OpenGL is bundled with Visual Studio. You just need to install GLUT package

GLUT installation instruction.

First download this 118 KB GLUT package from [Here](http://www.xmission.com/~nate/glut/glut-3.7.6-bin.zip)

Extract the downloaded ZIP file and make sure you find the following

glut.h

glut32.lib

glut32.dll

If you have a 32 bits operating system, place glut32.dll to C:\Windows\System32\, if your operating system is 64 bits, place it to 'C:\Windows\SysWOW64\' (to your system directory)

Place glut.h C:\Program Files\Microsoft Visual Studio 12\VC\include\GL\ (NOTE: 12 here refers to your VS version it may be 8 or 10) If you do not find VC and following directories.. go on create it.

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Place glut32.lib to C:\Program Files\Microsoft Visual Studio 12\VC\lib\

Now, open visual Studio and

1. Under Visual C++, select Empty Project(or your already existing project)
2. Go to Project -> Properties. Select 'All Configuration' from Configuration dropdown menu on top left corner
3. Select Linker -> Input
4. Now right click on "Additional Dependence" found on Right panel and click Edit

now type

opengl32.lib

glu32.lib

glut32.lib

(NOTE: Each .lib in new line)

That's it... You have successfully installed OpenGL.. Go on and run your program.

Same installation instructions aplies to freeglut files with the header files in the GL folder, lib in the lib folder, and dll in the System32 folder.