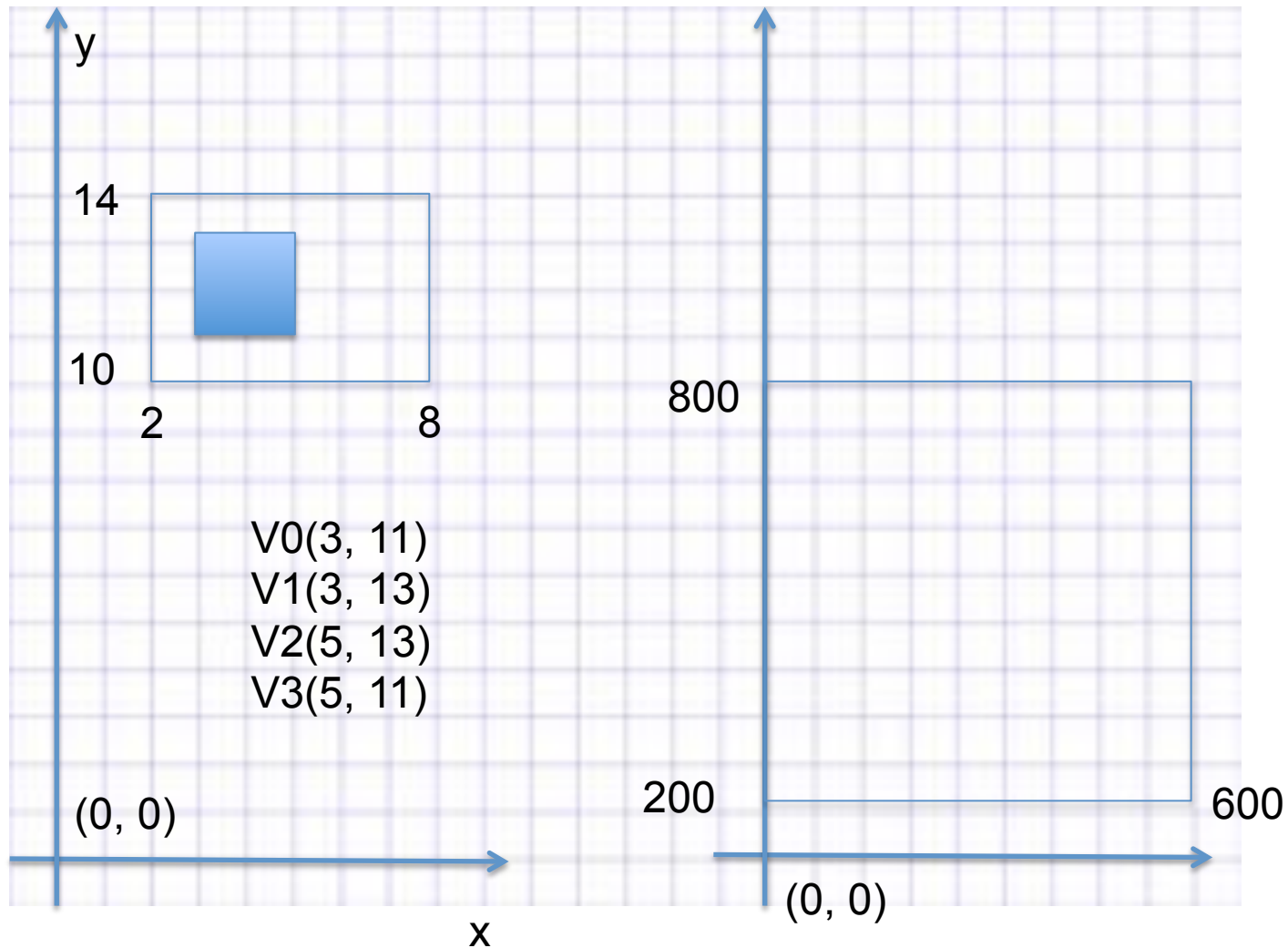


World window  
`ortho(2, 8, 10, 14)`

Viewport  
`gl.viewport(0, 200, 600, 600)`



What will the square defined in the world window  
Look like when it is mapped and drawn in the viewport?