

UnityEngine.PostProcessing.
ColorGradingCurve

+ curve

+ ColorGradingCurve()

+ Cache()

+ Evaluate()

+blue
+green
+hueVShue
+hueVSsat
+lumVSsat
+master
+red
+satVSsat



UnityEngine.PostProcessing.
ColorGradingModel.CurvesSettings

+ e_CurrentEditingCurve

+ e_CurveY

+ e_CurveR

+ e_CurveG

+ e_CurveB

+ defaultSettings