To populate the rest of the park solar palms were developed. Their shape has a reassuring familiarity and is quite suitable for the application. The palm design allows the solar panels to be elevated out of the space humans normally occupy in a park providing solar power without consuming valuable park real estate. As a bonus shade is provided with interesting shadows adding to the character of the park. The palm leaves are presented in two layers each of which are independently articulated as is the entire palm head. This allows full tracking of the sun for optimal solar energy production. The movement makes for a dynamic park, always different, almost giving the illusion of being alive. The palm trunk will of course be a hollow metal tube which lends itself to another ancient technology of the region, the windcatcher. The design consists of a cutaway dome that is able to rotate at any angle. Temperature sensors at the top of the palm and at the base allow a microprocessor controller to determine if it is beneficial to direct the wind at the palm top to the base for cooling. While this in itself does not add to the energy generation it provides cooling and an improved park experience that would otherwise require significant energy to achieve.