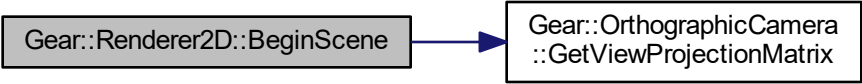


Gear::Renderer2D::BeginScene



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

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is light gray with a black border and contains the text 'Gear::Renderer2D::BeginScene'. The right box is white with a black border 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