Ambient Occlusion Manager

### Descripción

**Files:** CGFAmbientOcclusionManager.cs

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

## Description

Manager that allows the associated GameObject to modify values of shaders that have the Height Fog property.

## Reference

- **Ambient Occlusion** – Manages ambient occlusion settings. See Common Features / Ambient Occlusion.
- **Desaturate Ambient Occlusion Color** – Controls whether desaturate Ambient Occlusion Color is enabled.
- **Multiply Ambient Occlusion** – Controls whether multiply Ambient Occlusion is enabled.
- **Shadow Intensity** – Numeric setting used for shadow Intensity.

## 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.