MiM.js is a Javacript program for a project called Music in Motion. Music in Motion is a virtual turntable that uses a leap motion to record hand movement. A leap motion uses infrared sensors to determine hand distances from the sensor in the x,y,z directions. Leap Motion provides many programing language APIs including Javascript.

This project was built to recruit new freshman and sophomores for my former club BUILDS, when I was the treasurer.

My Javascript file interprets the x,y,z coordinates from the Leap Motion to actions that are common with a turn table. Each coordinate has a left hand component and a right hand component to control its respective audio track and "disc". The x coordinates control the audio tracks, which can be muted or unmuted. The x coordinate is moving your hand left or right. The y coordinates were left out, because the Leap Motion had trouble detecting the hand position when moving up away from the sensor. The z coordinates are used to control the direction of the audio tracks, by fast-forwarding or rewinding. Moving your hand towards yourself controls fast-forwarding and moving your hand away from yourself controls rewinding. The distance your hand moves towards or away from you determine the speed at which the song fast-forwards or rewinds.