

Gear::Renderer::BeginScene



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

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Gear::Renderer::BeginScene'. The right box is white and contains the text 'Gear::OrthographicCamera::GetViewProjectionMatrix'. A blue arrow points from the right side of the left box to the left side of the right box.

Gear::OrthographicCamera
::GetViewProjectionMatrix