using System;

using UnityEngine;

namespace UnityStandardAssets.ImageEffects

{

[ExecuteInEditMode]

[AddComponentMenu("Image Effects/Color Adjustments/Sepia Tone")]

public class SepiaTone : ImageEffectBase

{

// Called by camera to apply image effect

void OnRenderImage (RenderTexture source, RenderTexture destination)

{

Graphics.Blit (source, destination, material);

}

}

}