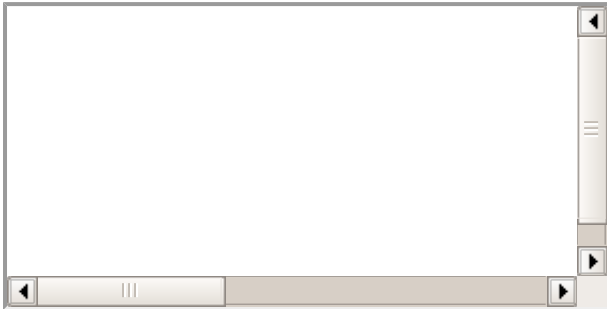


SVG - FLAT SURFACE SHADE

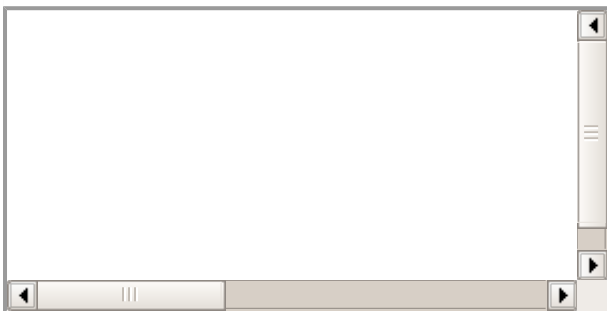
<http://www.tutorialspoint.com/svg/flat.htm>

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The Renderer takes all the information in a Scene and renders it to a context. Currently Float surface shade supports WebGL, Canvas 2D and SVG.



Banner flat effect



Source code available [here](#)