

OIL PUMP ANIMATED

This is a Low Poly Model of an animated oil pump for Unity.
+Bonus Barrel Model

Just drag an Oil-Pump Prefab(with audio source) into your viewport.
You can find two kinds of prefabs in the prefab folder.

- Oil-Pump-Old-Prefab (this is the prefab of the old version with separate textures for each piece (only color and AO textures 512-2048 px), metalness and smoothness is adjusted in the shader)
- Oil-Pump-Comb-Prefab (this is the prefab of the latest version with on combined texture for all pieces (color, AO, metalness, roughness, normal, 4096 pix)

Both models consists of several pieces, which were animated and exported as FBX.

The animation take goes from frame 0 to 60, if something is to adjust.
The pumps animation is already adjusted, so if you drag the prefab into your scene, the animation should start automatically after game start.

You have two animators, one for the old version and the other for the latest version.

The model comes with materials and textures and an audio-sample.

I have setup each prefab with an audio source, materials and animator ect.
Feel free to play around with some settings if necessary.
There is a little example scene to comprehend setup.

Attention:

There is also a Oil-Pump-Pla folder, were the datas for the belt's point-level animation is, for everyone, who's able to setup PLA's. This is to animate the belt's rotation. (PlugIn for PLA needed)

Watch the scene walkthrough on [Youtube](#) to consider Oil Pump Animated in game.

