Added SDL2-2.0.7 library in our project for basic 2D graphics capabilities in our C program:

* Right click on project name in visual studio solution explorer, choose properties and then Configuration properties/VC++ directories.
* Add the path of the include folder in the Include directories.
* Also Add the path of the include folder in the C/C++ option inside General/Additional Include directories.
* Add the path of the x64 folder(inside lib folder) in the Library directories in the VC++ directories.
* Drill down to Linker/Input option, edit additional dependencies. Add SDL2.lib and SDL2main.lib.
* Go to the System option, and choose Console (/SUBSYSTEM:CONSOLE) in Subsytem section.
* Now, copy SDL2.dll file from S:\SDL2-2.0.7\lib\x64 folder to our project folder.

Add OpenCV to system properties:

* Open Control Panel\System and Security\System\Advanced System Properties\Environment Variables
* At the bottom pane (System Variables) search for path variable and click edit.
* Now add a New path to the Bin folder of OpenCV (S:\opencv\build\x64\vc14\bin)
* Variable name: **OPENCV\_DIR** , variable value: **S:\opencv\build\**
* Project properties: **$(OPENCV\_DIR)include**
  + **$(OPENCV\_DIR)x64**
  + **$(OPENCV\_DIR)x64\vc14\lib\opencv\_world331.lib**
  + **$(OPENCV\_DIR)x64\vc14\lib\opencv\_world331d.lib**
  + Configuration properties/VC++ directories/ Include directories --- S:\opencv\build\include
  + C/C++/General/Additional Include directories --- S:\opencv\build\include
  + VC++ directories/ Library directories --- S:\opencv\build\x64
  + Linker/Input/additional dependencies --- S:\opencv\build\x64\vc14\lib\opencv\_world331.lib

&

S:\opencv\build\x64\vc14\lib\opencv\_world331d.lib

* + copy opencv\_ffmpeg331\_64.dll, opencv\_world331.dll, opencv\_world331d.dll file from S:\opencv\build\x64\vc14\bin folder to our project folder

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Maybe only adding these changes will also work:

C/C++/General/Additional Include directories --- S:\opencv\build\include

Linker/General/Additional Library Directories-- $(OPENCV\_DIR)x64\vc14\lib\

Linker/Input/additional dependencies --- S:\opencv\build\x64\vc14\lib\opencv\_world331d.lib

)

C:\Windows>S:

S:\>cd opencv\build\x64\vc12\lib

S:\opencv\build\x64\vc12\lib>dir > print.txt

Also improve path to opencv like this ->

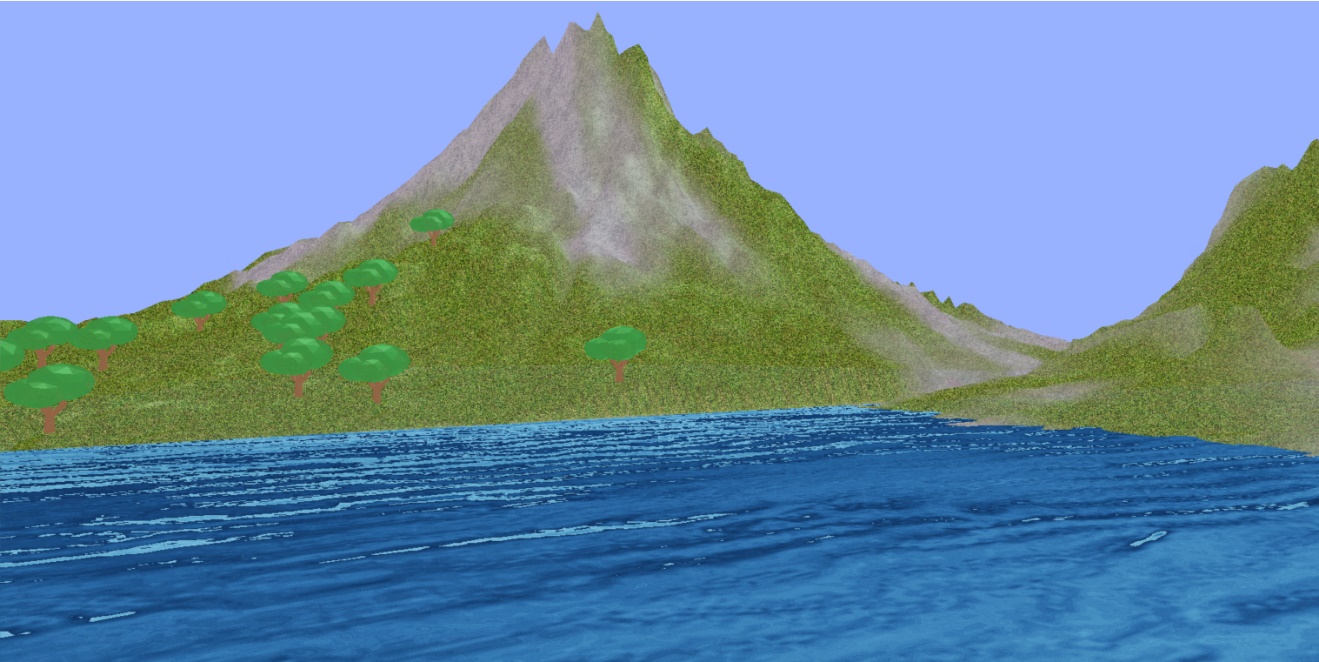
Cubemap:

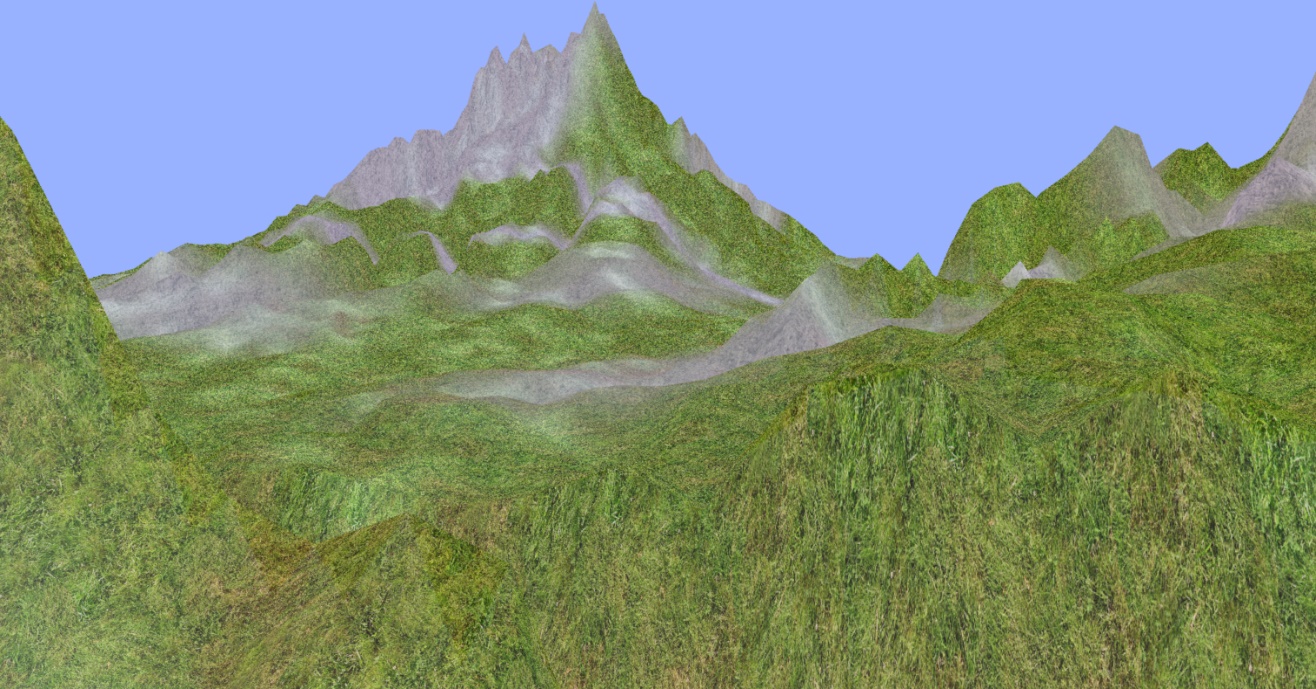
SOIL is a tiny C library used primarily for uploading textures into OpenGL. <https://www.youtube.com/watch?v=Ya_HESCH1iU>

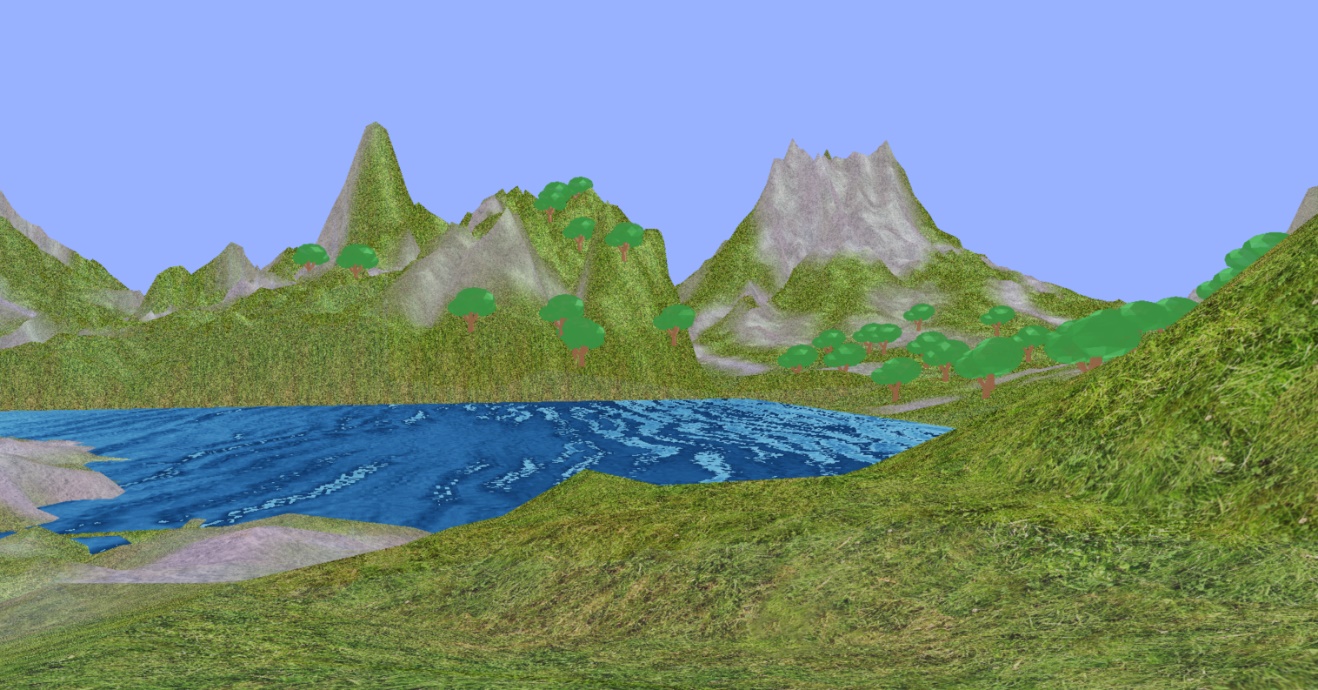
SOIL download : https://bitbucket.org/SpartanJ/soil2/downloads/

Premake download : https://premake.github.io/download.html#v4

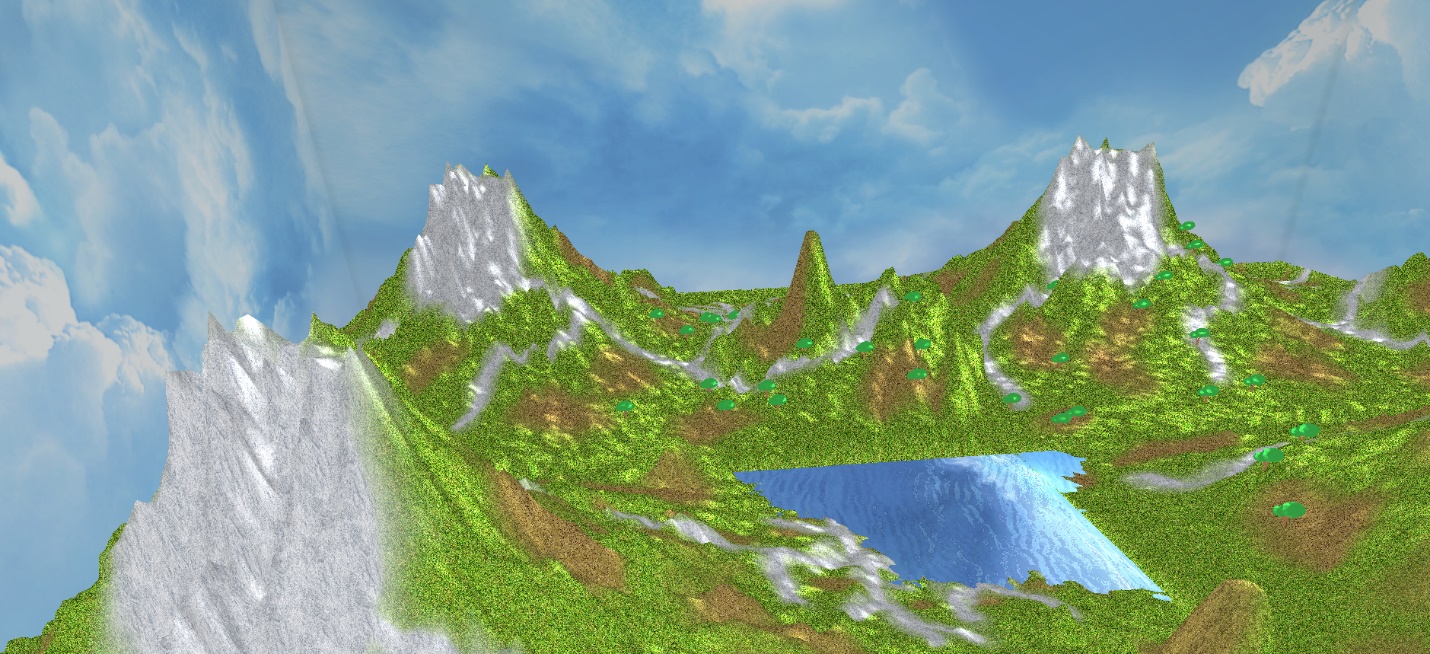
* + **Linker->General->Additional Library Directories--- $(SolutionDir)\External Libraries\SOIL2\lib**
  + **Linker->Input->additional dependencies --- soil2-debug.lib**









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