Stuff that I could do to make my flame animation a lot better is to slow it down a lot! I have it moving so fast. I didn’t give the fire the time to be embellished. I’m realizing that I’m trying to just emulate the things I am trying to emulate but instead I should really try to embellish the things I am emulating. A lot of it is slowing down and making sure I have the important shapes needed to convey the object. I could probably work on the trail so that it looks more like a fire.