

UnityEngine.PostProcessing.  
ColorGradingComponent.Calculate  
LiftGammaGain



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

UnityEngine.PostProcessing.  
ColorGradingComponent.GetLiftValue