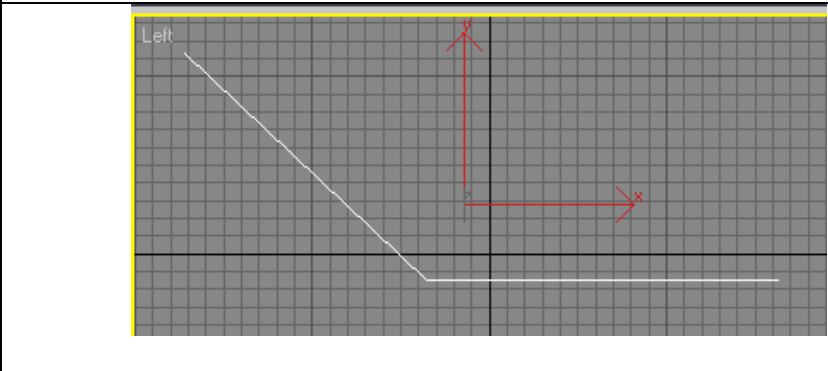
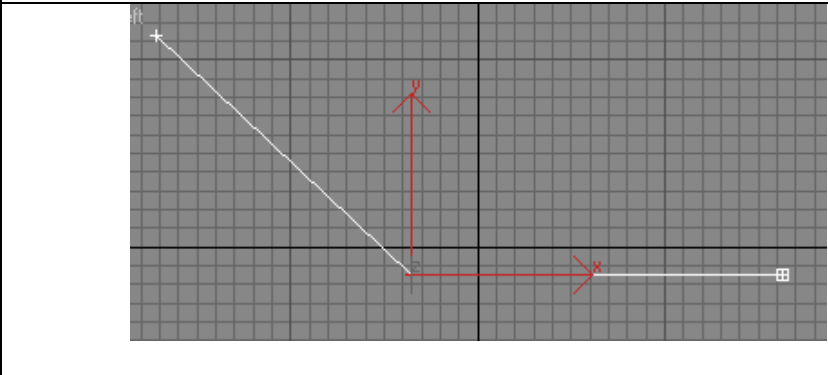
	<p>Create a line, choose corner and corner for construction type</p>
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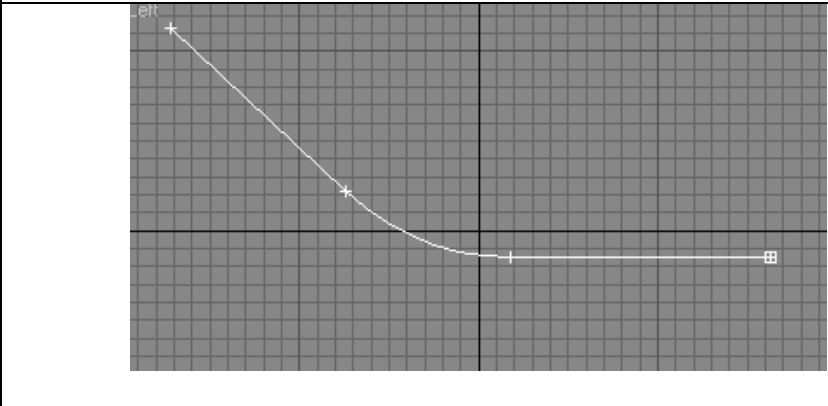
Working in the left view, hold down the shift key while dragging out the horizontal line, this forces it to be perfectly horizontal. Then angle the line up as shown



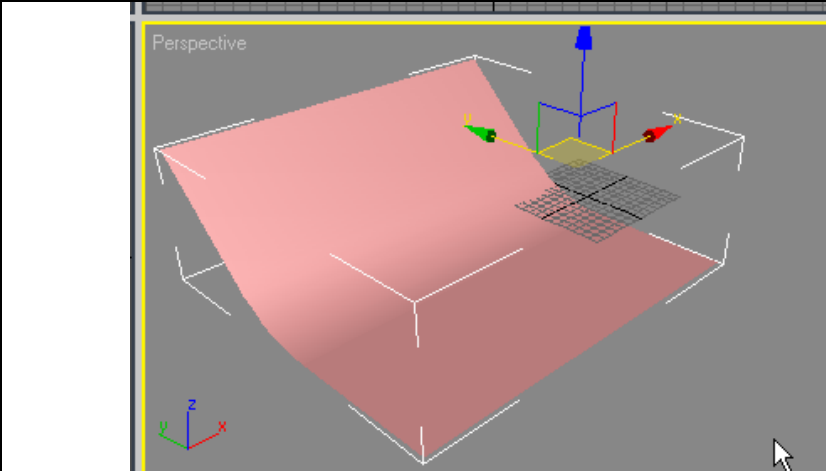
Edit at the vertex level and select the vertex shown



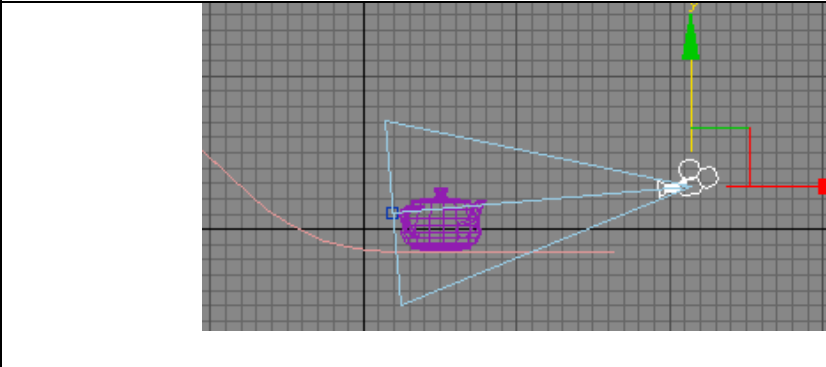
Choose the fillet button



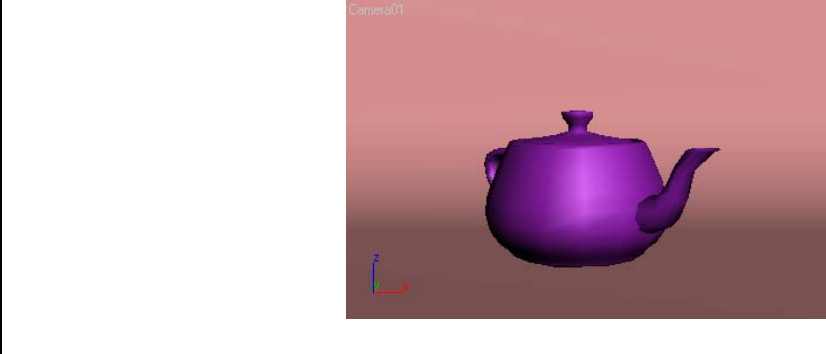
Fillet as shown



Apply a extrude modifier



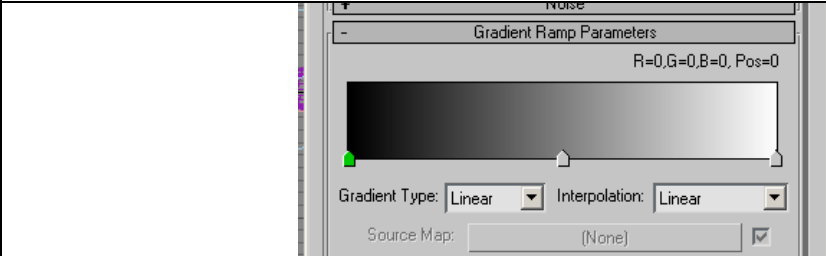
Here I position the camera and object



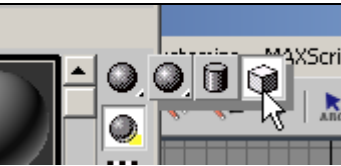
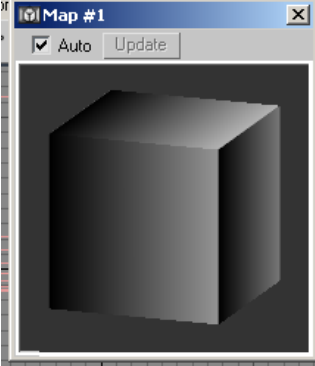


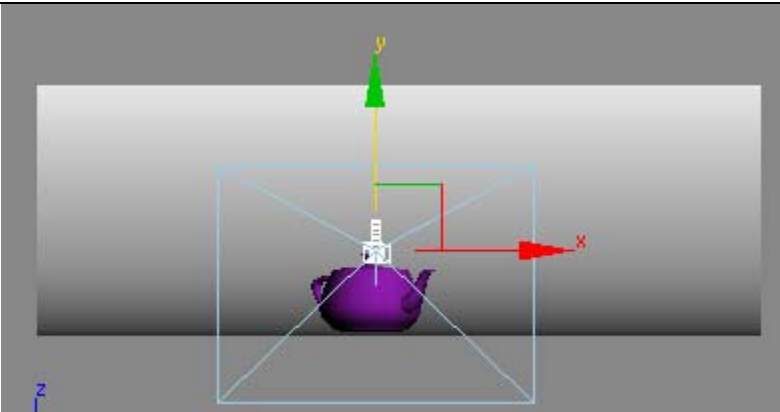
The camera view

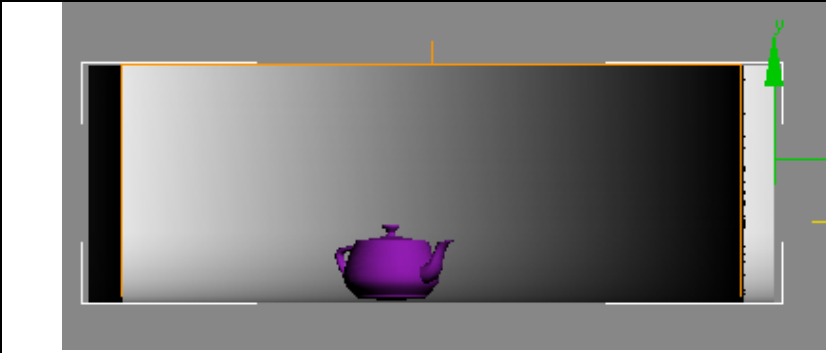


Pick and unused shader and in the Diffuse channel place Gradient Ramp map

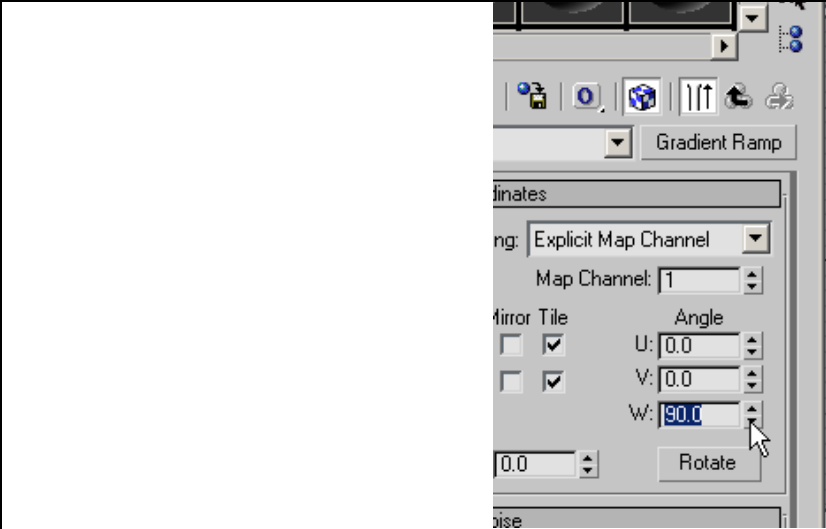


I'll leave the colors as shown

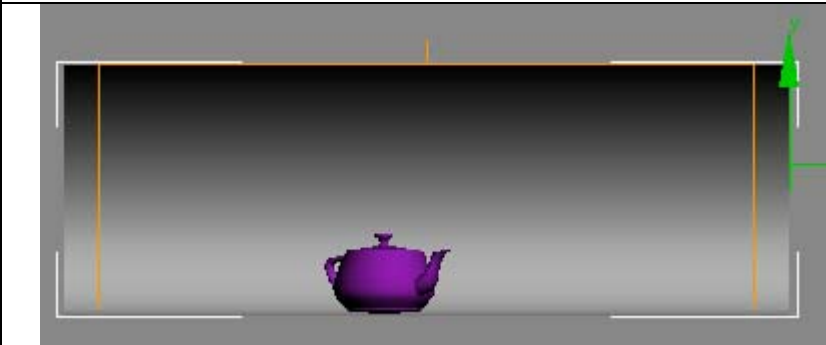
		<p>Change the material sphere to a box as shown. This allows us to see how the material will appear on a more flat object</p>
		<p>...like this</p>
		<p>Click on the Show Map in Viewport in Viewport icon</p>
		<p>Go up to the parent level and make sure that 2-sided is selected</p>
		<p>We should have something like this in the front view</p>



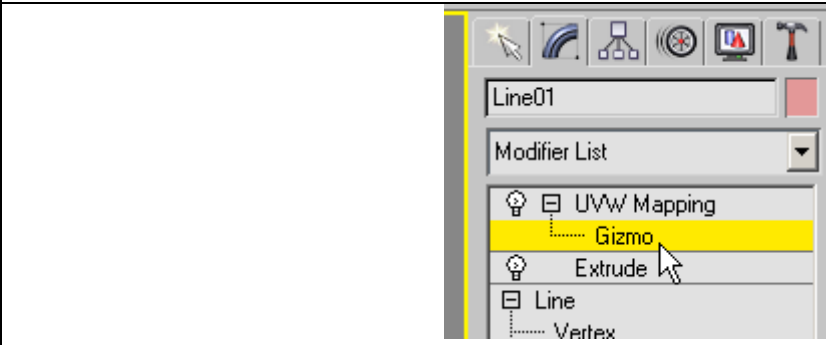
Apply a UVW map modifier and orient and adjust the Gizmo as shown



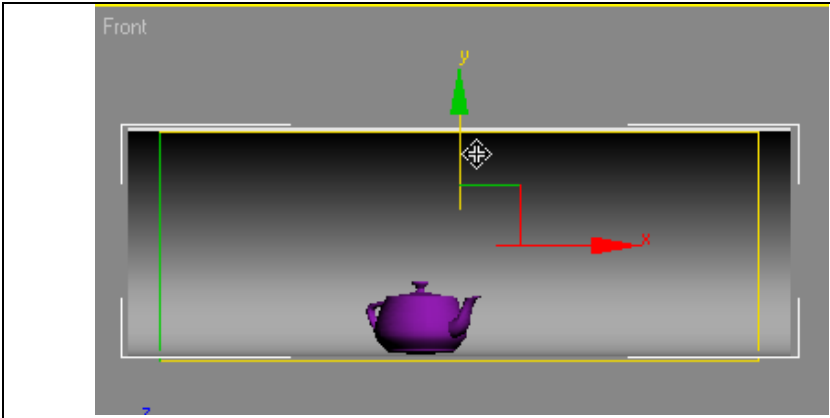
Unfortunately the Ramp is turned sideways. Back in the Gradient Ramp, adjust the W angle as shown



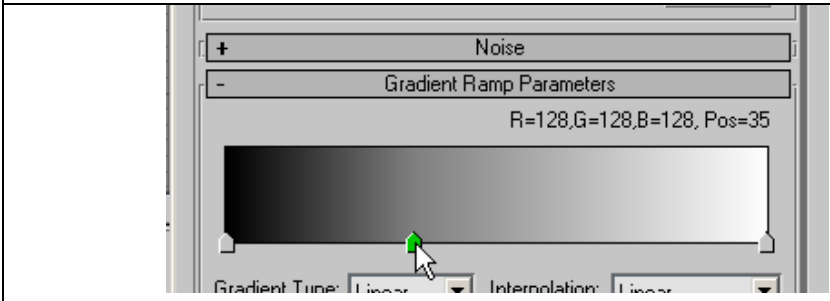
Now we have this



Continue editing the Gizmo and now



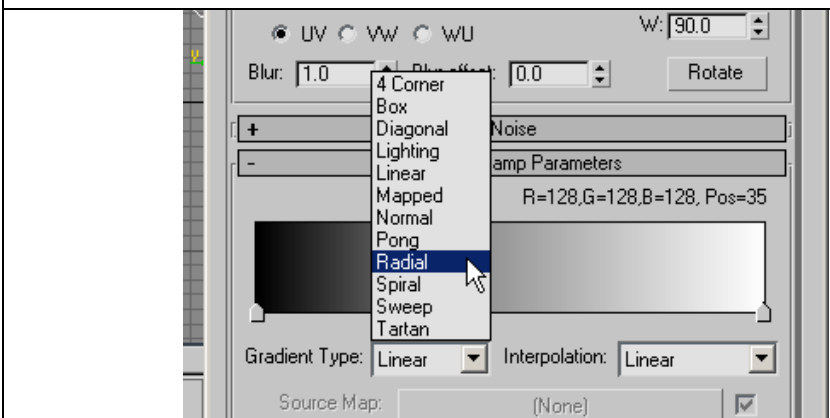
...position the gizmo up or down to position the color ramp as desired. The black area should be more to the top




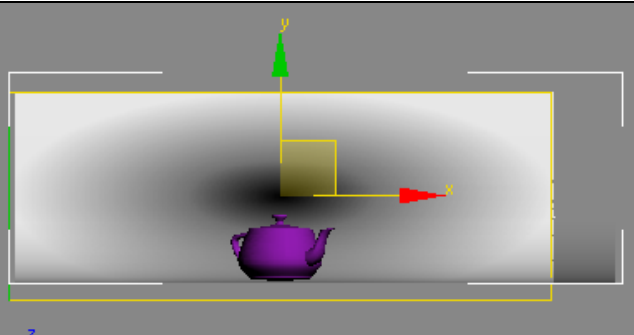
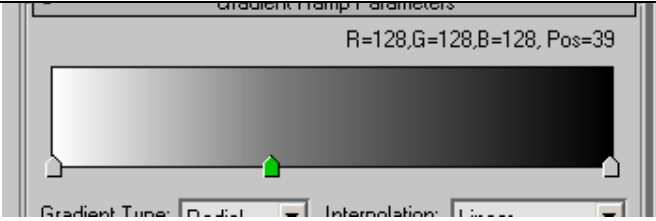
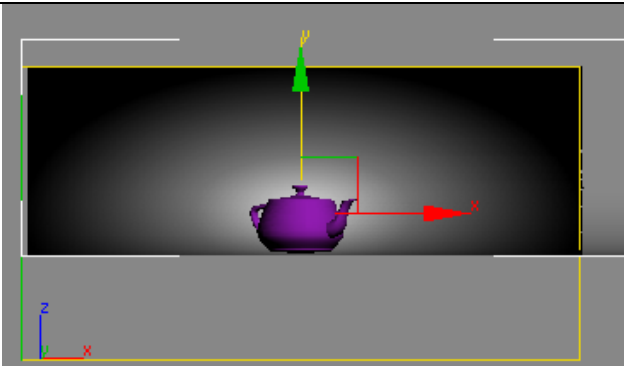

You can further adjust the flag's positions and colors to achieve the desired affect



Here is what it will look like when rendered in Brazil with a single omni light



Here is another interesting effect. Change the Gradient Type to Radial

	<p>Turn off tiling</p>
	<p>We have this in our front view.</p>
	<p>But we need to reverse our colors, we want the darker area to be at the outside of the frame and the lighter area toward the center</p>
	<p>Adjust the position and size of the Gizmo as needed</p>
	<p>Here is what we'll have after a render</p>