Wilf Lunn

Artist and Inventor



Bio

Wilfred Makepeace Lunn is an English inventor, prop maker and TV presenter. He is best known for his regular appearances on the 1960s and 1970s UK children's television show *Vision On*.





DIY Mechanisms & more, TV Show: Vision On

Bicycles

"Someone said
'Nobody's put a bike
in a bottle!' A
month later, I'D
DONE IT...My cycle
exhibition at the
bank was a great
success and led to
two more...".

- Lunn.



Cycles



click on the titles for a

Post Holocaust Pedomanumotive Power - During the early 60s, I was involved in a discussion, the basis of which was that everything had been done, both poles had been got to, Everest had been climbed etc., there followed a long sad silence ... then someone said "Nobody's put a bike in a bottle!" A month later, I'D DONE IT ... sadly nobody was interested until, after an article in a local paper, a businessman came to see me. He said " If you can put a bike in a bottle, you can design a three-piecelarger image suite cheaper than anyone else!" I declined. He's probably a furniture multimillionaire now. I then continued to make model

email wilf lunn cycles ... more about Wilf's cycle story

Duke & Duchess of Bedford examine Wilf's 'Electric Crutch Criminal Cycle'

arts review of cycle exhibition



Pigeon Catcher



Wormcatcher



Lovers Cycle



Marquee Press



Ladies Vice Cycle



curious

trees

The Bird That Got Away



Cycle



Portable Communion Message from the Sole Survivor of a Tandem Crash



Cycle with Halitosis **Indicator**



Stammerer's C..c..c..ycle



Member of **Parliament Cycle**



Superior Egg of the Week Cycle

More bikes!

Cycling conference?

A lot more history & interesting mechanisms than we can think of...

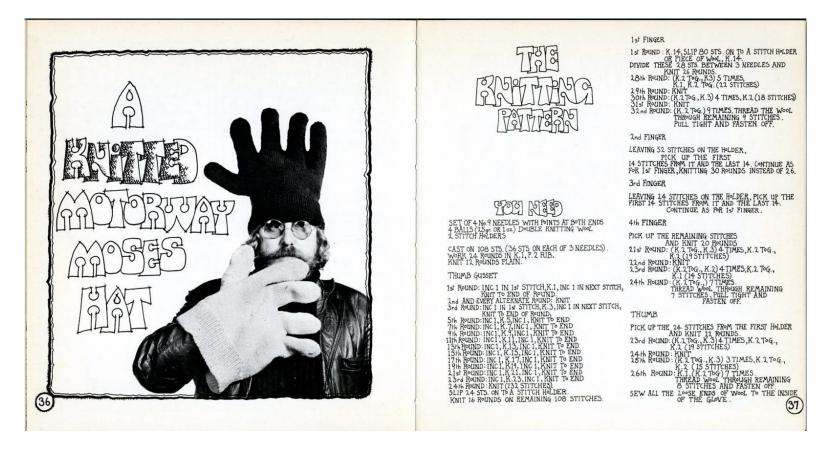


International Cycling History Conference

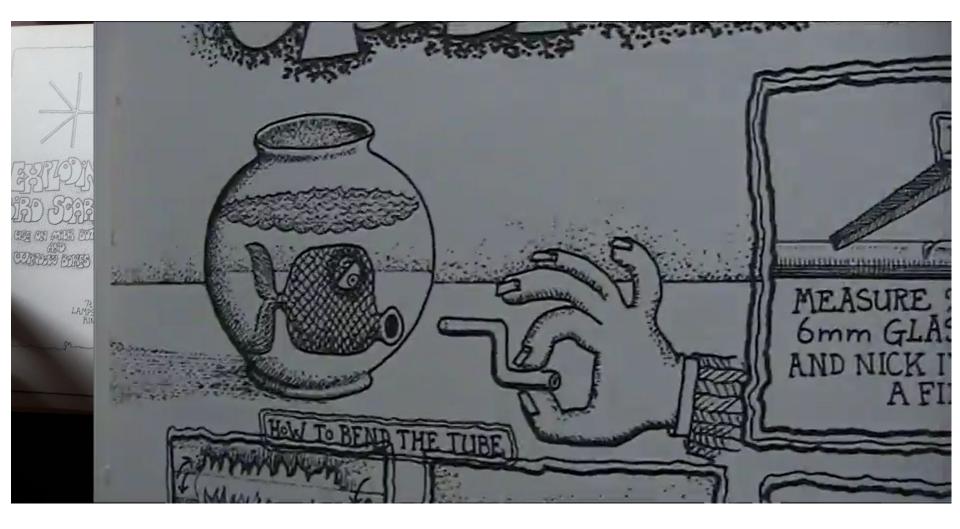
Offering historians a forum to exchange their findings and ideas

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Book: "Mad Things to Make"



Wilf Lunn Takeaways:

- mechanics can be **humorous**
- ...and not always need to be practical
- ...and *is* for kids and entertainment
- blurring the line between mechanics, art, fun, and access

Thanks! Questions?