

LouiEriksson::Engine
::Graphics::Camera::PostRender



```
graph LR; A[LouiEriksson::Engine::Graphics::Camera::PostRender] --> B[LouiEriksson::Engine::Settings::PostProcessing::AmbientOcclusion::IsActiveAndEnabled];
```

LouiEriksson::Engine
::Settings::PostProcessing
::AmbientOcclusion::IsActiveAndEnabled