

Gear::Renderer2D::BeginScene

Gear::Renderer::BeginScene

Gear::OrthographicCamera  
::GetViewProjectionMatrix

```
graph LR; A[Gear::Renderer2D::BeginScene] --> C[Gear::OrthographicCamera::GetViewProjectionMatrix]; B[Gear::Renderer::BeginScene] --> C;
```

The diagram illustrates a call graph where two different functions, `Gear::Renderer2D::BeginScene` and `Gear::Renderer::BeginScene`, both call the `Gear::OrthographicCamera::GetViewProjectionMatrix` function. The source functions are in white boxes, and the target function is in a gray box. Blue arrows indicate the direction of the calls.