So, I’m sure some of you will remember this game. It’s called Stack, where the object is to stack these thin blocks on top of each other, as high as you can go. If your block is just a little bit off, that part of it falls off. Some of you may even know that there was an AR, augmented reality, version of this game made by the same company. The premise was the same, with the gimmick that the stack could now live in the real world with you. Cool way to waste some time, I guess. If you like games like that. But, have you ever wondered how this actually works? How does your phone know where the table is? How do the stacks warp to fit your environment?

Well, it has to do with something called **Homography.** Basically, a homography is a matrix that tells the coordinates on your screen how to change themselves in order to fit the constraints of your desk.