PostProcessingComponentRender Texture< ColorGradingModel >		
+ Prepare()		
	-	
	UnityEngine.PostProcessing. ColorGradingComponent	
	+ active	
	+ Prepare() + OnGUI() + OnDisable() + GetLiftValue() + GetGammaValue() + CalculateLiftGammaGain() + GetSlopeValue() + GetPowerValue() + GetOffsetValue() + CalculateSlopePowerOffset()	