

# CEMETERY OF FERREIRAS

2017

## Location

Lagoas, Portugal

## Client

Municipality of Albufeira

## Estimated Cost

1 980 000 EUR

## Stage

Call for Tenders

3rd place

## Area

27 600 m<sup>2</sup>

The design for the new cemetery of Ferreiras proposes the topographic modeling of the terrain to create two separate areas: an upper level for the burial ground, and a lower level, where the main entrances, the central courtyard and other buildings are located.

This segregation by level isolates and strengthens the character of each space: the contained and sober environment of the lower level, and the peaceful, natural and discreet nature of the upper level, with limited visible construction or agitated circuits.

The proposal is structured around a main avenue – formalized as a confined route – that begins in the reception and ends in the central courtyard of the cemetery. This avenue marks an axis that extends beyond the plot, linking the new chapel to the Parish Church of St. Joseph, located approximately 150 m from the cemetery.

At the center of the enclosure, the main courtyard functions as the fundamental distribution area, from which sprout all other paths that access the various areas, built or otherwise, that make up the cemetery.

MAIN ENTRANCE





AERIAL VIEW

The upper level contains large outdoor areas for the various types of graves – aerobic, permanent and temporary – as well as the crematorium and associated columbariums.

The lower level contains the entrance and reception square as well as the ossuaries, tombs, wake rooms and chapel, arrayed around the central courtyard and main avenue alongside other complementary and support facilities.

Regarding the choice of materials and construction systems, the adoption of easily maintained local solutions was favoured, namely through the use of a reddish solid ceramic brick – referencing the typical architecture of the Algarve – and other materials such as reinforced concrete and marble from the nearby region of Estremoz.

CENTRAL COURTYARD



CHAPEL

