## UnityEngine.PostProcessing. AntialiasingModel.FxaaConsoleSettings + subpixelSpreadAmount + edgeSharpnessAmount + edgeDetectionThreshold + minimumRequiredLuminance

+presets

+presets

UnityEngine.PostProcessing. AntialiasingModel.FxaaConsoleSettings

- + subpixelSpreadAmount
- + edgeSharpnessAmount
- + edgeDetectionThreshold
- + minimumRequiredLuminance