

Screen Shot 1

The screenshot displays a professional audio editing software interface. At the top, the title bar reads "Edit: P.Fiction". The main workspace is a multi-track timeline with a timecode display showing 00:00:00:00. The interface is divided into several sections:

- Top Panel:** Includes transport controls (play, stop, record, solo, mute), a timecode display, and a grid/nudge control.
- Markers:** A row of diamond-shaped markers with labels such as "jiz", "vincent", "intersection", "julez", and "Intersectn".
- Tracks:** A vertical list of tracks on the left, each with a name, a solo/mute button, and a volume level. The tracks include:
 - PipFctnRyIC:** A track with a volume level of 0.
 - Jules:** A track with a volume level of -4.9.
 - Vincent:** A track with a volume level of -5.5.
 - Music:** A track with a volume level of -41.2.
 - AmbCtySnd:** A track with a volume level of -35.0.
 - Ambi-Traffic:** A track with a volume level of -24.8.
 - Ambi-Trafc2:** A track with a volume level of -22.0.
 - Engine:** A track with a volume level of -18.1.
 - Aux-music:** A track with a volume level of -112.
 - Aux-ambi:** A track with a volume level of -95.6.
 - Master 1:** A track with a volume level of 0.0.
- Timeline:** The main area shows audio waveforms for each track. Key elements include:
 - Pulp Fiction - Royal with Cheese:** A video track showing a sequence of frames.
 - Kool & the Gang - Jungle Boogie-[www_fivto_com]-01:** A music track with a volume level of 0 dB.
 - Traffic City:** Multiple tracks of traffic sounds with various volume levels (e.g., -3.6 dB, -2.2 dB, -5.0 dB).
 - Car E:** A track with a volume level of -18.1 dB.

Screen Shot 2

The screenshot displays a professional audio editing software interface, likely Pro Tools, for a session titled "Edit: P.Fiction". The interface is divided into several key sections:

- Top Transport and Control:** Includes a transport bar with a large green time display at 00:00:00:00. To the right, it shows "Start", "End", and "Length" all at 00:00:00:00. Further right, there are controls for "Grid" (set to 00:00:01:00.00) and "Nudge" (set to 0:00.010).
- Markers:** A horizontal bar below the transport shows various markers with labels such as "intersection", "julez", "intersectn", "vincent", "Jlz", "ntr", "vn", "jlz", "jl", "Vnc", "jlz", "ntrs", and "vincent".
- Track List (Left Panel):** Lists several tracks with their respective settings:
 - PipFctnRyIC:** 0 frames.
 - Jules:** A 1, A 1-2, volume at -4.9 dB.
 - Vincent:** A 1, A 1-2, volume at -5.5 dB.
 - Music:** Built-in 12, A 1-2, volume at -41.2 dB.
 - AmbCitySnd:** Built-in 12, A 1-2, volume at -35.0 dB.
 - Ambi-Traffic:** Built-in 12, A 1-2, volume at -24.8 dB.
 - Ambi-Trafc2:** Built-in 12, A 1-2, volume at -22.0 dB.
 - Engine:** Built-in Input 2, A 1-2, volume at -18.1 dB.
 - Aux-music:** Bus 1-2, A 1-2, volume at -112 dB.
 - Aux-ambi:** Bus 3-4, A 1-2, volume at -95.6 dB.
 - Master 1:** A 1-2, volume at 0.0 dB.
- Waveform Area (Main):** Shows multiple tracks of audio data:
 - Jules:** Contains several audio clips labeled "Jules_01", "Jul", "Ju", "Jl", "Jul", "J", "Jules".
 - Vincent:** Contains clips labeled "Vir", "Vinc", "Vincent-V", "Vincent-VOA1_2t", "Vincent", "Vincen", "Vince", "Vincer", "Vinc", "Vincer", "Vinci".
 - Music:** A solid purple bar representing a music track.
 - AmbCitySnd:** Contains clips labeled "Traffic City-07", "Traff", "Traff", "CITY_T", "CIT", "CIT", "CIT", "Traffic City-", "Traffic City", "CIT", "CIT", "CIT", "CIT".
 - Ambi-Traffic:** Contains clips labeled "c City 01-12", "Traffic", "Traffic City 01-", "Traff", "Traffic City 01-", "Traffic C", "Tr", "Traffic City 01-4l", "Traff", "Tra", "Tr", "Traffic Ci", "Traffic", "Traffic City 01-", "Traffic City", "Traffi", "Traffic City 05-02", "Tra", "Tra", "Traff".
 - Engine:** A series of repeating clips labeled "Car E".