

Renderer::DrawBegin



```
graph LR; A[Renderer::DrawBegin] --> B[RendererInterface::DrawBegin]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Renderer::DrawBegin'. The right box is white and contains the text 'RendererInterface::DrawBegin' on two lines. A dark blue arrow points from the right side of the gray box to the left side of the white box.

RendererInterface::
DrawBegin