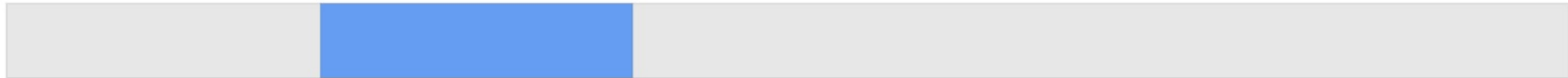
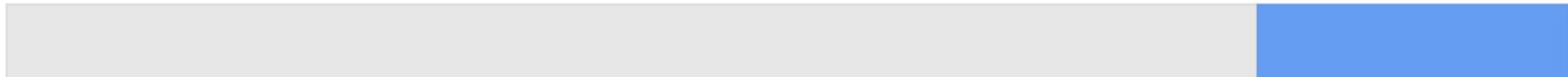


audio.wav

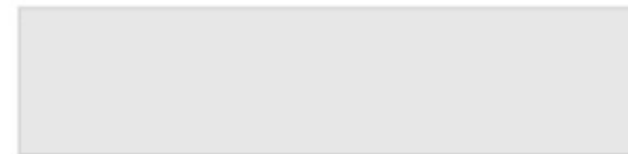
EPOCH 1



EPOCH 2



= Random Selected Area



= Full Duration