

UnityEngine.PostProcessing.  
ColorGradingComponent.Calculate  
SlopePowerOffset



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graph LR; A["UnityEngine.PostProcessing.  
ColorGradingComponent.Calculate  
SlopePowerOffset"] --> B["UnityEngine.PostProcessing.  
ColorGradingComponent.GetPowerValue"]
```

UnityEngine.PostProcessing.  
ColorGradingComponent.GetPowerValue