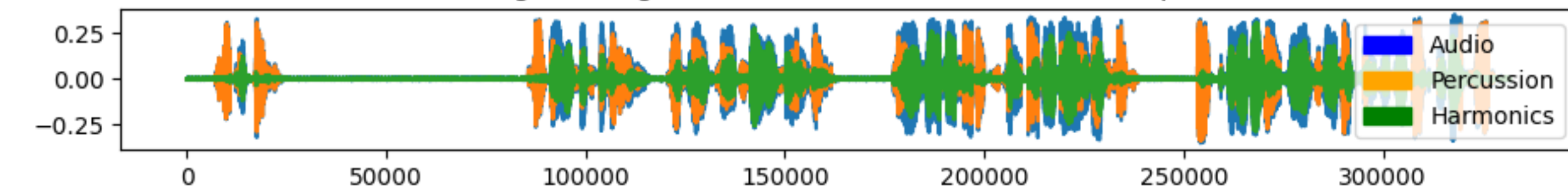
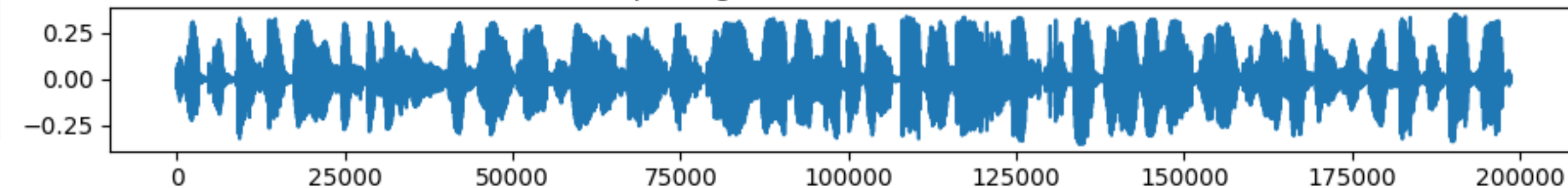


Plotting the Original, Harmonic, and Percussive Components



Splitting the Audio into Intervals



Trimming the Audio

