

This section is going to vary more than other areas. Solarpunk should be intensely regional, tailored to the specific location, climate, culture, and available resources of its setting. A solarpunk city in one climate and region is going to look a bit different from another one, but there are a good number of consistent elements you should be able to include. Rural areas are going to be much more varied based on their location and how they look now and I think the people best qualified to identify how they'll change in a solarpunk future are the ones living there.

With that said, this write up of considerations and elements for how rural areas might change has been drafted by one guy from the New England region of the United States. So the starting area is largely car-reliant, 'exurban' sprawl (sometimes referred to as 'bedroom communities' where people live but don't work). This is very different from rural areas where people are practicing subsistence farming, for example.

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