For my sound clip, I recorded a sample near the streets and the road at around 3 pm. I took the sample for about 30 or so seconds and was able to acquire a variety of different sounds. Some cues that I got were mainly the engine of the Stingers bus, the bus brake squeal, the engines of cars and them driving, people walking, wind blowing, as well as leaves rustling.

The sounds that mainly stood out to me were the squeal of the bus, the cars driving, and the wind blowing. These sounds were most easily able to be heard because they happened repeatedly. Also, I was able to catch the wind at a good time because, over the course of the recording, it got a bit stronger and louder. On the other hand, some sound cues that took a better ear to hone in on were distinct conversations of people passing by, and some bike riders passing by. These happened maybe once or twice, and they happened quickly so I wasn't able to really focus on those specific sounds.

Just with these sounds alone, I can use their context to deduce many different things about the environment. For one, the wind blowing tells me that the season is starting to change to Fall. And with the leaves rustling, this just adds more to the fact. Also a bit more specific with this situation, but since Hurricane Ian is closing in on Georgia, it makes sense that the weather would reflect that. The bus and car engines tell me that I'm close to the road and that I'm probably in a busier part of the road than most others.

In terms of how meaningful these sounds are in this context, they are all for the most part neutral. Of course, some sounds like the strong winds can imply bad weather (the day was actually sunny but I'm more referring to the upcoming hurricane). The winds in particular were low pitch, but if they were high-pitched howling winds, I would be a little concerned. And lastly,

I hear traffic all the time, but if I were to hear it at 3 am, I would think there's either a police chase or a drag race going on.