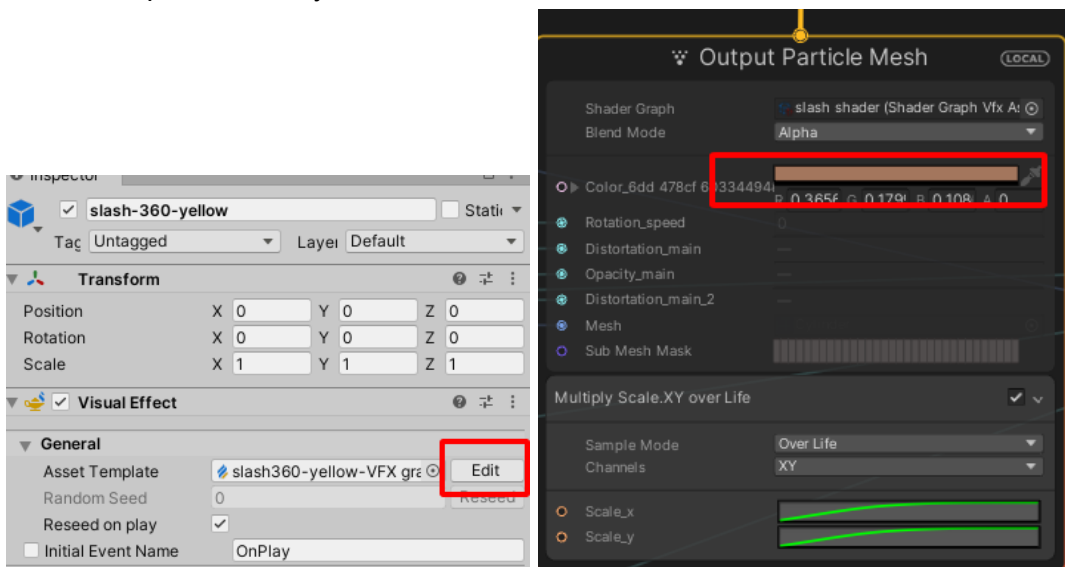
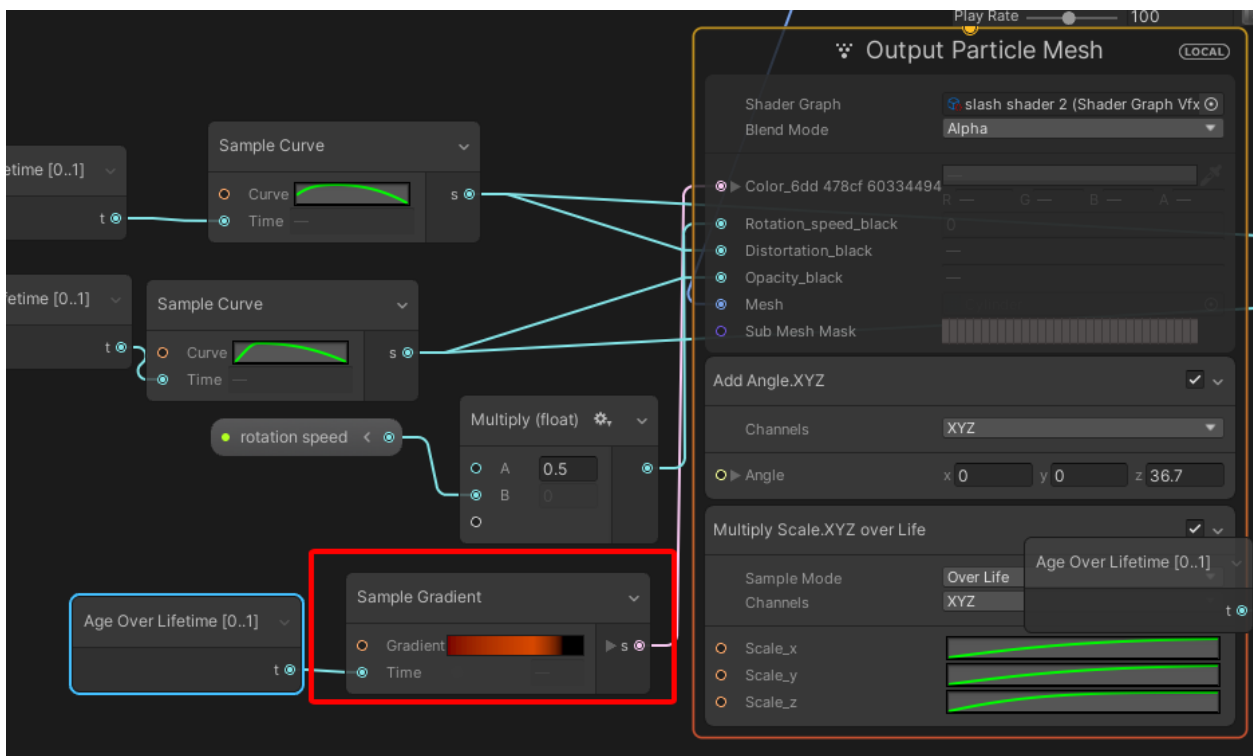
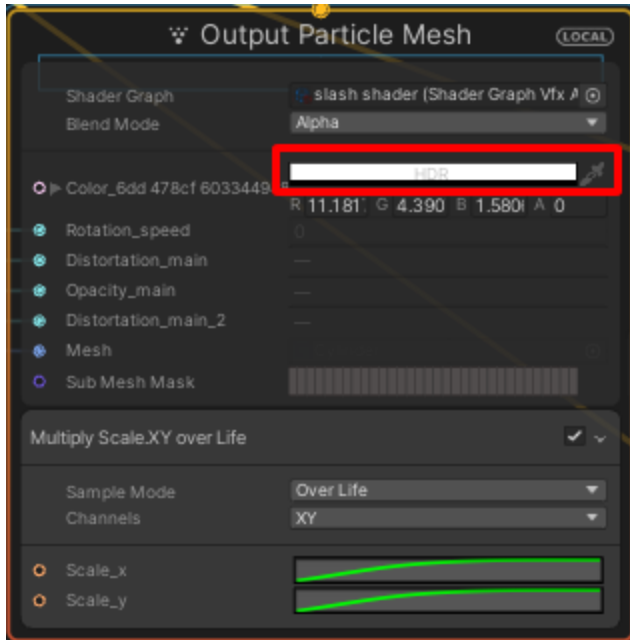
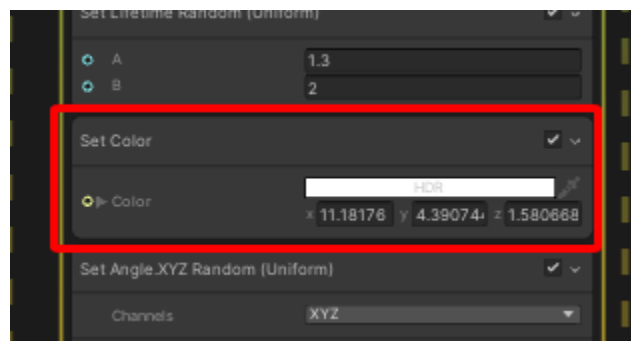
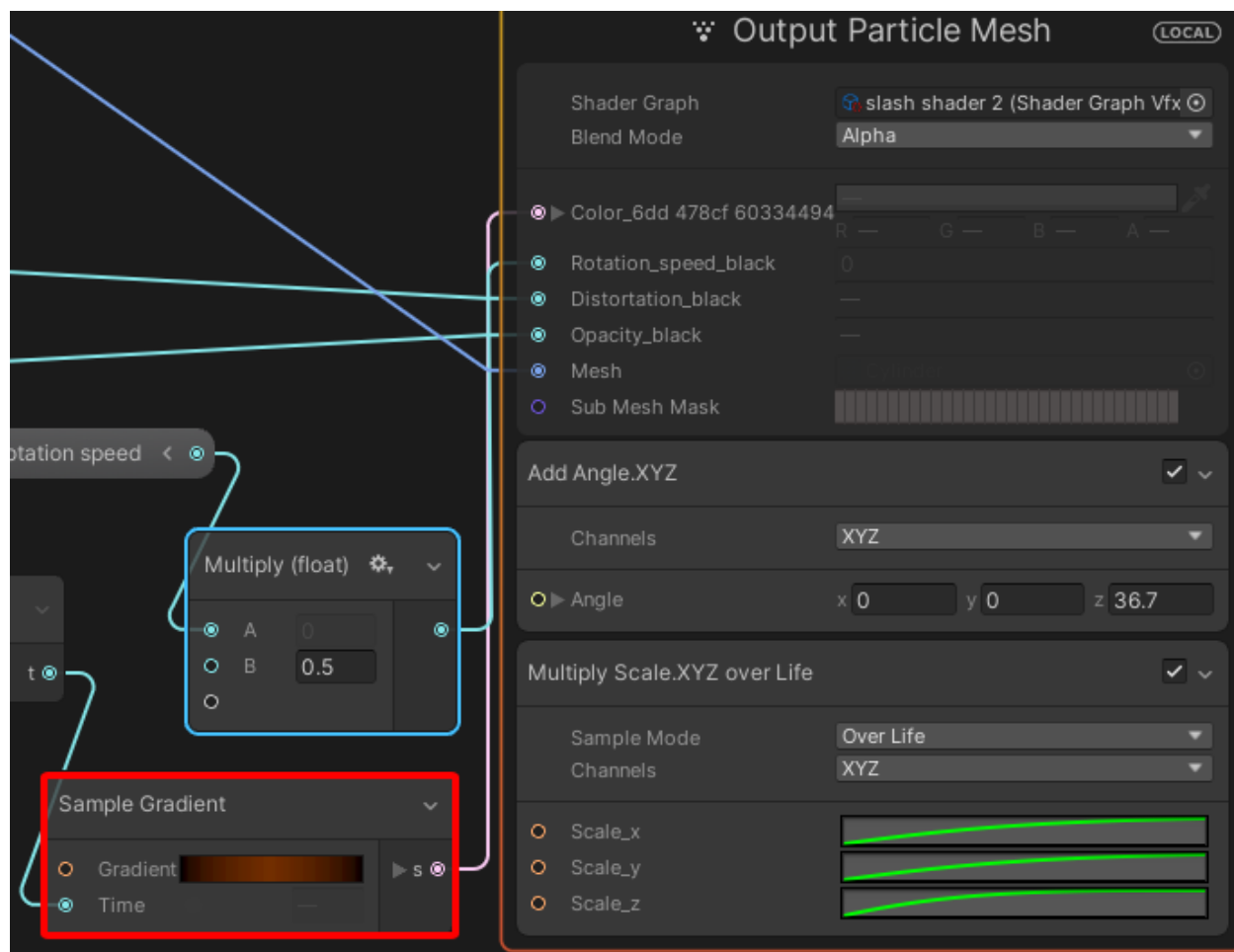




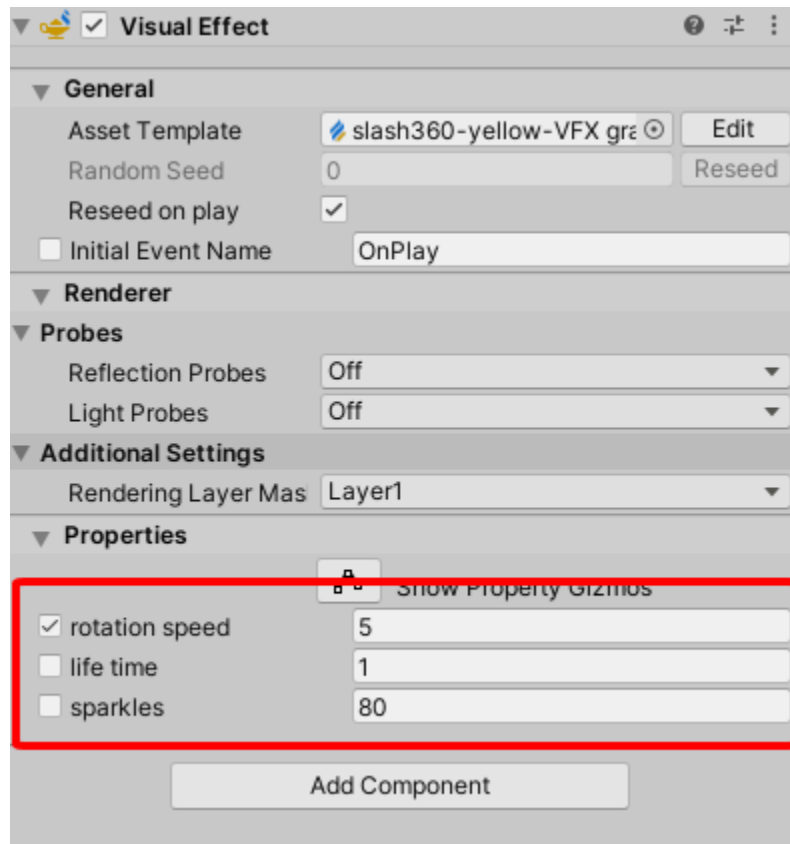
- Everything is set now.
- The VFX is single burst, so you just have to do whatever you want to make it play. You can use scripts, you can use animation too, up to you.
- The VFX is able to change the color but I do not recommend that. If you don't know how to mix the color, please don't do anything with color. You can contact me about the color you want, so I can support you on that. Or if you know how to mix the color, so here is the place where you can control the color.





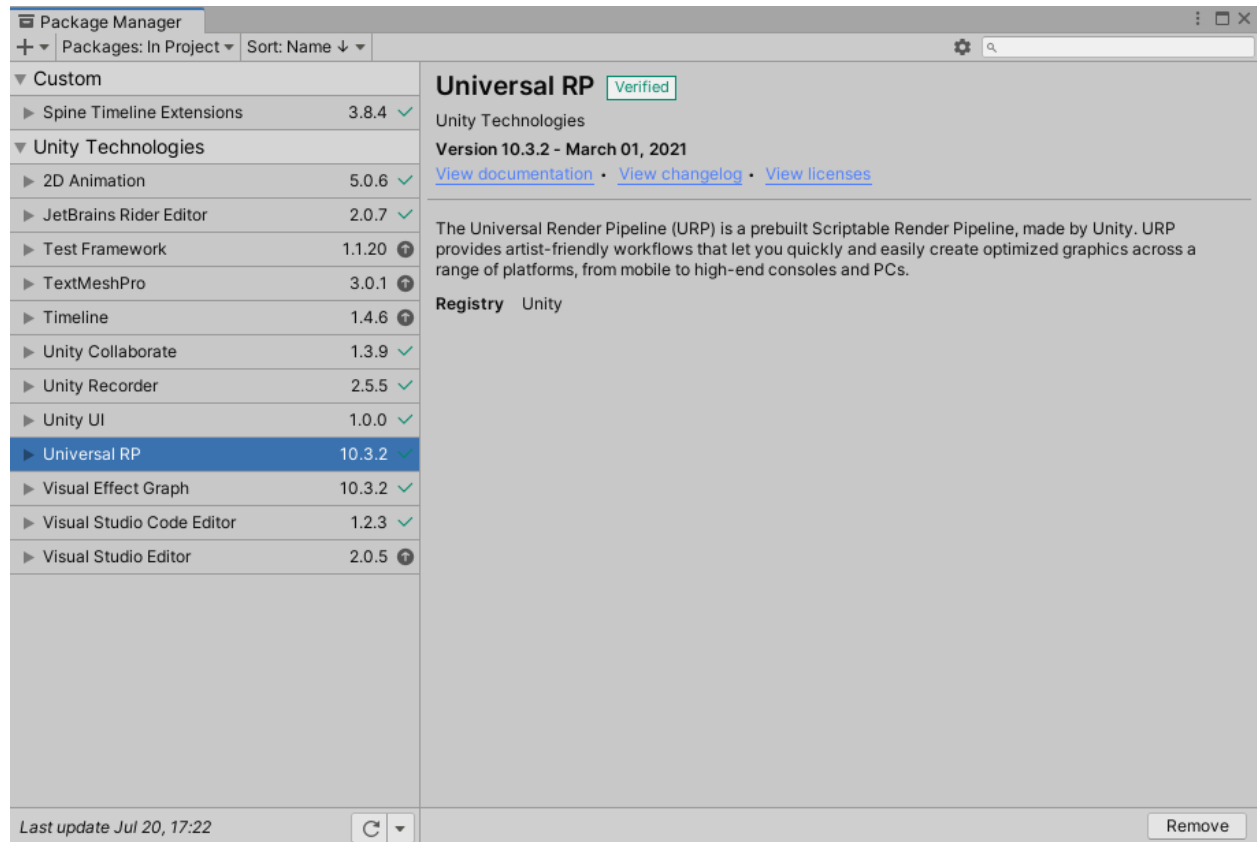


You have 3 parameters to control the VFX:



- Rotation Speed: control the speed of the texture of the VFX.
- Lifetime: control the lifetime of the VFX, also control the speed of the whole VFX.
- Sparkles: control amount of sparkles appear when the VFX plays.
- You will have two VFX shaders, but remember to not touch it. This one is dangerous.

Here some note about technical:



- Universal RP: version 10.3.2 Jan 26 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!.