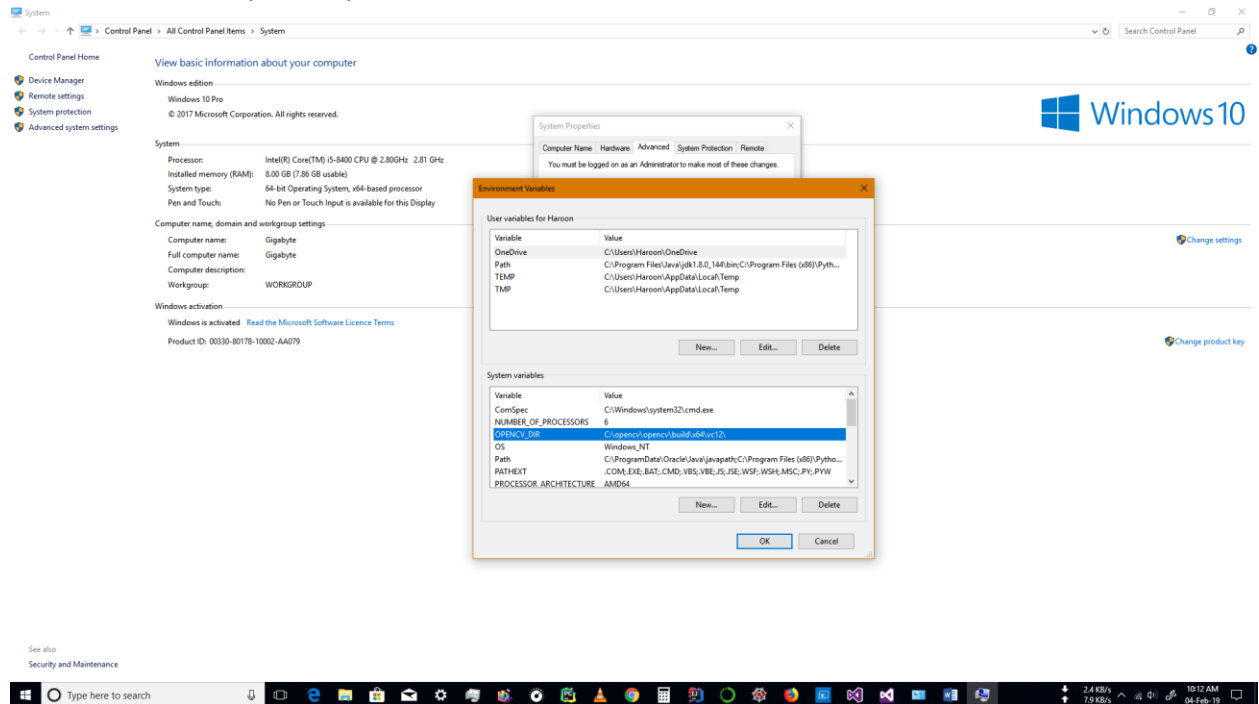
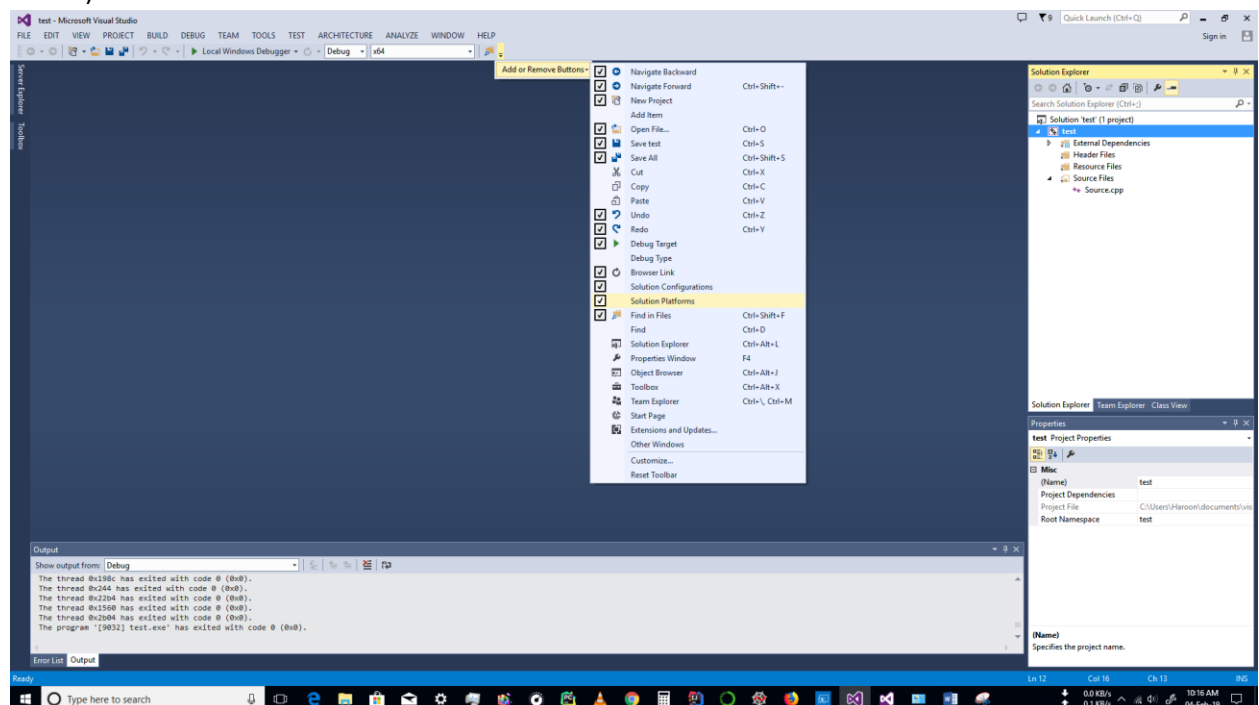


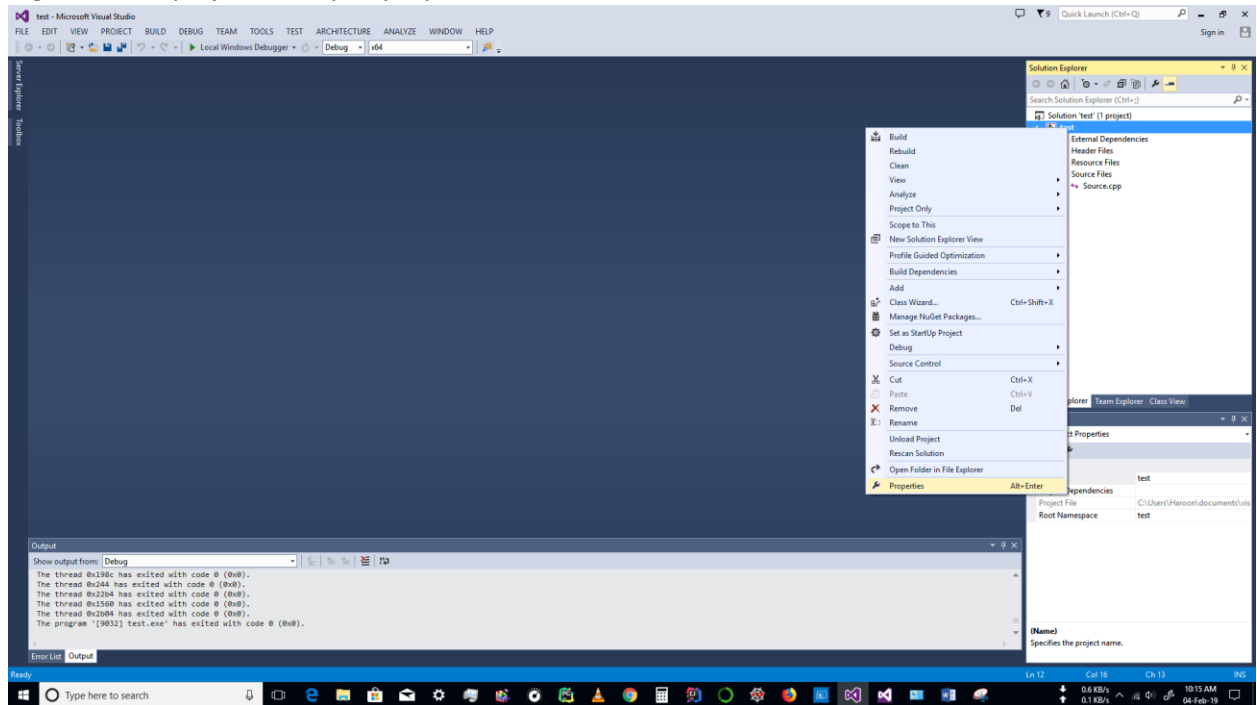
1. Install OpenCV in Local Disk C:\opencv\ Folder
2. Open Environmental Variables and then in the System Variables, click on New and then set  
Variable Name : OPENCV\_DIR  
Variable Value: C:\opencv\opencv\build\x64\vc12\



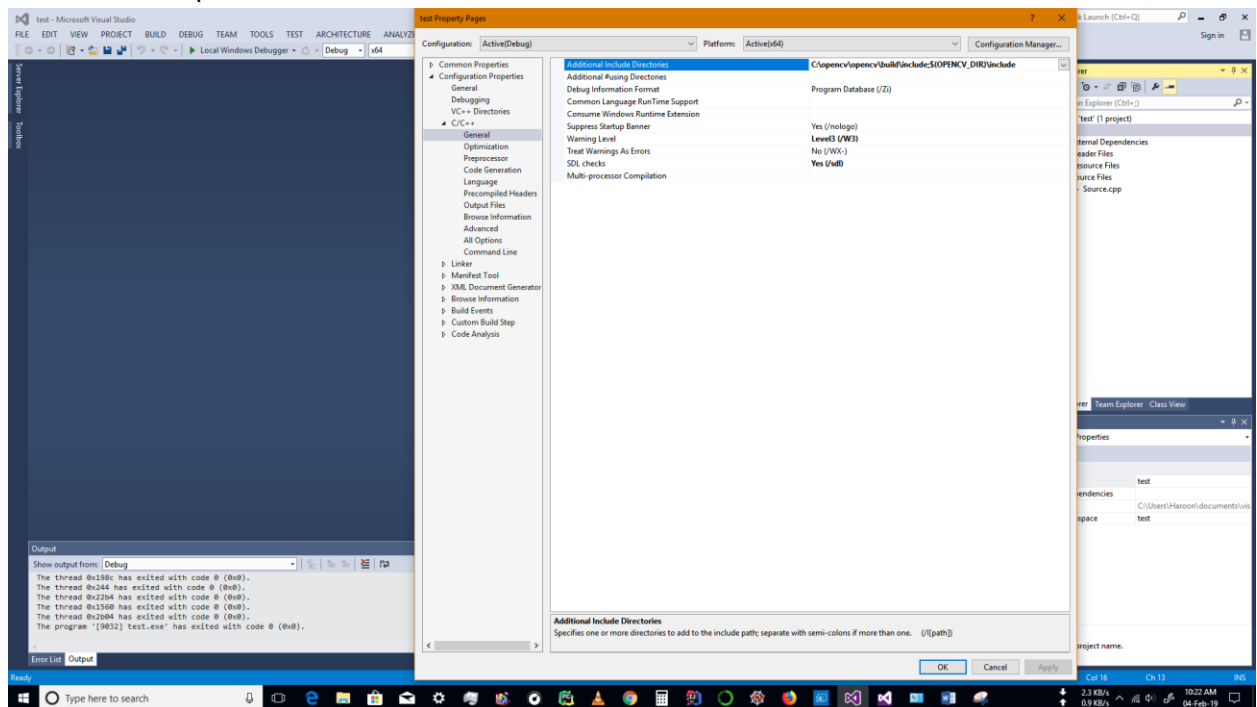
3. And click on Path and edit it, and create New Path and paste this %OPENCV\_DIR%\bin
4. Then Open VS2015 Community and create a empty project (Just like you have done in FCP)
5. **(Optional)** And then follow the step as given in screenshot mark the Solution Platforms.(if not visible)



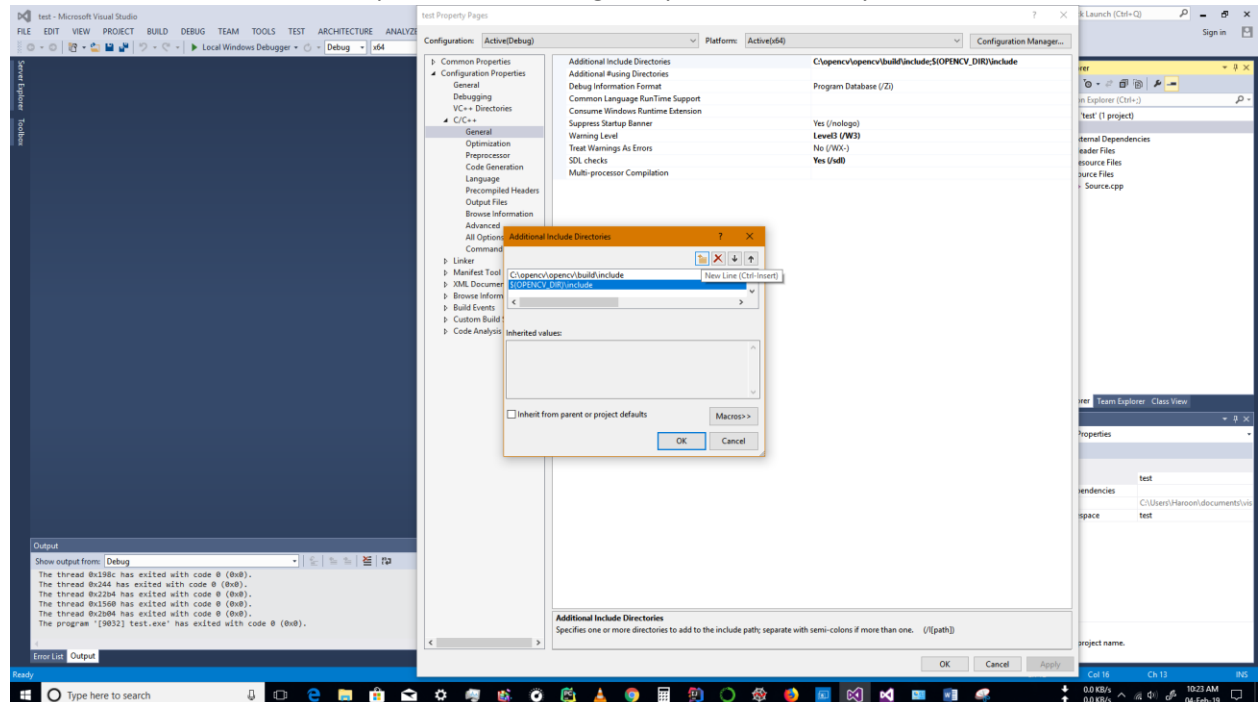
## 6. Right click on project and open properties.



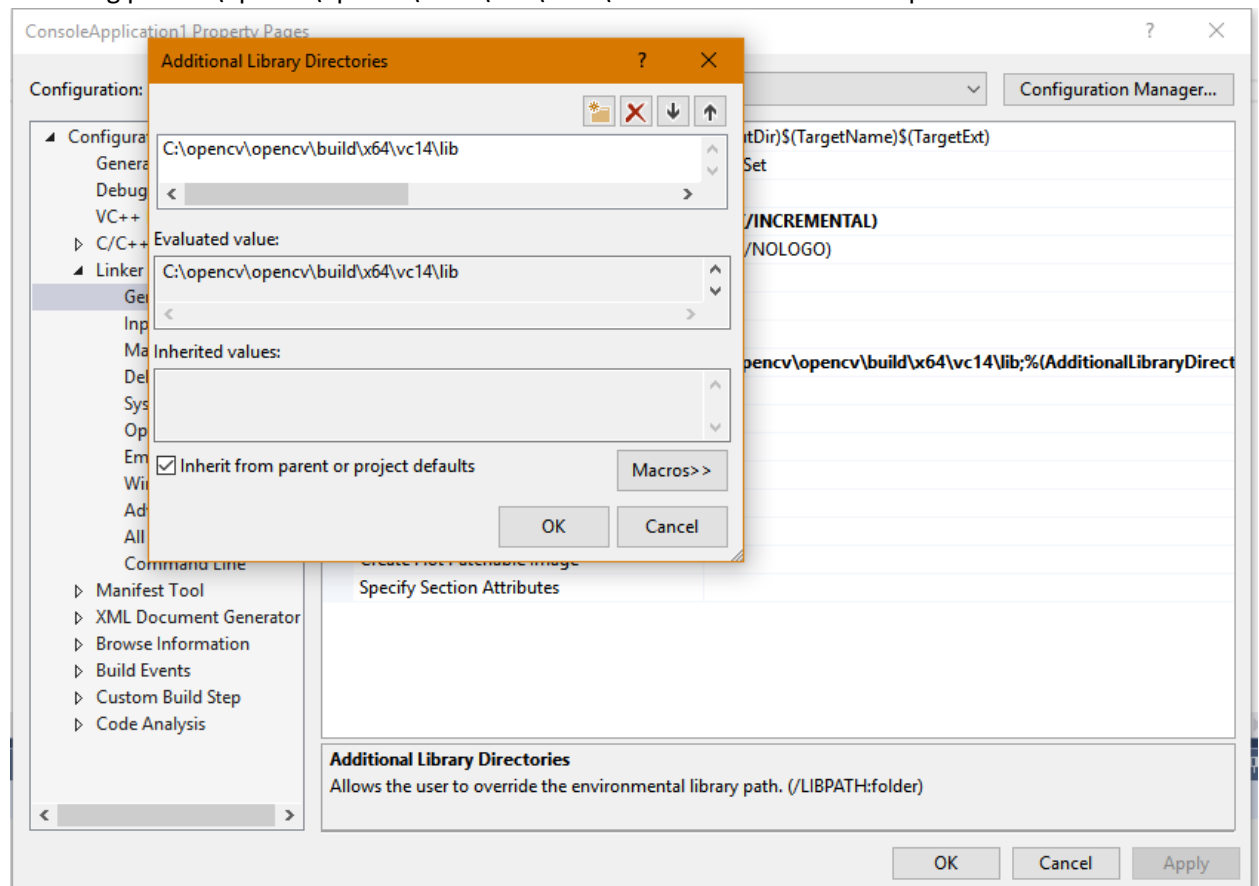
## 7. Then Click on C/C++ and General edit this Additional Include Directories



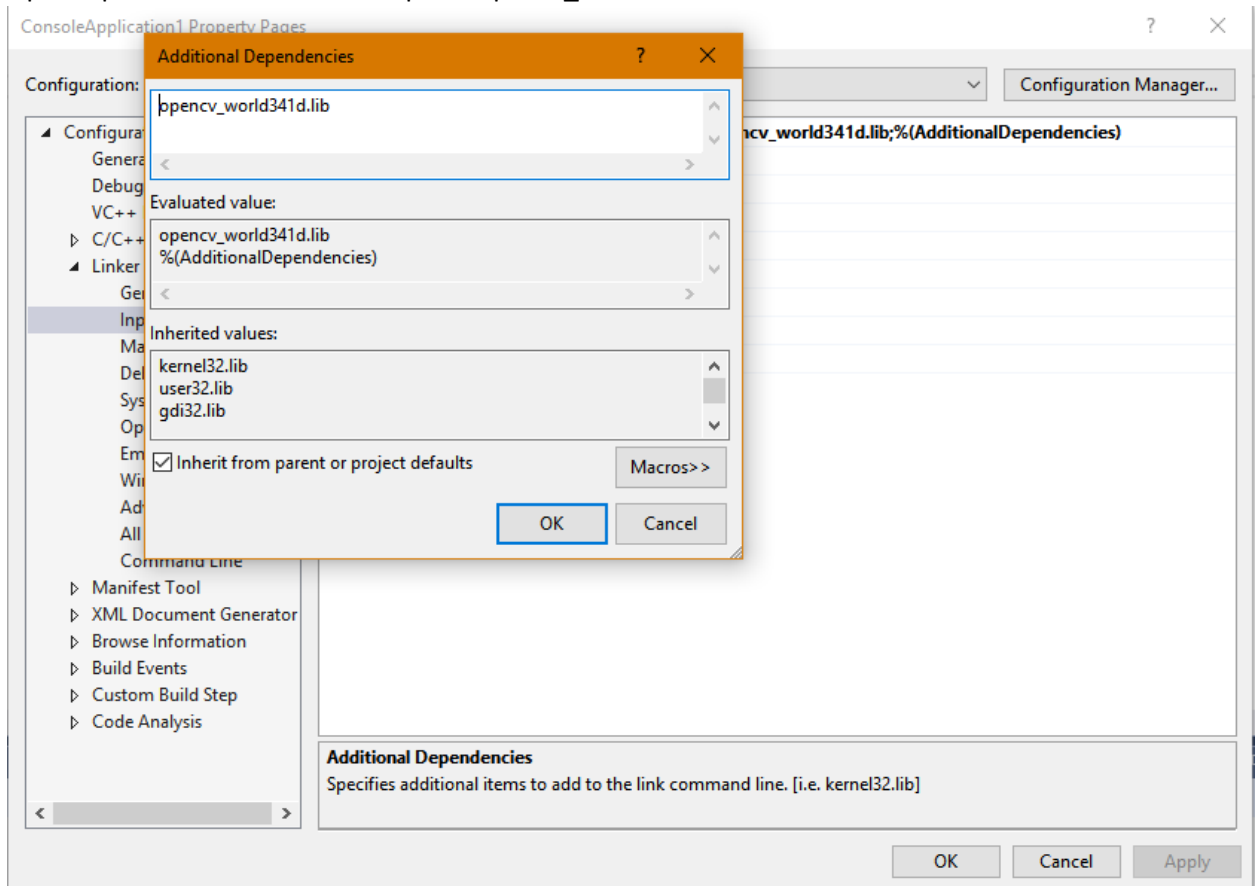
Then Click on New Button and paste the following two paths individually as shown in SS.



8. Then Open Linker and in general tab edit the library directories and click on new and paste the following path C:\opencv\opencv\build\x64\vc14\lib then move to next step.



9. Open Input Tab and edit this and paste `opencv_world341d.lib` in it.



10. And then create source file and put the following code to test the sample program.

```
#include<opencv2\opencv.hpp>
#include<iostream>
using namespace std;
using namespace cv;
int main(){
    Mat image = imread("D:\\opencv.png");
    if (image.empty()){
        printf("No image");
        return -1;
    }
    imshow("Output", image);
    waitKey(0);
    return 0;
}
```

**Note:** You can choose your own Path in `imread` function.