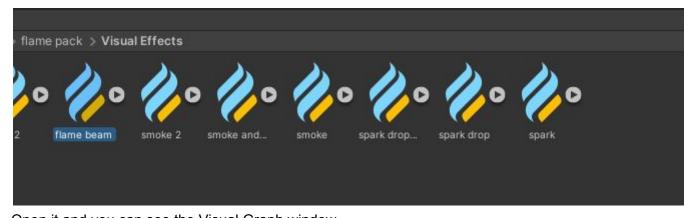
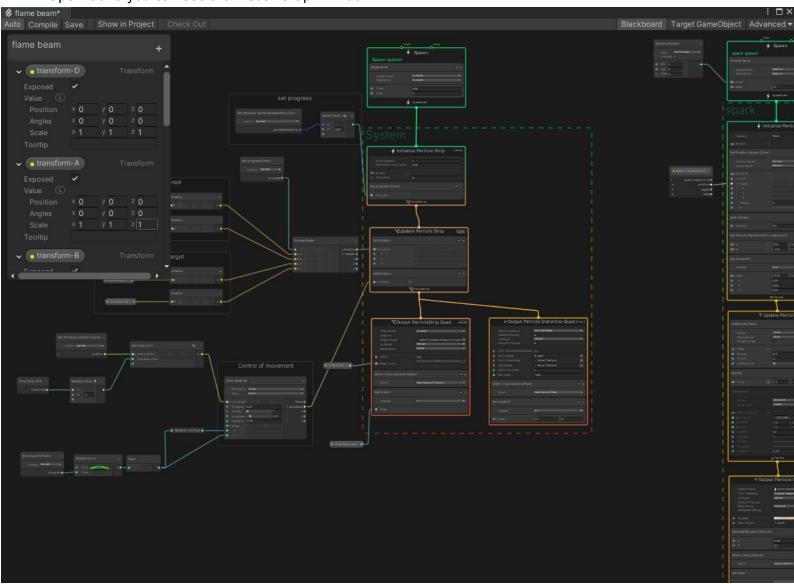
About the Electric Shader (well I named it like this but not really electric. You can forget about what the name means please. :D)

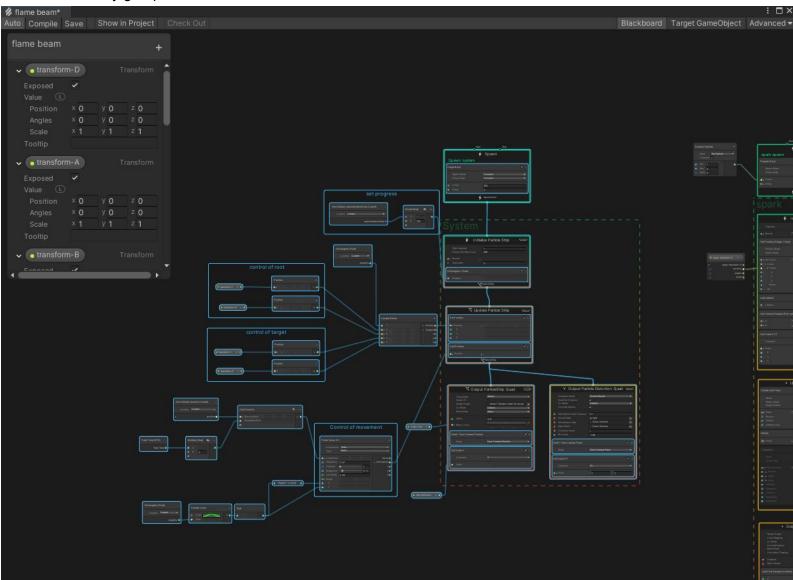
• Select the Visual Effect Graph name:" flame beam"



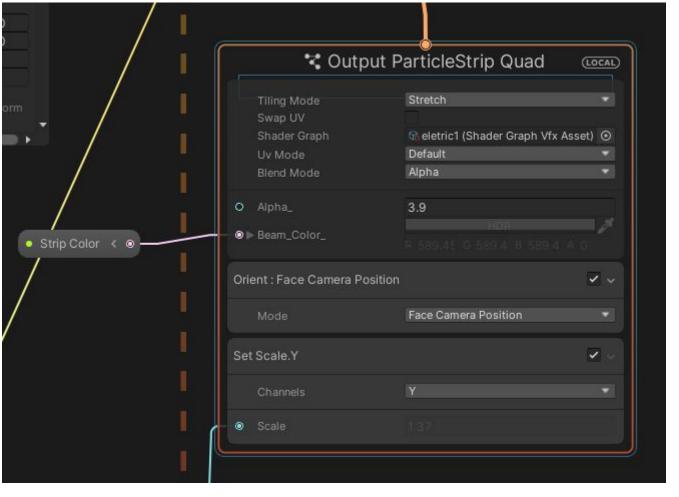
• Open it and you can see the Visual Graph window



Check only group here



• Find "Output ParticleStrip Quad"



Drag and Drop the "Electric Shader Graph" Into the Shader Graph parameter. у 0 COutput ParticleStrip Quad (LOCAL) transform-B Stretch Tiling Mode Swap UV 😭 eletric1 (Shader Graph Vfx Asset) 💿 Shader Graph Default Uv Mode Alpha Blend Mode Alpha_ 3.9 Beam_Color_ imeline Orient: Face Camera Position Face Camera Position Set Scale.Y

And everything allset for you.

Goodluck and have fun with this VFX.

Thank you