Ambient Occlusion

Descripción

Files: Generated common feature

Path: "cgf/Systems/Common Features"

Description

Manages ambient occlusion settings.

Reference

- **Ambient Occlusion** – Manages ambient occlusion settings.
  - **Ambient Occlusion** – Controls whether ambient Occlusion is enabled.
  - **Ambient Occlusion Color** – Color applied to the ambient Occlusion Color.
  - **Ambient Occlusion Level** – Numeric setting used for ambient Occlusion Level.

Use

Use this page as the shared reference for every shader or system page that links to this common feature.
Configure the nested options listed in Reference from the page where the feature appears.