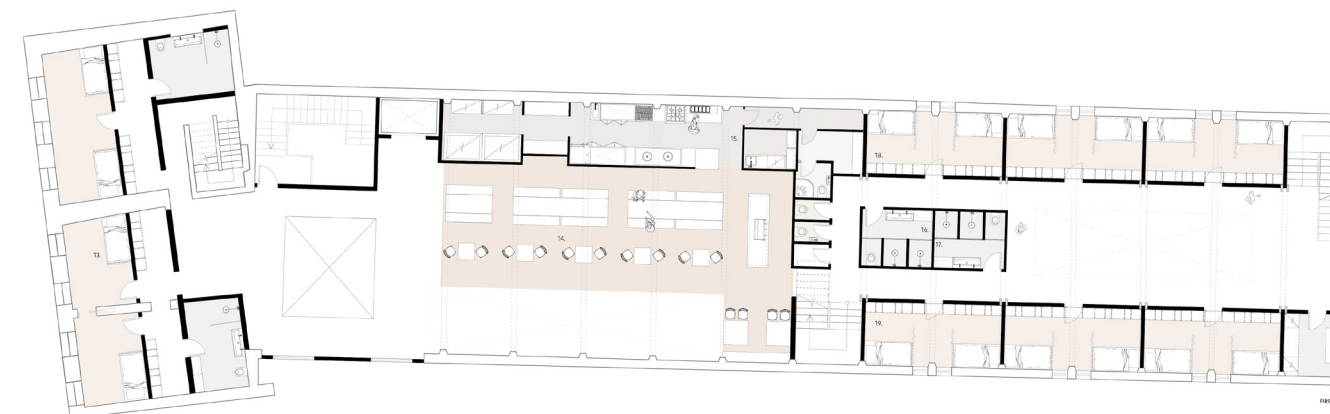
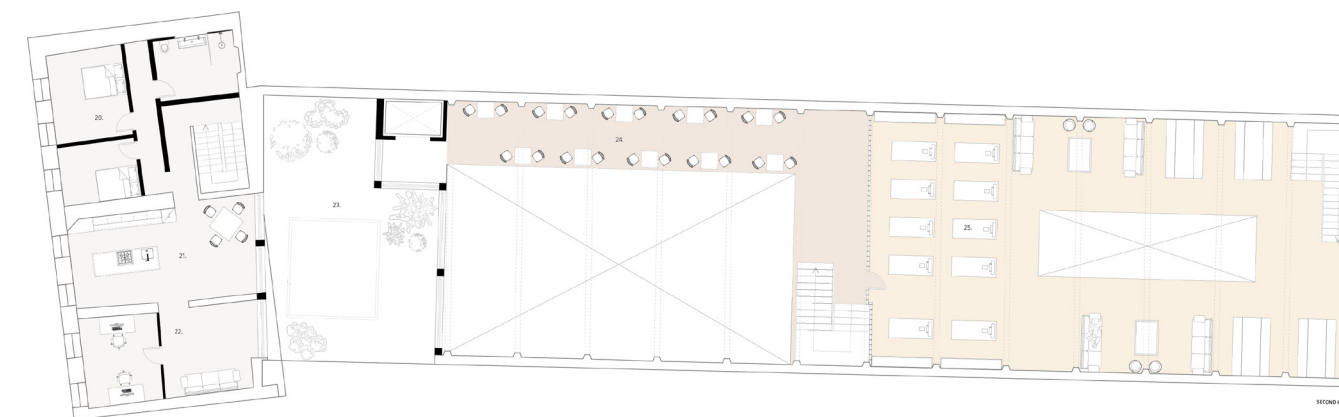




## Exploded axonometric

- The glazing of the hostel roof brings in daylight directly from above, which ensures that the entire second floor has plenty of natural light. Combined with the silhouette of the roof, it creates an interesting play of light and shadow.
- The wooden roof resembles a ship's skeleton from certain angles. The goal was to create a structure that leaves an impression on the viewer while also encouraging them to use their own imagination.
- The second floor of the hostel offers a common room at the back of the building, where guests can practice yoga, work, or relax.
- The first floor offers one of the “plus” functions, namely a restaurant with an open kitchen. There are also guest rooms located here.
- The ground floor of the hostel offers a café and a souvenir shop in the front part of the building. The main feature here is a workshop where visitors can learn how to build boats and enjoy an unforgettable experience.

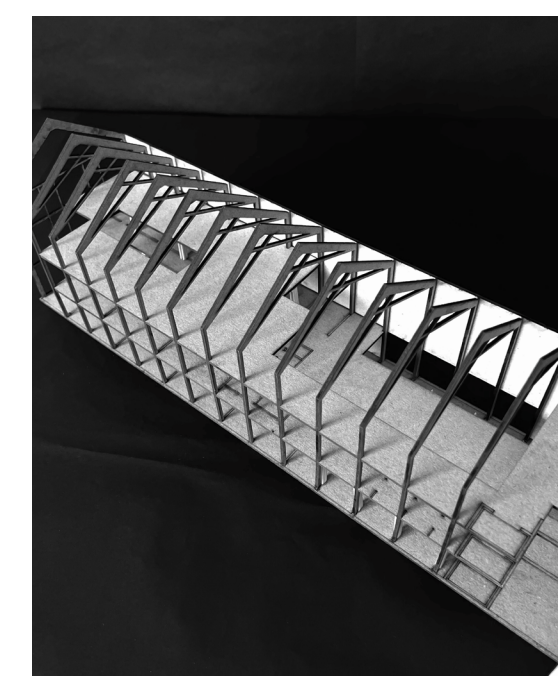
## Floor plans



Café & souvenir shop	Restrooms	Reception & lounge area
Workshop	Rooms	Shared bathrooms
Common area	Kitchen	Restaurant
Staff		



Concept model



Hostel model



Large scale study