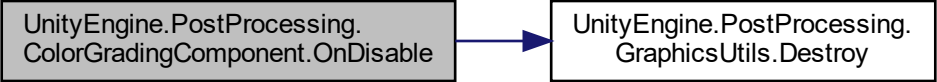


UnityEngine.PostProcessing.
ColorGradingComponent.OnDisable



```
graph LR; A[UnityEngine.PostProcessing.ColorGradingComponent.OnDisable] --> B[UnityEngine.PostProcessing.GraphicsUtils.Destroy]
```

UnityEngine.PostProcessing.
GraphicsUtils.Destroy