

UnityEngine.PostProcessing.
DepthOfFieldComponent.Prepare

UnityEngine.PostProcessing.
TaaComponent.Render

UnityEngine.PostProcessing.
GraphicsUtils.Blit

```
graph LR; A[UnityEngine.PostProcessing.DepthOfFieldComponent.Prepare] --> C[UnityEngine.PostProcessing.GraphicsUtils.Blit]; B[UnityEngine.PostProcessing.TaaComponent.Render] --> C;
```

The diagram illustrates a call graph where two methods from the UnityEngine.PostProcessing namespace point to a common target method, UnityEngine.PostProcessing.GraphicsUtils.Blit. The source methods are DepthOfFieldComponent.Prepare and TaaComponent.Render. The target method is highlighted with a gray background.