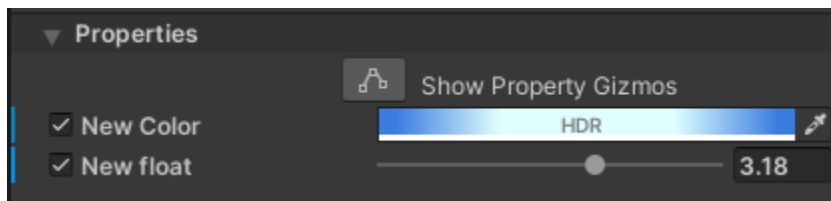- Everything is set now.
- The VFX is looping VFX and you just have to drag and drop into your scene to use it
- You will have 1 VFX shader and some Sud shaders. But remember to not touch them. They are dangerous things.
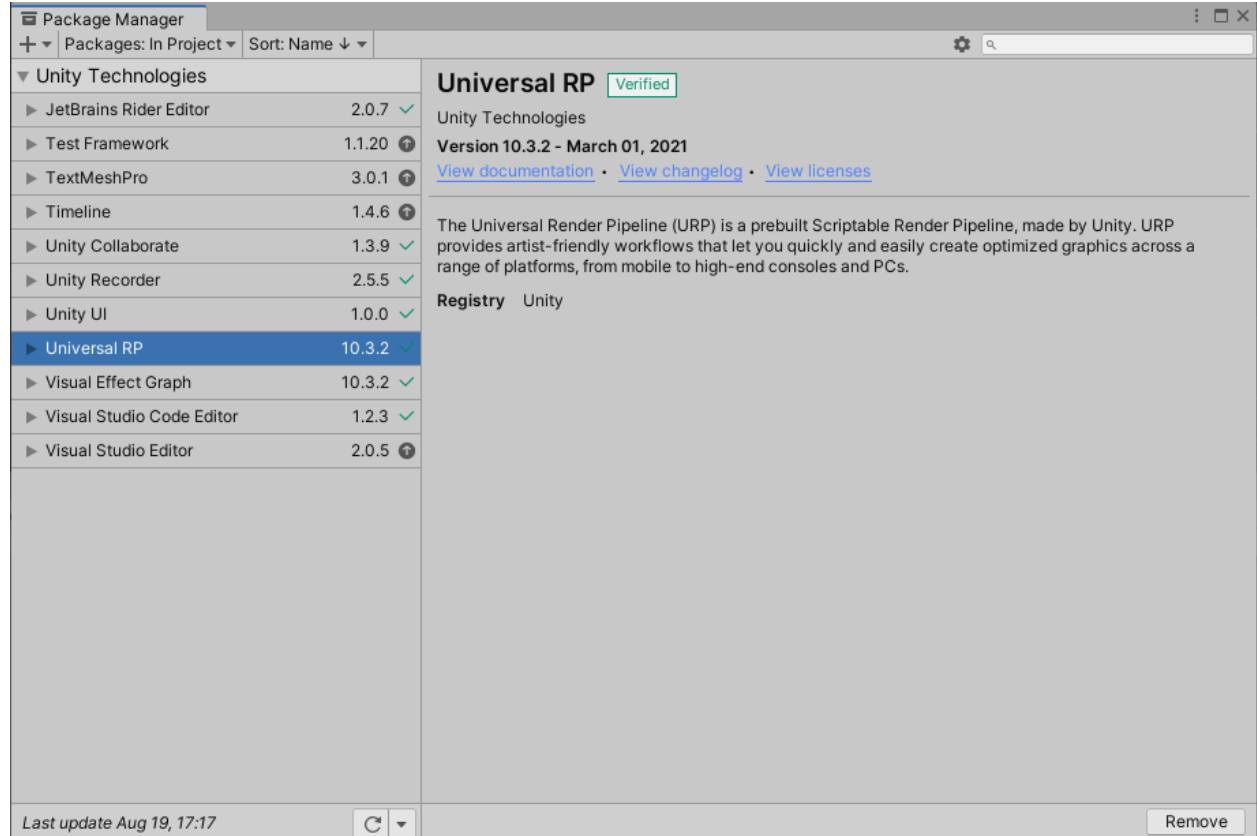- You have some parameters to control the VFX:

New color: control the color of the VFX
New Float: control the power of the thruster (also control the amount of the sparkles.

The name of those parameters can be changed in the Visual Effect Graph's black board:
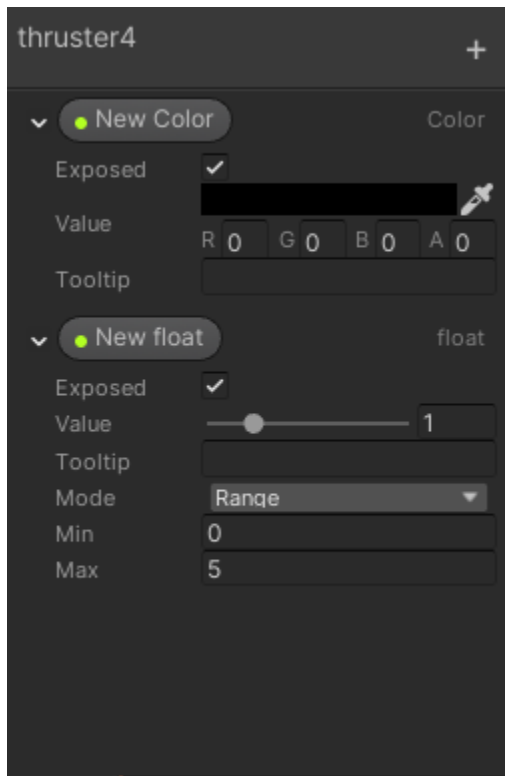
Here some note about technical:

- Universal RP: version 10.3.2 March 01 2021.
- Visual Effect Graph: version 10.3.2 March 01 2021.
- Shader Graph: version 10.3.2 March 01 2021.
- Using PostProcessing Volume.
- Support URP only.

If you have any trouble with this vfx, please contact me via email and I will solve it for you.
(before you write something in review).
Thank you!.