This is my powered by nature mod.   
  
Whenever short on power, this is the easiest fix.   
  
Put up a windmill. 1 windmill powers 1 silicon smelter. Just stick it next to it and you are up and running. You can have a whole windmill park to power everything.   
  
1 windmill = 30 power units per second

1 bigger windmill = 210 power units per second

1 wind turbine = 420 power units per second

The water damn requires Graphite and water, but then runs on 1080 power units per second. Just make sure it has enough water :D

3 powernodes are added for bigger range and 2 larger batteries to store all extra power.   
  
All feedback is nice , this is my first solo mod and I’m eager to learn.