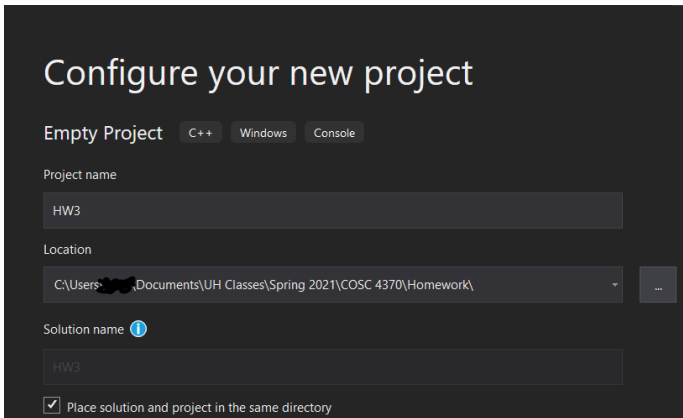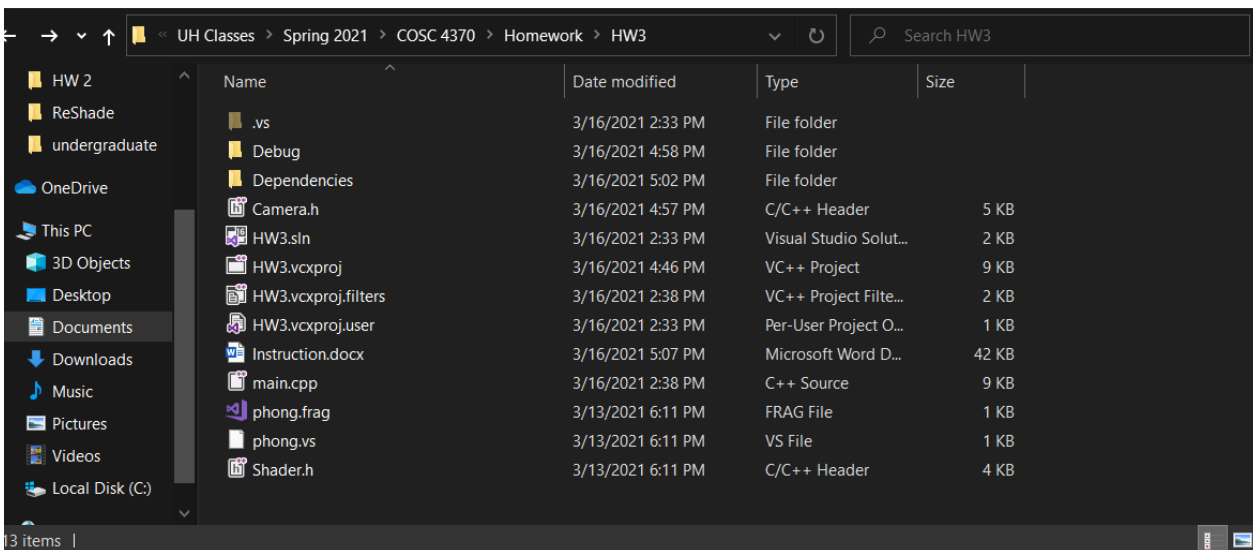Step 1: Created a new project → Empty Project

Check the box "Place solution and project in the same directory
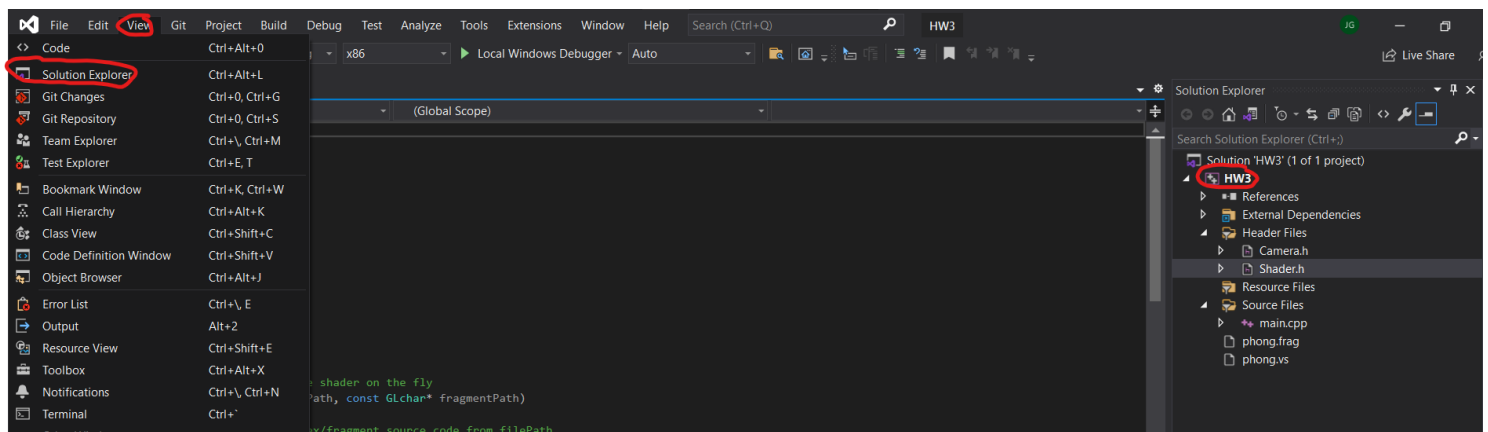

Step 2: Download Dependencies.zip file

Extract where project file is located (*.sln)

Step 3:

- Open your hw project
  - On top click on the tab "View" → "Solution Explorer"
    - Right-click on the name of your project → Properties

Step 4: Adding Libraries and Linking

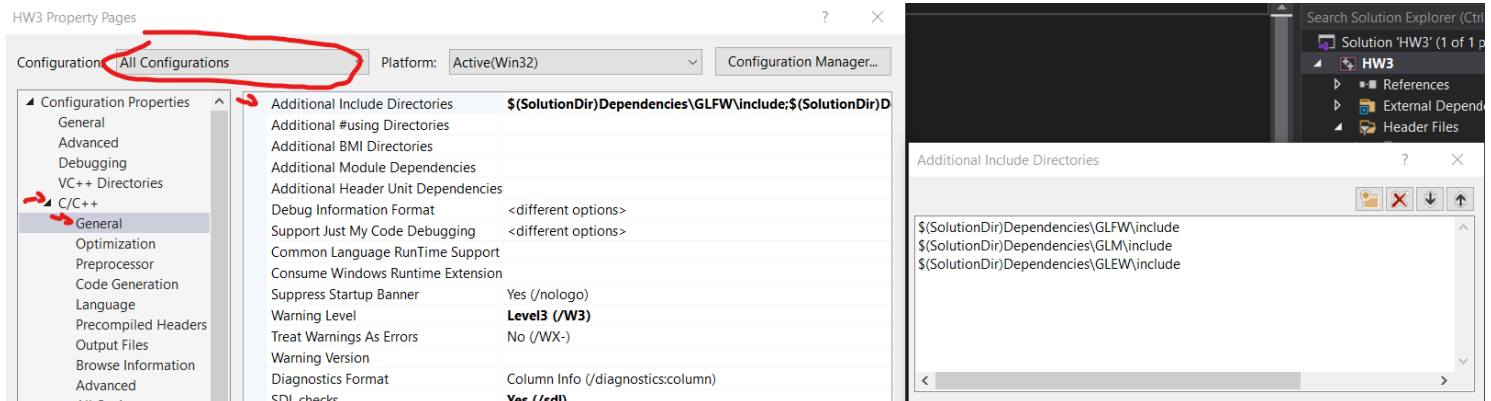Note: On Configuration make sure your on "All Configurations"

Click on "C/C++" → General → Additional Include Directories

Add this addresses (below):

$(SolutionDir)Dependencies\GLFW\include

$(SolutionDir)Dependencies\GLEW\include
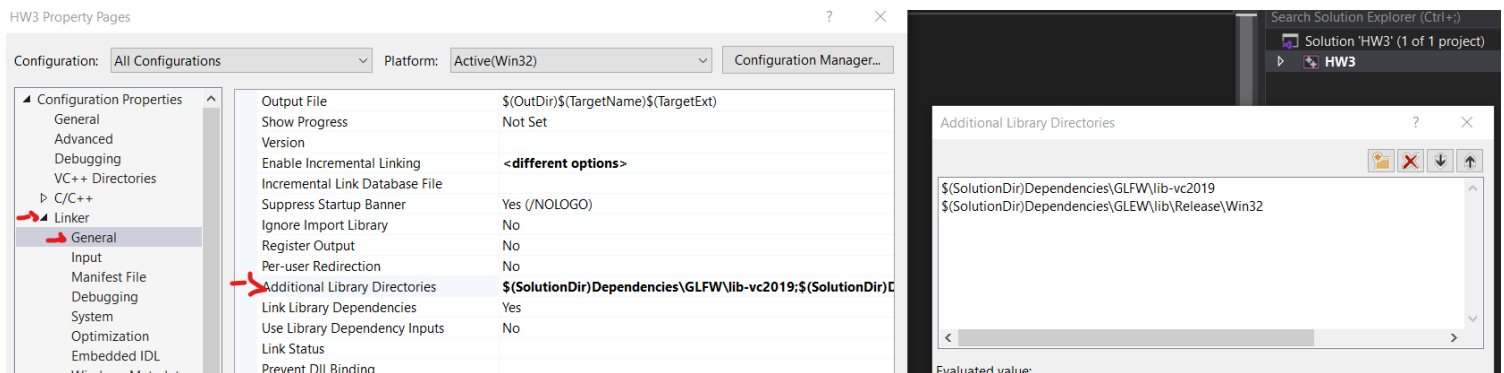
$(SolutionDir)Dependencies\GLM\include

Click on "Linker" → General → Additional Library Directories

Add this addresses (below)

$(SolutionDir)Dependencies\GLEW\lib\Release\Win32

$(SolutionDir)Dependencies\GLFW\lib-vc2019

Click on "Linker" → Input →Additional Dependencies

Add this

opengl32.lib

glfw3.lib

glew32s.lib