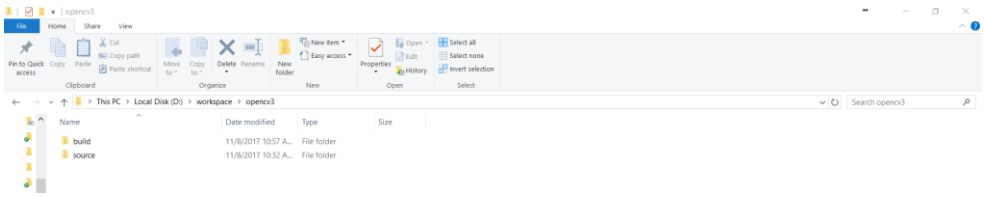
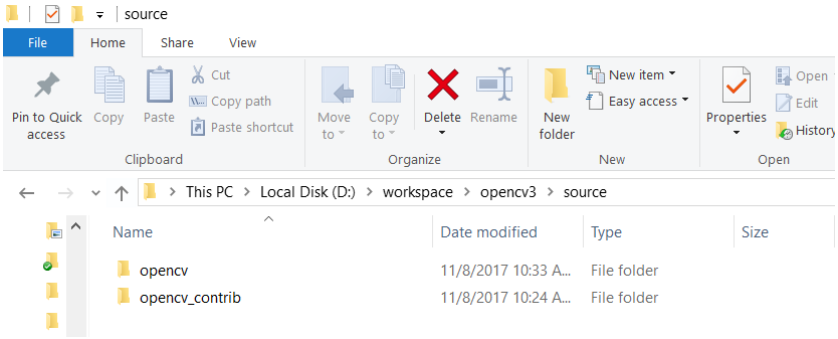
OPENCV 3.3.1 INSTALLATION – WINDOWS 10

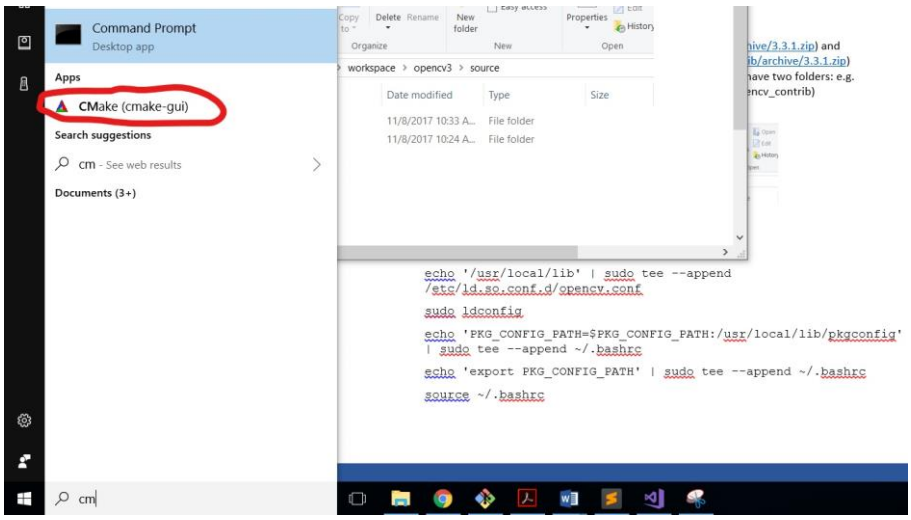
1. Download and install VisualStudio Professional 2017 (link: https://www.visualstudio.com/thank-you-downloading-visual-studio/?sku=Professional&rel=15#)
2. Download and install CMake (link: https://cmake.org/files/v3.9/cmake-3.9.5-win64-x64.msi)
3. (create and) move to your workspace (e.g. D:\workspace)
4. Create a directory called "opencv3" and make two other folder "build" and "source" inside it



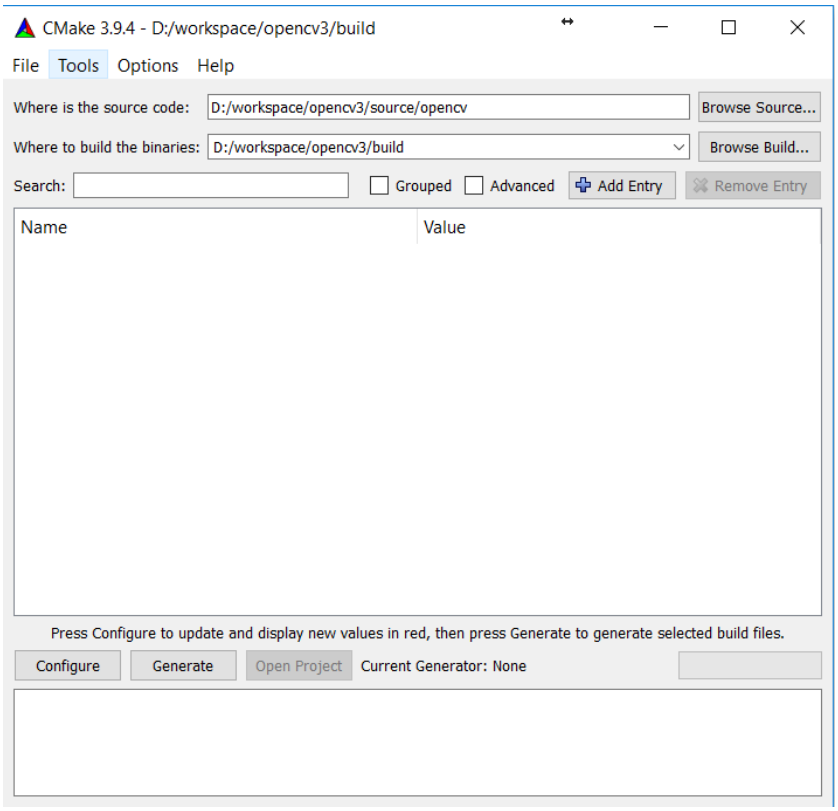
5. download opencv (link: https://github.com/opencv/opencv/archive/3.3.1.zip) and opencv_contrib (link: https://github.com/opencv/opencv_contrib/archive/3.3.1.zip)
6. Unzip each of them inside the "source" folder (you should now have two folders: e.g. D:\workspace\opencv3\opencv and D:\workspace\opencv3\opencv_contrib)



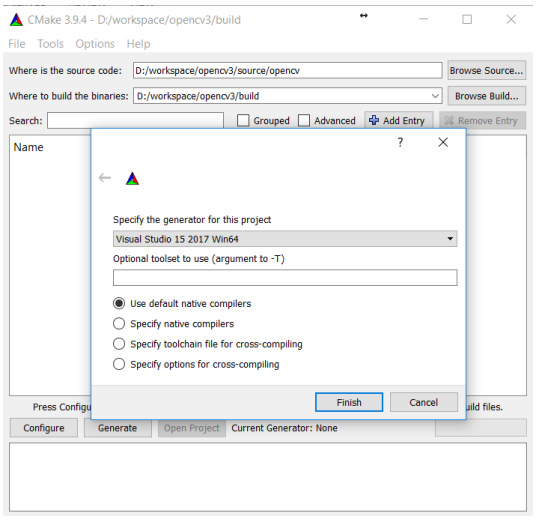
7. launch cmake-gui



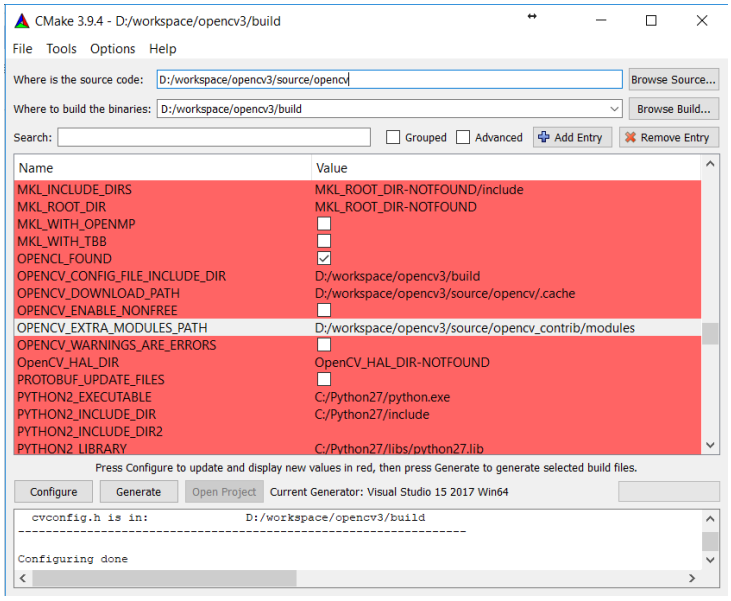
8. Change “where is the source code” and “where to build binaries” to reflect your case as depicted in the following figure:



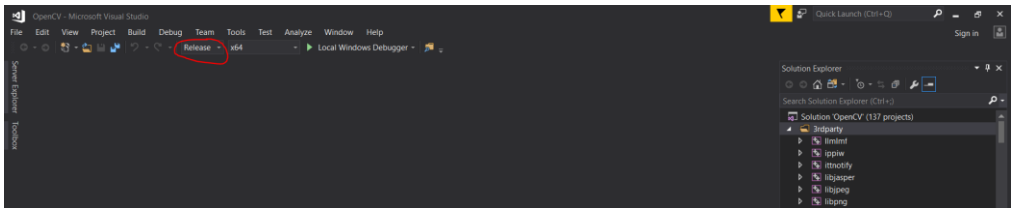
9. press configure and select Visual Studio 15 2017 Win64 as the generator, leave everything else as it is and press Finish



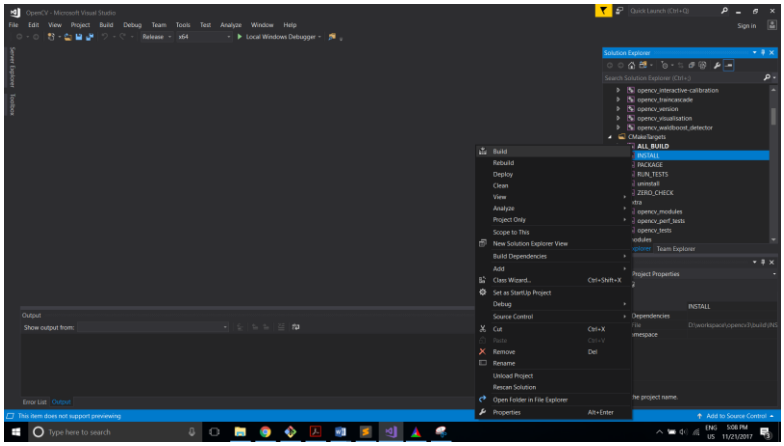
10. when CMake finishes to configure, in the window with the flags in red look for "OPENCV_EXTRA_MODULES_PATH" and set it to your contrib modules path as depicted in the figure:



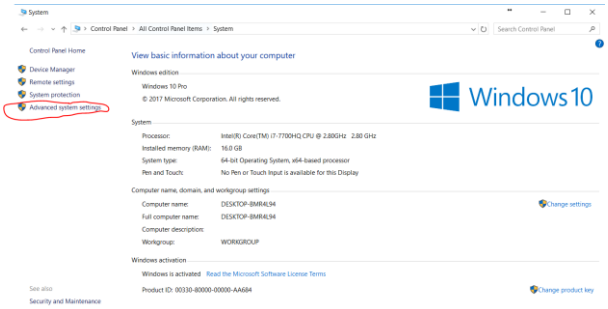
11. Press configure and after it finishes, press generate
12. close CMake-gui and open the OpenCV.sln file that should have been generated in your build directory with Visual Studio
13. check and change to Release the build type as shown

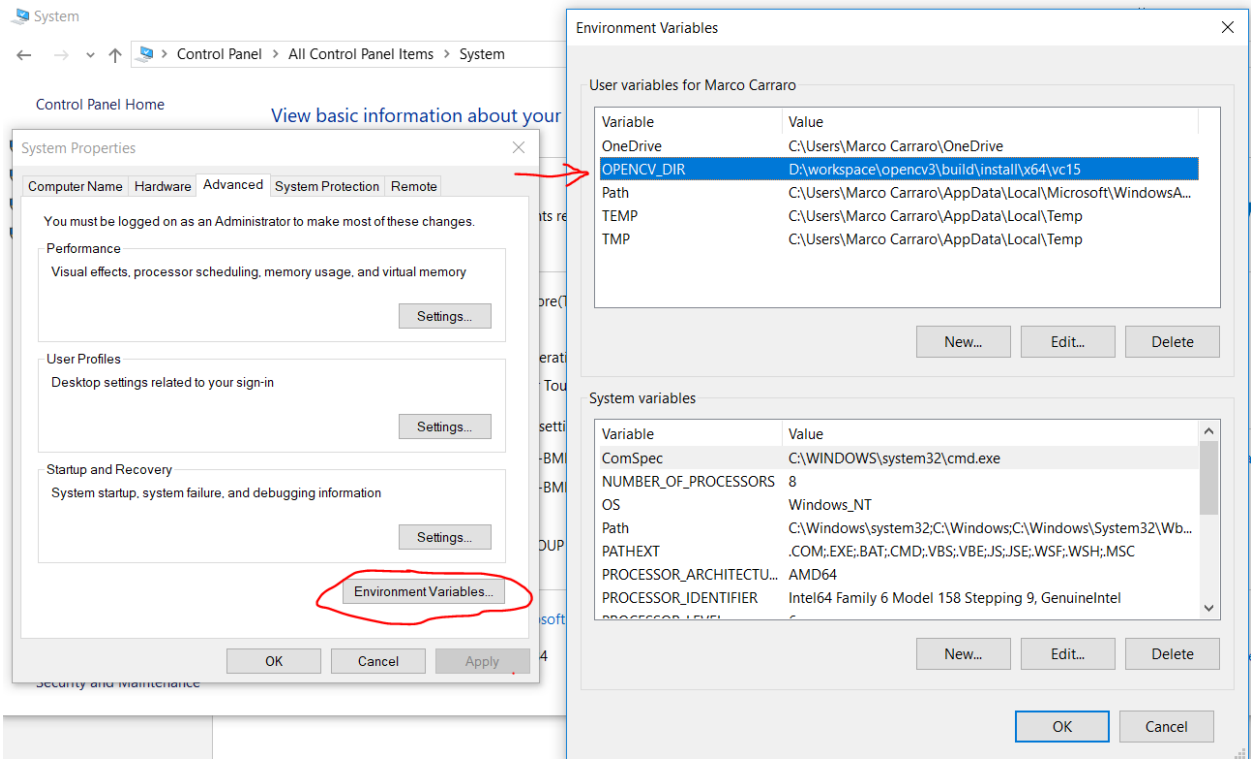


14. Go to Solution Explorer and find the INSTALL project inside the CMakeTargets folder and build the project (right click->build). This could take several minutes/hours.

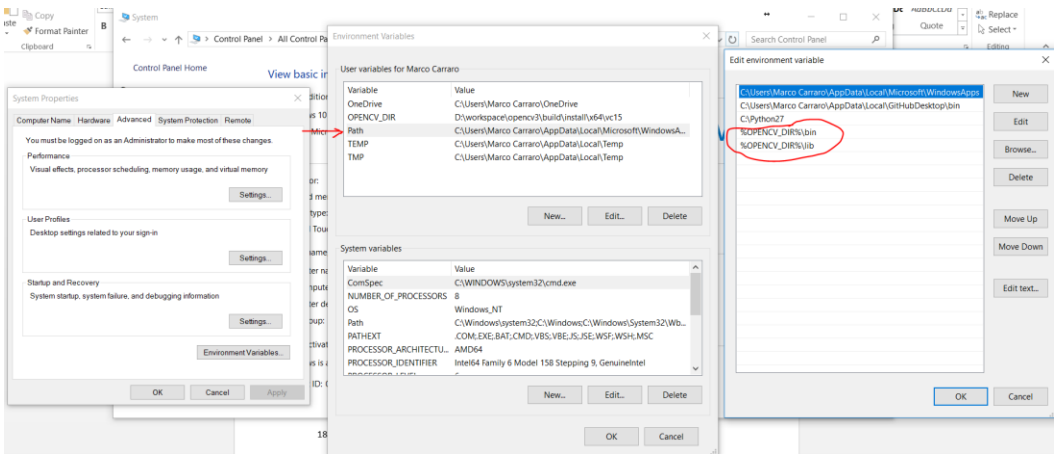


15. Get a coffe ;)
16. When it finishes, close VS and go to Control Panel -> system -> advanced system settings -> environment variables -> new





17. As shown in the Figure before, create a new environment variable called OPENCV_DIR and with the right value to your OpenCV installation
18. Access the content of the Path variable (double click on it) and the path as shown in the figure



19. Confirm everything
20. You did it!!!! Enjoy!