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"

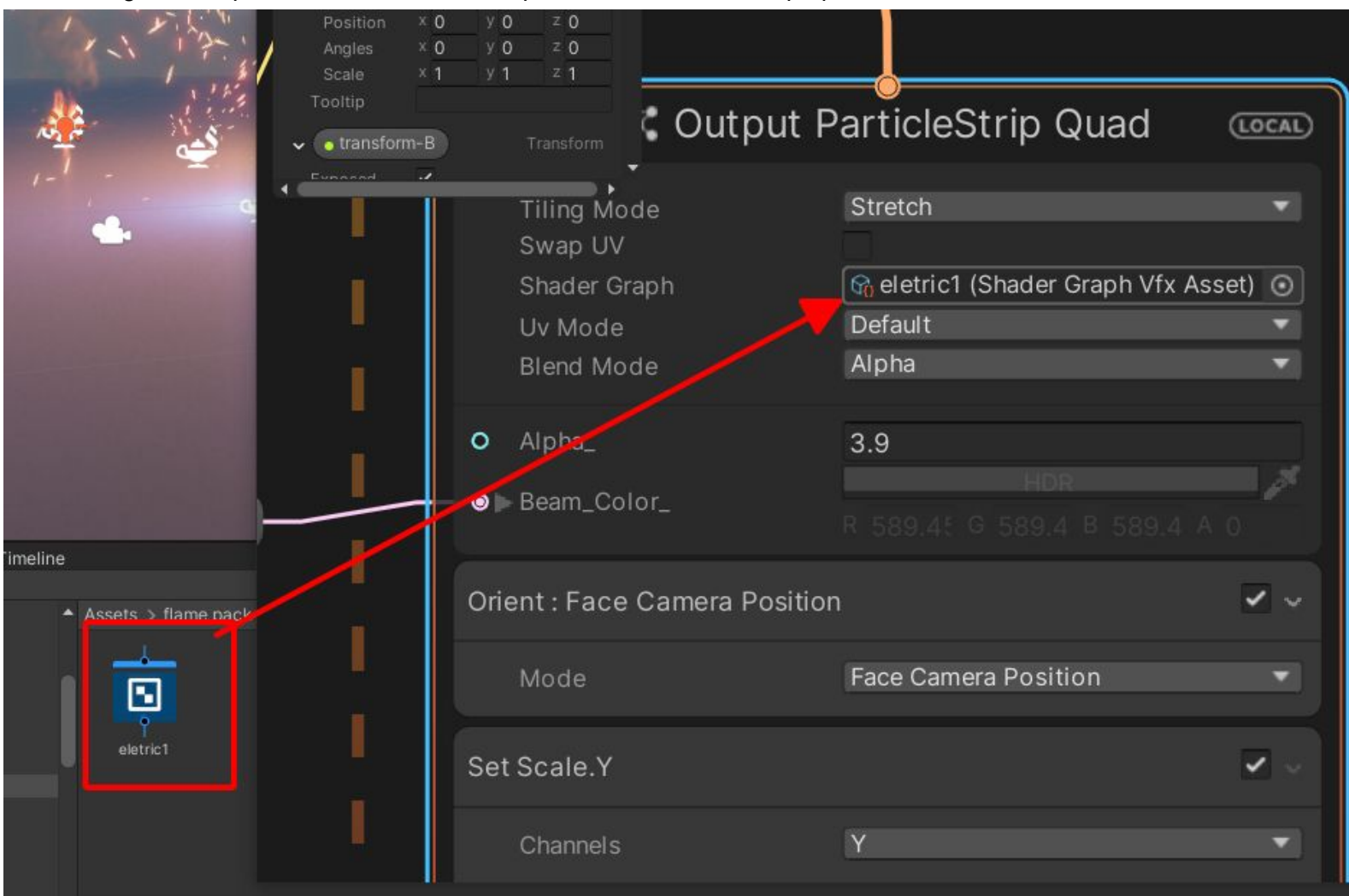- Open it and you can see the Visual Graph window
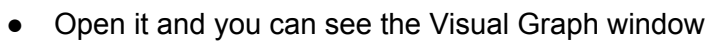
- Check only group here
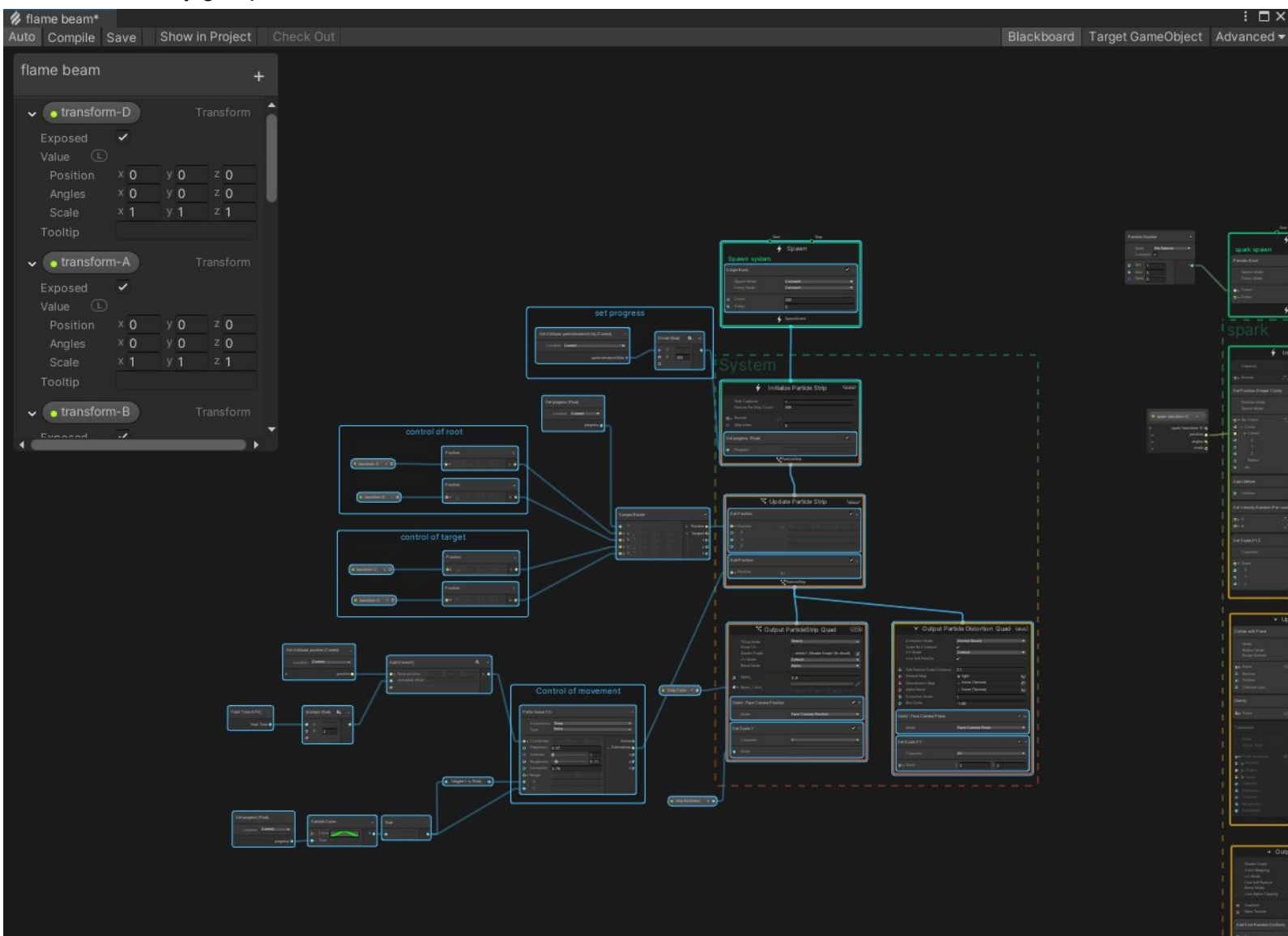
- Find "Output ParticleStrip Quad"
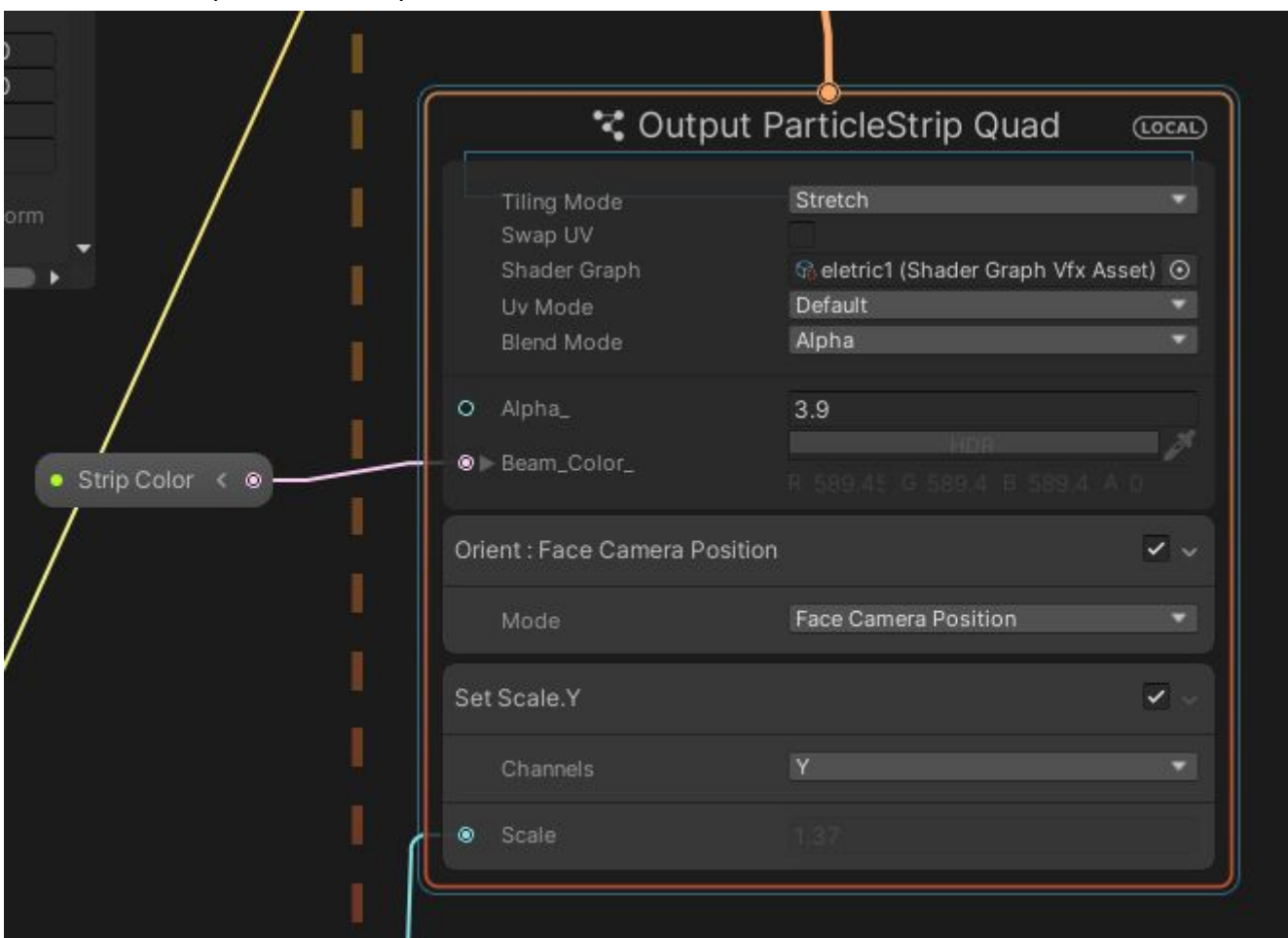
● Drag and Drop the "Electric Shader Graph" Into the Shader Graph parameter.

And everything allset for you.
Goodluck and have fun with this VFX.
Thank you