



**Name:** Scott Hocking **Age:** 32 **Location:** Detroit **Artistic Genres:** Mixed Media, Sculpture, Installation, Photography, Drawing **Education:** Center for Creative Studies (now College for Creative Studies - BFA), stints at Michigan State University, Schoolcraft College and Henry Ford Community College **Where to Find Him:** scotthocking.com, myartspace.com, and Susanne Hilberry Gallery susannehilberrygallery.com

**When did you know you would become an artist?**

On October 6, 1996, I got into a car accident. In debt, broke, aimless, depressed and recently dumped, I had given up on Detroit, quit my job and was just three days from moving to Alaska via Seattle. As I drove down the road, a woman turned left into me as if I wasn't there. I was not wearing a seat belt; I hit my head on both doors. It was crazy. Crazy because instead of starting over and getting out of Detroit, I was propelled straight to a new low – further in debt with major tickets and hospital bills, no car to sell and therefore no money for the move, no job and no way to get there, and, outside of my clothes and a few books, I had nothing.

I took it as a sign. I was always an artist – playing music from an early age, drawing pictures all the time, building things, taking pictures; the problem was I didn't believe I could succeed as an artist. It was at this exact point in my life when I had hit absolute bottom and had nothing to lose that I knew I had to at least try to be an artist. And even though I was completely broke and had no idea how to go about it, I took the bus downtown to CCS, had the word "portfolio" defined for me, built one, applied,



got in, and began my new life in January 1997.

**How would you describe your creative process?**

Hands-on. Kinda crazy. I don't keep a sketchbook, but I write down random ideas here and there. Sometimes old ideas come back years later; other ideas feel more immediate. I usually don't truly understand what I am doing/making until afterwards, and often my pieces change during the process. I'm also very affected by my environment – a light bulb goes on when all the stuff tumbling around in my brain synchronizes with something I see around me.

**What is your favorite material to work with?**

Whatever materials seem best suited to a given idea. I've often worked with found objects and wasted materials mainly because Detroit has an abundance of those things. But I don't think I have a favorite material. OK, maybe rust.

photos: "Relics" (2005) by Scott Hocking and Clinton Snider; "Animals Installation" (2006) by Scott Hocking