Our project will consist of using OpenCV, an open source library for virtual vision, to recognize objects in the webcam of a laptop and overlay then with a picture. Specifically, we will demonstrate it with smaller objects like golf balls or tennis balls. Using the OpenCV library, we will first have to use the existing classes and components to create our own object recognition program. Then, we will need to calibrate it so that it can recognize smaller objects through the webcam or a video. Once this basic feature is implemented, we will begin by wrapping it as a separate class or function and using it in our main method. Our main program will have to accomplish three things: first, it will need to run the object recognition to find the object, second, it will need to