

```
function setup() {  
  
  // create a canvas  
  let canvas = createCanvas(width, height);  
  
  // creating video and adding hand detection  
  video = createCapture(VIDEO);  
  video.size(width, height);  
  video.hide();  
  
  // hand detection upon load  
  
  handpose.detectStart(video, gotHands);  
  
  // setting up sound  
  
  kickPlays = false;  
  snarePlays = false;  
  arpPlays = false;  
  hihatPlays = false;  
  bassPlays = false;  
  
  kick.amp(0)  
  kick.loop()  
  
  snare.amp(0)  
  snare.loop()  
  
  arp.amp(0)  
  arp.loop()  
  
  hihat.amp(0)  
  hihat.loop()  
  
  bass.amp(0)  
  bass.loop()  
  
}
```