BASIC IDEA – AudioSense uses hand gestures in a natural environment to increase/decrease volume, play, pause, stop, mute/unmute and time seek an audio track. Gestures are also used to move on to the next song or the previous song.

ALGORITHM –
1. Segment the hand region using the depth image from Kinect.
2. Find the centroid and the point farthest from the centroid.
3. Draw a circle of radius 0.75 times the distance between these two points.
4. Count the number of finger intersections along the circle.