

# Solarpunk Writing Resources

Writing aspirational fiction is hard. If you're trying to write a better world, you need to build actual, workable, solutions into your setting and that requires so much knowledge to do well. Descriptions in a single solarpunk scene on a pedestrianized city street could involve a mix of civil engineering, history, cultural knowledge, plant knowledge, city planning, accessibility outreach, mass transit vehicle design/infrastructure, and more. A whole story might add in permaculture practices, modern airship design and operation, phytoremediation, or all kinds of other stuff! Compare that to cyberpunk where there's both a sort of cultural familiarity to lean on, and a pass on bad ideas because you're writing in a dystopian setting, and the differences are pretty clear.

It's a lot for any one writer to try and take on. Luckily we don't have to work alone. Any future worth building is going to be pretty collaborative and consensus-driven, so it makes sense to build our depictions of it the same way.

## Writing Research

Writers often need a level of detail that's hard to find in publications - news articles and pop science stuff tends to be too broad and lacking in specific detail (or incorrect) while industry publications tend to go in-depth on a narrow slice of a topic, assuming the reader has the baseline knowledge to put it into context. Our goal here is to start a culture of packaging up and sharing writer-level research to make writing solarpunk easier. If you've recently researched something for your own projects, or you're just someone who's passionate about a solarpunk subject and wants to see it represented correctly in fiction, this wiki is intended to provide a centralized place where you can share it!

If you have something you'd like to add, message the mods or post in the /c/writing community!

## Library Economics

[Rethinking How We Make Things - Long-Lasting Stuff for a Library Economy](#)

### Salvage

[Using Every Part of the Car](#)

[Landfill Mining And Reclamation](#)

[Deconstruction and House Shifting - salvaging entire buildings](#)

## Changing Transportation

[Nautical Solarpunk](#)

[Ropeways](#)

[Personal Vehicles for Solarpunk Settings](#)

## **Solarpunk Cities**

[The Big List of Things to Include in Solarpunk Cities](#)

[Solarpunk Building Materials](#)

[Reducing light pollution](#)

## **Changing in the Solarpunk Transition**

[Exurbs/Bedroom Communities in the Solarpunk Transition](#)

## **Winter Solarpunk**

[Greenhouses in Cold Regions](#)

[Road Salt](#)

[Seasonal Roads](#)

## **Environmental Restoration**

[Beaver Dam Analogs - Turning Rivers Back Into Wetlands](#)

[Rough Mounding - rebuilding habitats in drastically disturbed sites](#)

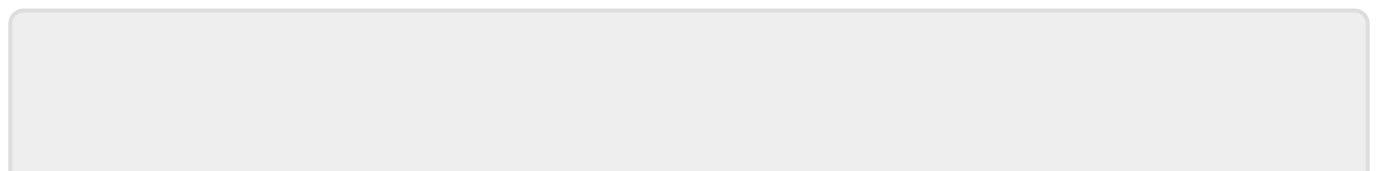
## **Cool Technology**

[Solar Concentrators](#)

[Meshnets and other Solarpunk Communication Networks](#)

## **Miscellaneous**

[Low Tech Solarpunk Ideas for a Fantasy Setting](#)



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Last update: **2026/04/08 20:40**

