Image Effect Child Behavior

### Descripción

**Files:** CGFImageEffectChildBehavior.cs

**Path:** "CGF/Systems/Shaders/ImageEffect"

## Description

Behavior that allows the associated GameObject to apply an image shader with custom logic.

## Reference

- **Intensity** – Numeric setting used for intensity.
- **Speed** – Movement rate used for speed.

## Use

Add this component to the GameObject that should own the behavior.
Configure the inspector fields listed in Reference and assign the required scene or asset references before entering Play Mode.