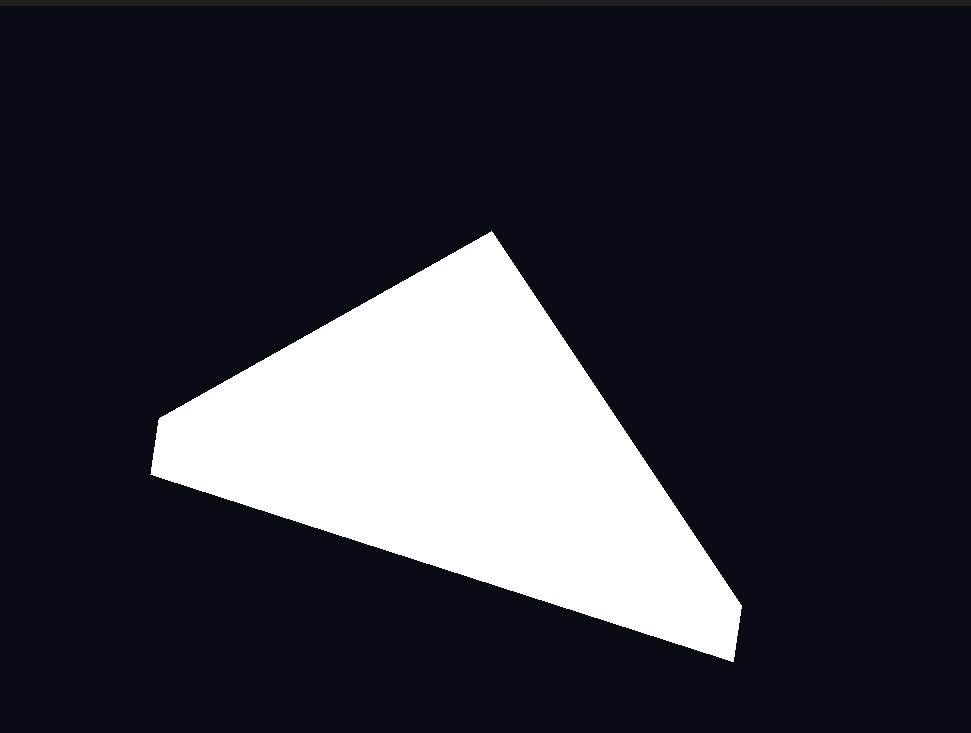
# Task 2



2. This phenomenon is called clipping.
3. It happens if we insert out of range values to the display on which OpenGL works on. In this case, the lower parts of the triangle have not been rendered as it has gone out of the box.
4. The purpose of clipping is to ignore/discard the parts of the input that are outside the specified range as the rendering process becomes more effective.
5. FMChZ7b4Ra!5FSz