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- Advantage: Computationally Cheap.
- Disadvantage: Boundary Edges Of Polygons May Show Up In The Rendered Output.
- This Shading Method Is Suitable When The Viewer And/or Light Source Is Far Away From The Polygon.
- In OpenGL, We Specify Flat Shading As Follows: `GL_SHADE_M` 3th, 2024 Computer Graphics With OpenGL Hearn

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