1. Copy or install opencv 3.1.0 version in c drive in opencv folder.
2. Create an empty Cpp project in visual studio
3. You will be able to navigate to the solution of the project in Visual studio IDE.
4. Right click on the project name and in left side you will see C/Cpp , in that you click on the “general” option and then click on the “additional include directories” click on edit and add the following things in it:

C:\opencv31\build\include\opencv2

C:\opencv31\build\include\opencv

C:\opencv31\build\include

4. After that in preprocessor option add the following things:

WIN32

\_DEBUG

\_CONSOLE

\_CRT\_SECURE\_NO\_WARNINGS

\_ITERATOR\_DEBUG\_LEVEL=0

5. As like c/c++ option you will see “linker” option click on it

And in “input” option is there click on it and in “additional dependencies” click on the arrow button in there is “edit” copy and past the following library files.

Opencv\_world310.lib

Opencv\_world310d.lib