using System;

using UnityEngine;

namespace UnityStandardAssets.ImageEffects

{

[ExecuteInEditMode]

[AddComponentMenu("Image Effects/Color Adjustments/Color Correction (Ramp)")]

public class ColorCorrectionRamp : ImageEffectBase {

public Texture textureRamp;

// Called by camera to apply image effect

void OnRenderImage (RenderTexture source, RenderTexture destination) {

material.SetTexture ("\_RampTex", textureRamp);

Graphics.Blit (source, destination, material);

}

}

}