

OPENCV 3.3.1 INSTALLATION – UBUNTU 16.04.3

1. Open the terminal (CTRL+ALT+T) and install some required packaged using the following command:

```
sudo apt-get install -y build-essential cmake git libgtk2.0-dev  
pkg-config libavcodec-dev libavformat-dev libswscale-dev python-  
dev python-numpy libtbb2 libtbb-dev libjpeg-dev libpng-dev  
libtiff-dev libjasper-dev libdc1394-22-dev cmake-curses-gui  
libtiff5-dev libopenexr-dev python-tk libeigen3-dev yasm  
libfaac-dev libopencore-amrnb-dev libopencore-amrwb-dev  
libtheora-dev libvorbis-dev libxvidcore-dev libx264-dev libqt4-  
dev libqt4-opengl-dev sphinx-common libv4l-dev default-jdk ant  
libvtk5-qt4-dev vim meld gitg terminator
```

2. Create your workspace and move to it with the following commands:

```
cd  
  
mkdir workspace  
  
cd workspace
```

3. Download the required packages for installing OpenCV with the following commands:

```
git clone https://github.com/opencv/opencv.git  
  
cd opencv  
  
git checkout 3.3.1  
  
cd /home/$USER/workspace/opencv  
  
git clone https://github.com/opencv/opencv_contrib.git  
  
cd opencv_contrib  
  
git checkout 3.3.1  
  
cd /home/$USER/workspace/opencv
```

4. Use CMake to generate the project:

```
mkdir build && cd build  
  
cmake -D WITH_TBB=ON -D BUILD_NEW_PYTHON_SUPPORT=ON -D  
WITH_V4L=ON -D INSTALL_C_EXAMPLES=OFF -D  
INSTALL_PYTHON_EXAMPLES=OFF -D BUILD_EXAMPLES=OFF -D WITH_QT=ON -  
D WITH_OPENGL=ON -D WITH_VTK=ON .. -DCMAKE_BUILD_TYPE=RELEASE -  
DOPENCV_EXTRA_MODULES_PATH=/home/$USER/workspace/opencv/opencv_co  
ntrib/modules ..
```

5. Compile and install OpenCV (warning: it could take some time):

```
make -j8 -l8  
sudo make install
```

6. Update the system settings to find the library in your future projects:

```
echo '/usr/local/lib' | sudo tee --append  
/etc/ld.so.conf.d/opencv.conf  
  
sudo ldconfig  
  
echo 'PKG_CONFIG_PATH=$PKG_CONFIG_PATH:/usr/local/lib/pkgconfig'  
| sudo tee --append ~/.bashrc  
  
echo 'export PKG_CONFIG_PATH' | sudo tee --append ~/.bashrc  
  
source ~/.bashrc
```