

# Solarpunk Building Techniques

## Variety

Solarpunk buildings should be built to fit their environment – what's practical, energy efficient, and even what materials are available will depend on where the scene is set. A solarpunk community set in the desert would have to look much different than one in a temperate rainforest, or a prairie.

This is a departure from our current society, with its wealth of fuel and concrete, which tends to drop the same cookie-cutter buildings into every climate and just burn more fuel to heat or cool them rather than adapt the design to its surroundings.

## Reuse

That said, as with all things there are exceptions to every generalization. Solarpunk doesn't generally take a clean slate approach to worldbuilding, and reuse of structures that already exist is almost always going to be more efficient than new construction. [The embodied carbon of buildings is estimated to count for 11% of global carbon emissions and 75% of a building's emissions over its entire lifecycle.](#) Or to put it another way: The greenest building is the building that is already built.

<https://metropolismag.com/projects/oslo-workplace-reused-materials-mad-arkitekter/>

For a more in-depth look at specific materials, see: [solarpunk building materials](#)

<https://slrpnk.net/post/2963315>

Light colored rooftops can - though changing this on a mass scale may involve some problems with a [well-entrenched lobby bordering on a conspiracy](#)

From:

<https://wiki.slrpnk.net/> - **SLRPNK**

Permanent link:

[https://wiki.slrpnk.net/writing:solarpunk\\_buildings](https://wiki.slrpnk.net/writing:solarpunk_buildings)

Last update: **2025/12/05 02:33**

