Please make sure:

1. you are using Universal Render Pipeline (URP) / High Definition Render Pipeline (HDRP) for your project.
2. installed Visual Effect Graph (VFX).

Install the package from your package manager if you haven't installed it.

*If you encounter any problems after installing our package in your project (Eg: **error messages appear on the console, materials turn pink, VFX cannot be displayed in the game scene, etc**), please first click the link below and follow the steps in the documentation to pre-check and resolve issue, after trying the solution there it should work:*

https://solodream0023.wixsite.com/solodreamcreation/post/prerequisite-and-guideline-for-showing-vfx

Notes

To improve the visuals of the demo scene, you can enable prepared Post-processing Volume into the demo scene:

1.   for **URP** project, please enable the game object called '**URP_GlobalVolume**' in demo scene.
2.   for **HDRP** project, please enable the game object called '**HDRP_GlobalVolume**' in demo scene.

This VFX package uses **point cache** to build specific shape of fireworks.

1. To build a point cache and learn more, please refer here:
https://docs.unity3d.com/Packages/com.unity.visualeffectgraph@7.1/manual/PointCacheBakeTool.html
2. Since currently point cache can't be exposed properties, you cannot change the point cache file directly in the inspector. You need to go into the VFX graph to change the shape you want in Fireworks. You can refer to our tutorial here to learn how:
https://solodream0023.wixsite.com/solodreamcreation/post/fireworksspecial_changefireworksshape

Notes

Fireworks_1_Shape & **Fireworks_1_Shape3D** have the same VFX graph blocks, the only difference is using different point cache file (same with **Fireworks_2_Shape** & **Fireworks_2_Shape3D**).
So, to create another shape of fireworks, you can copy any fireworks VFX and change the point cache file with the shape that you like.