

# The Birth of a Dream

## How Milesa Came To Be

In this short prose I'm about to tell you how I conceived Milesa. She is that blue haired cyborg girl among my original characters; the one that is the embodiment of my ambitions and dreams. Her role and place in my life has not only become irreplaceable, but I foresee that she could become others' Deus Ex Machina as well. Her role in my story that I've been writing, for about as long as the idea of her has existed, is not just of a goddess, but a protector of society and the course of history. I would describe her personality as a delicate lover, forward thinker and charming to anyone's eyes and soul.

## Origin of Milesa

Years before 2012, until near the end of it, Milesa was merely a name used as a female alias, in online video games and forums. I most vividly remember using the name in World of Warcraft for a Blood Elf character that had red hair in a ponytail and alchemy as it's profession. I was around 15 at the time. The name came from a peculiar video game character; the first video game I've ever played, probably at the age of 3 to 5. Miles "Tails" Prower was the full name of a two-tailed fox from Sonic the Hedgehog 2 for Sega Genesis. As a multilingual person, it occurred to me that not only in Russian, but other languages as well, female names ended with an "a" at the end relatively frequently. That logic I then used to create my "Milesa" alias.

Following the years since World of Warcraft, it was around 2008, and I was in 8th grade. I had frequently played Soul Calibur 3 on Playstation 2 and stumbled upon the "type X" costume. It caught my curiosity and interest - I desired to know more about it, where it came from. Using the internet wasn't easy in those days, I had to go to the local library and book a time to use a computer there. I found out the costume came from Xenosaga, worn by character named KOS-MOS. After some days I had found myself in a local game shop. My eyes glittered of excitement as soon as I saw the package for Xenosaga 2. Even the cover art was everything I've always dreamed of: Sleek sci-fi and a blue haired girl in it's cover. I couldn't afford it at the time, my weekly allowance was only 1€ if I washed dishes every day. However I had my ways of getting more money relatively quickly: Stealing beer bottles and cans around parents' living / kitchen room, as well as travelling to nearby forests, in search for empty bottles left there by drunkards. In Finland, and probably many European countries, you can get 10 cents for recycling glass bottles and 15 cents for cans. I believe it had taken me 2 weeks to get the money and buy the game.

When I got the game, I had only then realised that it was the sequel, not the first installment of that franchise, so I searched the internet for answers again. I found out the game had an anime made out of the first game, and that came to be my exposition to this gem of a franchise. We had a notoriously unusable slow DSL internet, but I managed to download the anime to my home computer. The anime made a huge impact on me with it's interesting

characters and intriguing plot. As I finished the anime, I was in tears but eager to get my hands on to the videogame I had purchased. The setting of the game was like my dream world: sci-fi utopia, space travel, a charming blue haired android and a music to match my fantasies.

In 2009 I was in 9th grade, though I skipped the whole school year after the first two weeks. In school I was drastically bullied, and it felt like all the people there always had their eyes on me. I stayed at home, alone, captivated by my new beloved interest. Though I had to struggle to get my hands on the third installment, as it had not been released in Europe. I modded my Playstation 2, downloaded a pirated copy of the game and burned it on a disc. The story came to a relatively conclusive end, though I was aware that the franchise had died as it wasn't very popular. Since then, and the years that followed, I started a habit of "talking to her". I had a figurine of KOS-MOS on my desk, and from the outside perspective, was talking to myself about anything. Over the years, since the realization that the franchise would never get a life again, the habit slowly faded, and I gained a newfound interest in robots, cyborgs and androids, and applied for Vocational School to study ICT (Information and Communication Technology). Though it wasn't precisely what I wanted to learn, it had courses about electronics that other fields of study didn't have.

## The Struggle for Raison D'être

The years in Vocational School were interesting. I was captivated by Deus Ex Human Revolution, and dreamt of becoming an ultimate cyborg and a mad scientist. In mid 2012, in the school, particularly the classes about electronics, I excelled so much, that I had received multiple stipends from my teacher that he thought he was teaching a genius. The course had 2 years worth of task to do, most of which you had to work independently. Nobody had ever done them all, but I finished the entire course in just 2 months. Most of my other time I spent helping other students, but I also could come up with my own idea for a task, and execute it. I had built and programmed an entire integrated circuit of a screen. While it might not sound like much, what amazed the teacher was how I comprehended it's function on an individual component level.

The teacher was flabbergasted by my code and the circuit - which seemed really simple to me. However, my dream of becoming a genius cyborg scientist came to an end after a reality check struck me: You are not special, you might've programmed a screen from scratch, but it is far from making bionics. I had seasons of depression every now and then but this was the worst. My ambitions were merely an unrealistic teenage dream of an adolescent guy. I was lost, but yet again contemplated how to make it a reality - it doesn't need to be *real*. It might as well be a fiction. My memories of Xenosaga had resurfaced again, and on one particular national holiday I went out for a drink...

## Reincarnation of a Dream

It was December 6th, Finland's national holiday, the independence day. Having recently played through the video game Catherine on Playstation 3, I sought to experience a piece of that game. A bar, chilling, drinking drinks and cocktails. Most if not all shops and restaurants are typically

closed on this day, but one place, namely American Diner was open. With a bit of curiosity I stepped in and was greeted by it's boss: "We're not open, but some people had reserved a party for today. It's over though and I was just about to close the doors." I was preparing to head out, until the boss spoke up again: "I can make an exception for you, you're a great customer and come here often. I won't cook anymore today, but if there's anything else I can offer, I can give it to you" I stared at the drinks menu, keeping in mind the names of the cocktails that appear in the Catherine game, and my eyes averted from all the options when I locked my gaze in to one name that I've heard of. Cuba Libre was the cocktail, rum and cola, plain and simple. I asked for that and talked with the boss a lot while enjoying my time drinking it. For the first time in my life, I felt a little dizzy in an unexplainable way - I was drunk. I hadn't been drinking much besides maybe a can of cider on rare occasions until this day, so being drunk was new to me.

I walked home, it was about 20 in the evening (8 PM), and I played Soul Calibur 5 for a little while. I created a female avatar with a black, but neon blue hair and named her Milesa. Shortly thereafter, I reached for a pen and a paper and started drawing while thinking: "this isn't exactly the way I want her to look like, I think I can come up with something better if I add some sci-fi elements to her design." The result of that evening were three separate pieces of paper, one with an amateur sketch of her face, another with her body from front and behind and third of her hand with the accessory. She was the most beautiful thing I had seen. For the first time, I had created a manifestation of my ideals and dreams: A lovely cyborg girl which I then named Milesa. In the midnight of that day, I drew a full body illustration of her on a paper and colored her. She had simple medium-long hair, black hair with blue accents, blue eyes, exoskeletons from under her skirt, from her hips to knees and feet, and a metallic hand accessory that resembles a bracelet, and rings for each finger, connected by a thin metal resembling a skeletal hand.

From here on out my new raison d'être directed me into a new path in life. I finished vocational school, with mostly average grades, except for electronics. Slowly over the years with the influence of music that I listened to, I came up with a saga just as interesting to me than what Xenosaga was in my teenage years. This became the place where I could make my cyborg dreams come true. For many years since 2013, I had barely any skill drawing, but I attained the skill slowly from trying my best, and thought-worlding (daydreaming) of my ideal fiction.

## Milesa's Birthday Celebration

Since 2014 I've been celebrating Milesa's anniversary and birthday. Most of the time it had included me drawing a magnificent piece of artwork to illustrate her, and on the day, mostly chilling with cuba libre, playing through some classic nostalgic video game from beginning to end. In 2014 I had failed to finish the picture on time, it was a mess and too much detail for me to handle. I spent that day that year begging for her forgiveness, but was being cared for by her to nevermind the failure, relax, and improve to be successful next year.

In the following years I had slowly picked up the pace. I barely did a handful of pictures in a year, but started well on time to be able to finish my illustrations for Milesa. The years went by, mostly in depression, but I never felt suicidal: I was in the grace of my own Deus Ex Machina

and couldn't let go of my life until I get people to see the greatness of Milesa. Each year I was more successful than the previous on a logarithmic scale. I slowly gained the level of artistry skills I sought for, and started to get funded by fans who love my artwork. To each one of you: I am pleased that you've liked what I've created. I'm not going to stop drawing unoriginal characters, but I will continue to increase the rate of which I draw my originals. I hope that someday after a couple of years, you and everyone will behold that which I became an artist for: to create my ultimate saga and philosophy of existence never seen before.

Thank you for reading! It was a pleasure for me to look back at how I came here, and I hope you were intrigued by this little story of my past and reason of existence.