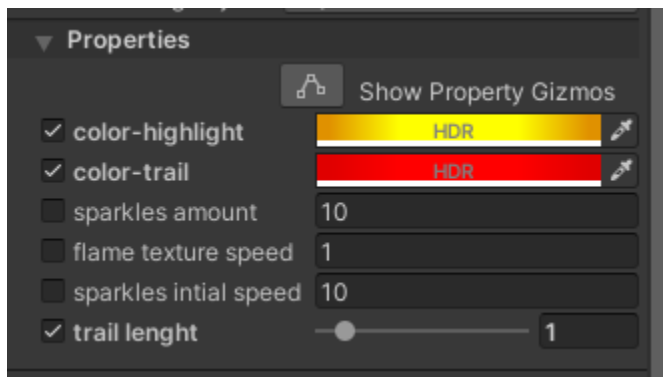- Everything is set now.
- The VFX is looping VFX and you just have to drag and drop into your scene to use it
- You will have 1 VFX shader and some Sub shaders. But remember to not touch them, they are dangerous.
- You have some parameters to control the VFX:

Color Highlight: control the color of the highlight part of the VFX.
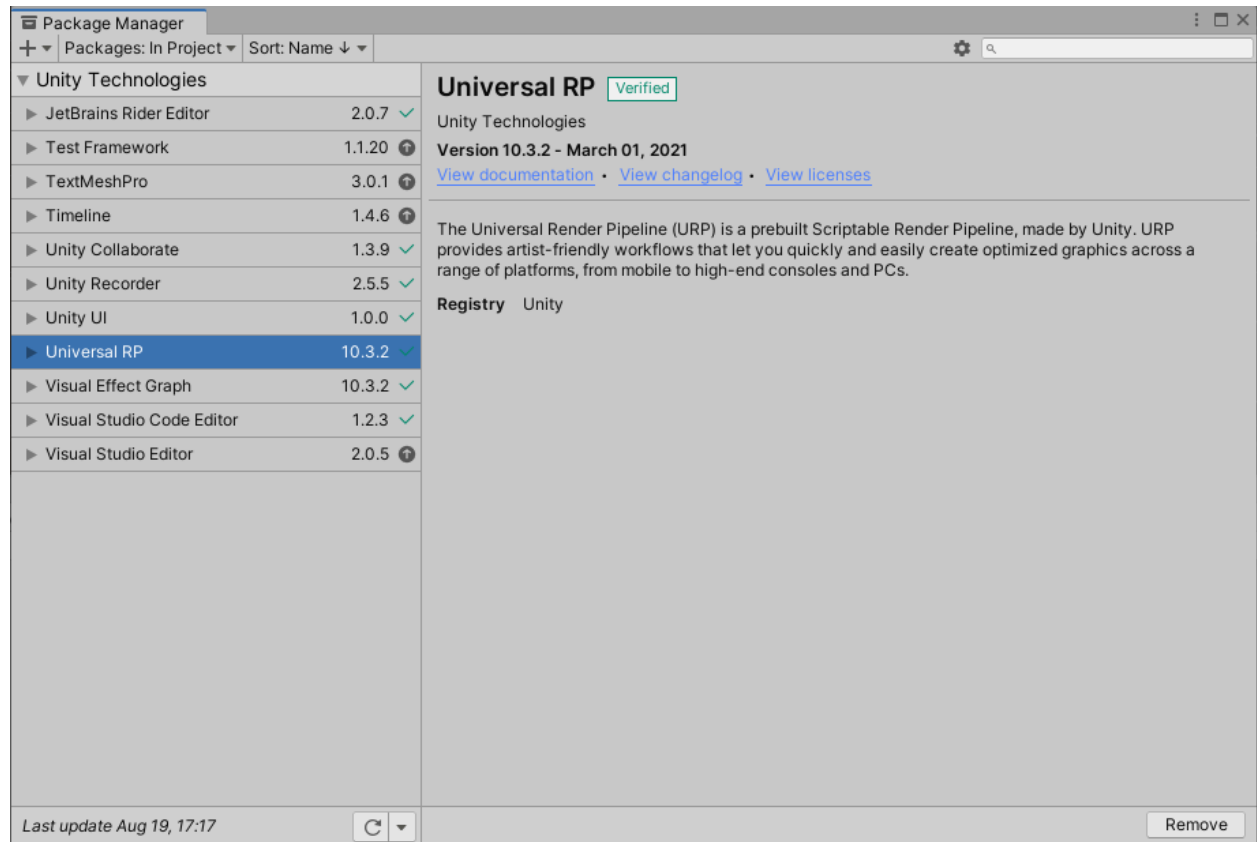Color trail: control the color of the trail part of the VFX.
Sparkles amount: control amount of the sparkles
Flame texture speed: control the speed of the flame texture
Sparkles initial speed: control the speed of the sparkles when they spawn
Trail length: control the length of the VFX

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!.