

LouiEriksson::Graphics
::Camera::PostRender



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

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