This “tutorial” will allow you to package the required libraries in your project, rather than putting them in the Visual Studios library folders.

Go into your project and create a folder for holding all the libraries and toss in all the files. (Really you just need the .h files but it’s better to have them altogether.)
Go into the properties window and under C/C++ -> General -> Additional Include Directories add your directory.

Then select the project and click the “Show All Files” button.
Then go into your library folder and select all files and right click, then “Include in Project”.

Then just #include ‘glut.h’ in your project.

Remember that you will have to copy the dlls to wherever your exe is before running it.