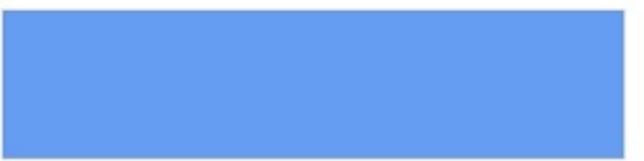


audio.wav

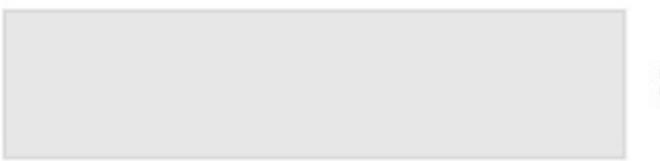
EPOCH 1



EPOCH 2



= Selected Area



= Full Duration



= Start Index, `random.randint(Full Duration - Selected Area Length)`