

SIMULATION MODEL OF DRYING COLLOIDAL SUSPENSION ON SUBSTRATE

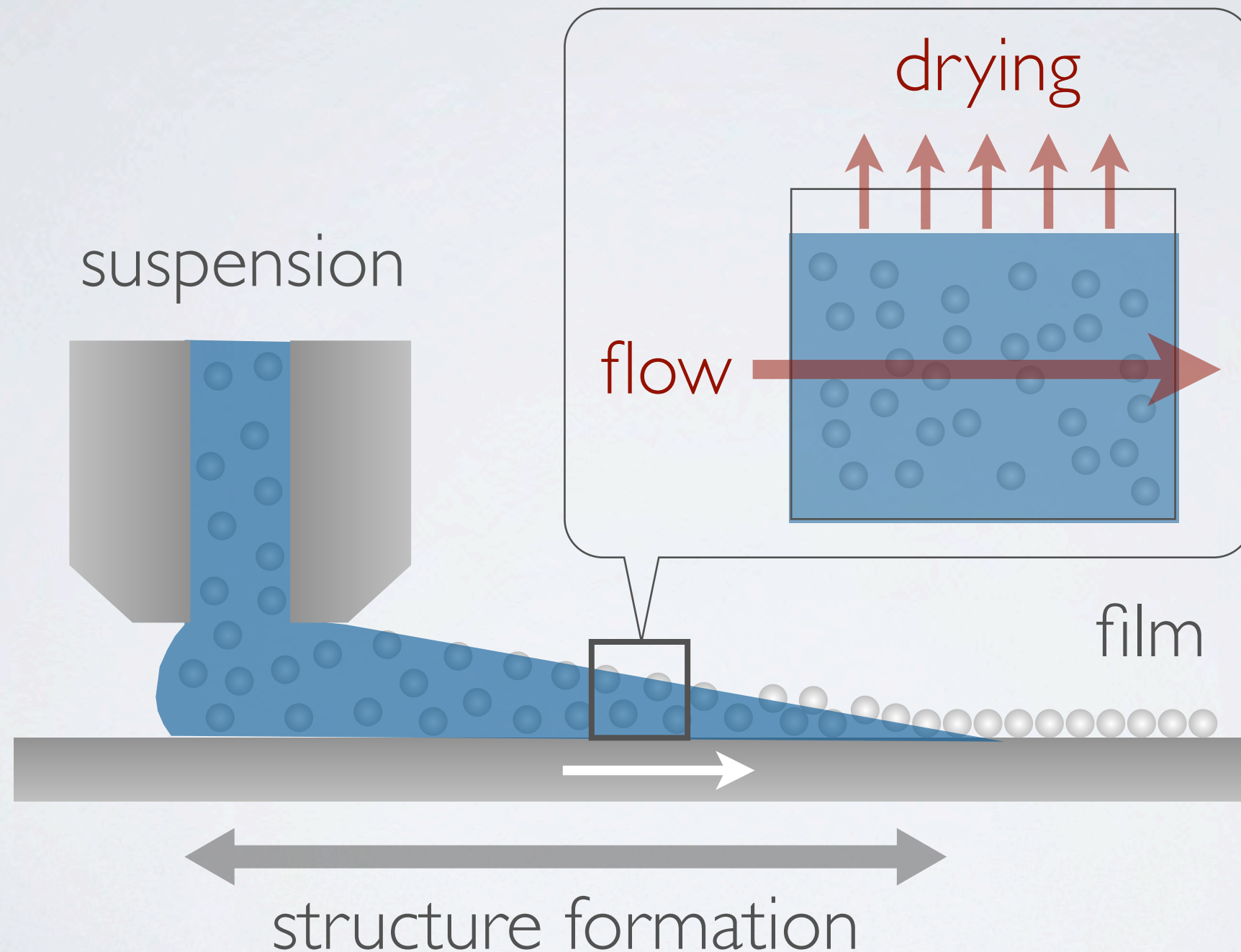
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OUTLINE

- Continuous coating of colloidal suspension on substrate
- Direct simulation model for drying colloidal suspension
- Demonstration of present simulation model

CONTINUOUS COATING ON SUBSTRATE



PECLÉT NUMBERS

coating Peclét number

$$Pe_c = \frac{cd^2}{Dh}$$

drying Peclét number

$$Pe_d = \frac{eh}{D}$$

Peclét numbers ratio

$$\frac{Pe_c}{Pe_d} = \frac{c}{e} \left(\frac{d}{h} \right)^2$$

$$\frac{Pe_c}{Pe_d} \sim 1 \rightarrow$$


Both flow and drying influence
structure formation

OBJECTIVES OF THIS STUDY

- Develop direct simulation model for drying colloidal suspension
- Perform flow simulations of colloidal suspension on sliding substrate with drying of solvent
- Quantify coating-drying dynamics
 - structure of particles
 - variable drying rate

DIRECT SIMULATION MODEL

- Solves gas-liquid two phase flow on lattice using VOF (volume of fluid) method
- Solves translational/rotational motion of particles subject to contact, DLVO, capillary interactions
- Couples motion of particles with flow of solvent using immersed boundary method

 Interparticle hydrodynamic interaction is included without analytical model

EQUATIONS OF FLUID MOTION

fluctuating stress

$$\rho \frac{\partial \mathbf{v}}{\partial t} + \rho \mathbf{v} \cdot \nabla \mathbf{v} = -\nabla p - \frac{2}{3} \nabla \cdot \left\{ \mu (\nabla \cdot \mathbf{v}) \mathbf{I} \right\} + \nabla \cdot \mu \{ \nabla \mathbf{v} + (\nabla \mathbf{v})^T \} + \nabla \cdot \mathbf{S} + \Phi \alpha$$

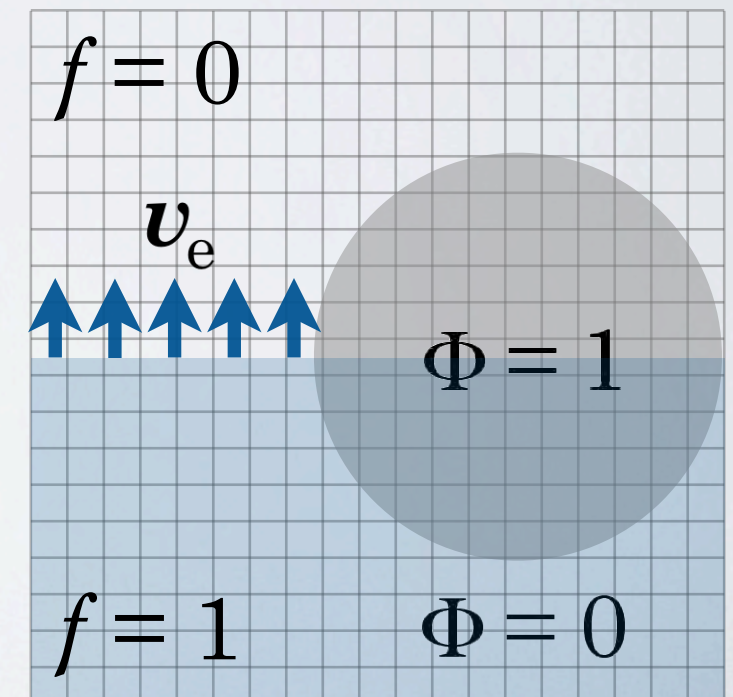
acceleration

$$\alpha = \rho \frac{\mathbf{v}^p - \mathbf{v}}{\Delta t} + \rho \mathbf{v} \cdot \nabla \mathbf{v} + \nabla p + \frac{2}{3} \nabla \cdot \left\{ \mu (\nabla \cdot \mathbf{v}) \mathbf{I} \right\} - \nabla \cdot \mu \{ \nabla \mathbf{v} + (\nabla \mathbf{v})^T \} - \nabla \cdot \mathbf{S}$$

$$\rho = f\rho_1 + (1-f)\rho_g, \quad \mu = f\mu_1 + (1-f)\mu_g$$

$$\frac{\partial f}{\partial t} + (\mathbf{v} + \mathbf{v}_e) \cdot \nabla f = 0 \quad \nabla \cdot \mathbf{v} = \frac{\rho_1 - \rho_g}{\rho} \mathbf{v}_e \cdot \nabla f$$

local drying velocity



EQUATIONS OF PARTICLE MOTION



$$m \frac{dv}{dt} = \mathbf{F}^{\text{co}} + \mathbf{F}^{\text{D}} + \mathbf{F}^{\text{ca}} + \mathbf{F}^{\text{h}}$$



$$I \frac{d\omega}{dt} = \mathbf{T}^{\text{co}} + \mathbf{T}^{\text{h}}$$

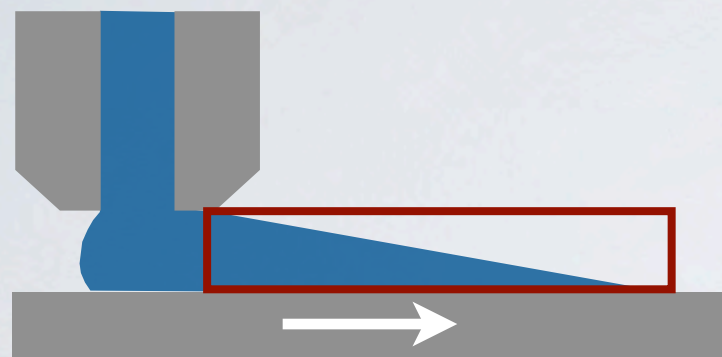
$$\mathbf{F}^{\text{h}} = - \int_{V_p} \rho \Phi \underline{\alpha} dr$$

acceleration

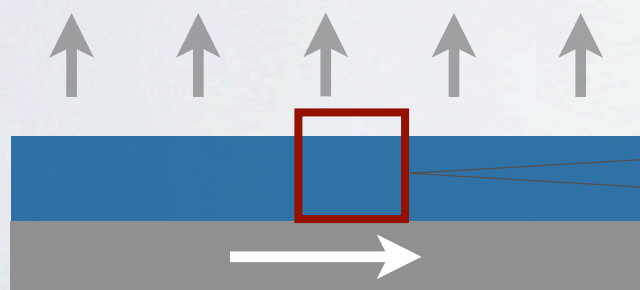
$$\mathbf{T}^{\text{h}} = - \int_{V_p} (\mathbf{r} \times \rho \Phi \underline{\alpha}) dr$$

acceleration

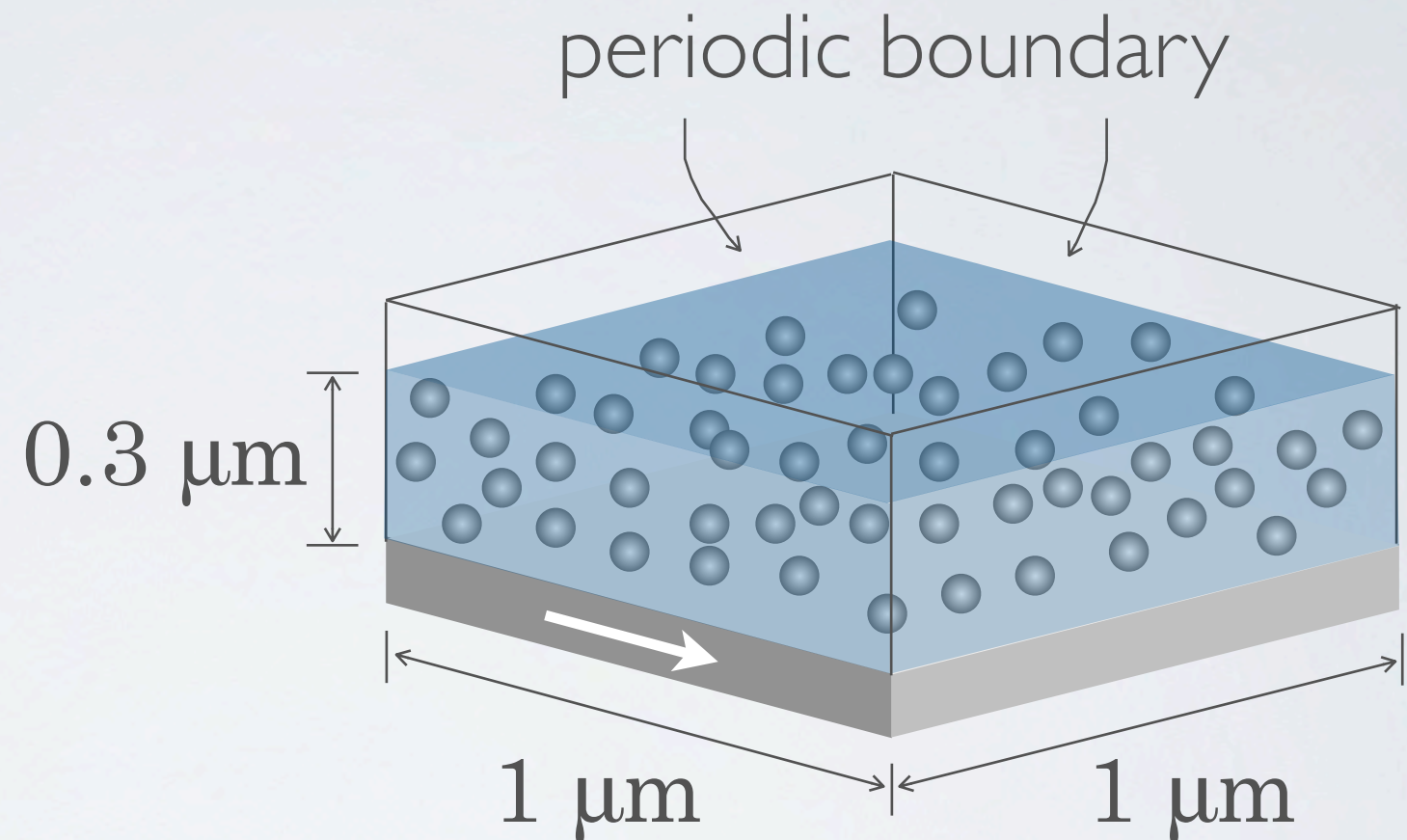
SIMULATION CONDITION



drying



sliding substrate



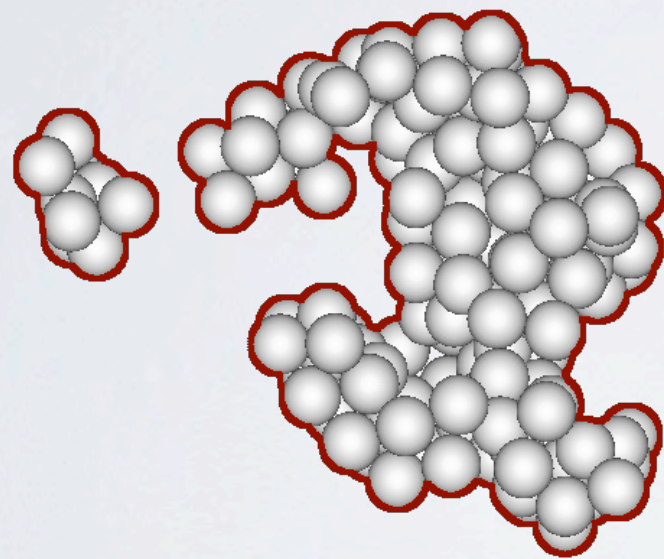
$$d = 0.1 \mu\text{m}, \phi_0 = 20 \text{ vol}\%, \zeta = -50/0 \text{ mV}$$

$$c = 13 \text{ cm/s}, e = 1.4 \text{ cm/s} \Rightarrow \text{Pe}_c / \text{Pe}_d = 1$$

QUANTIFICATION OF STRUCTURE

Non-dimensional Boundary Area (NBA)

$$\text{NBA} = \frac{\text{surface area of aggregates}}{\text{total surface area of particles}} = \frac{1}{12N} \sum_{k=0}^{12} \left\{ (12 - k)n(k) \right\}$$



k : coordinate number

$n(k)$: number of particles with
coordinate number of k

N : total number of particles



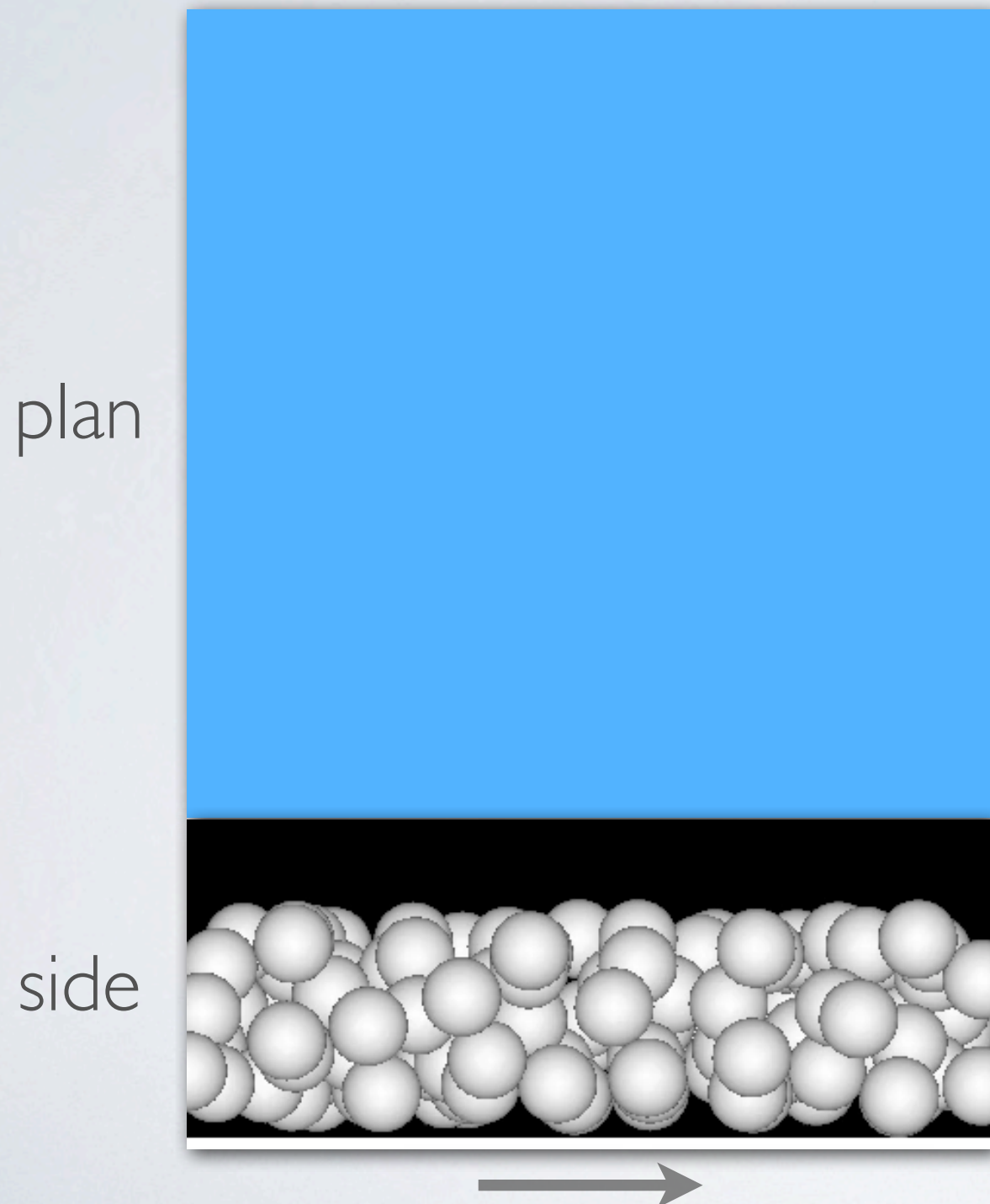
NBA=0 : 3D hexagonal close-packed

NBA=0.5 : 2D hexagonal close-packed

NBA=1 : complete-dispersed

STRUCTURE OF PARTICLES

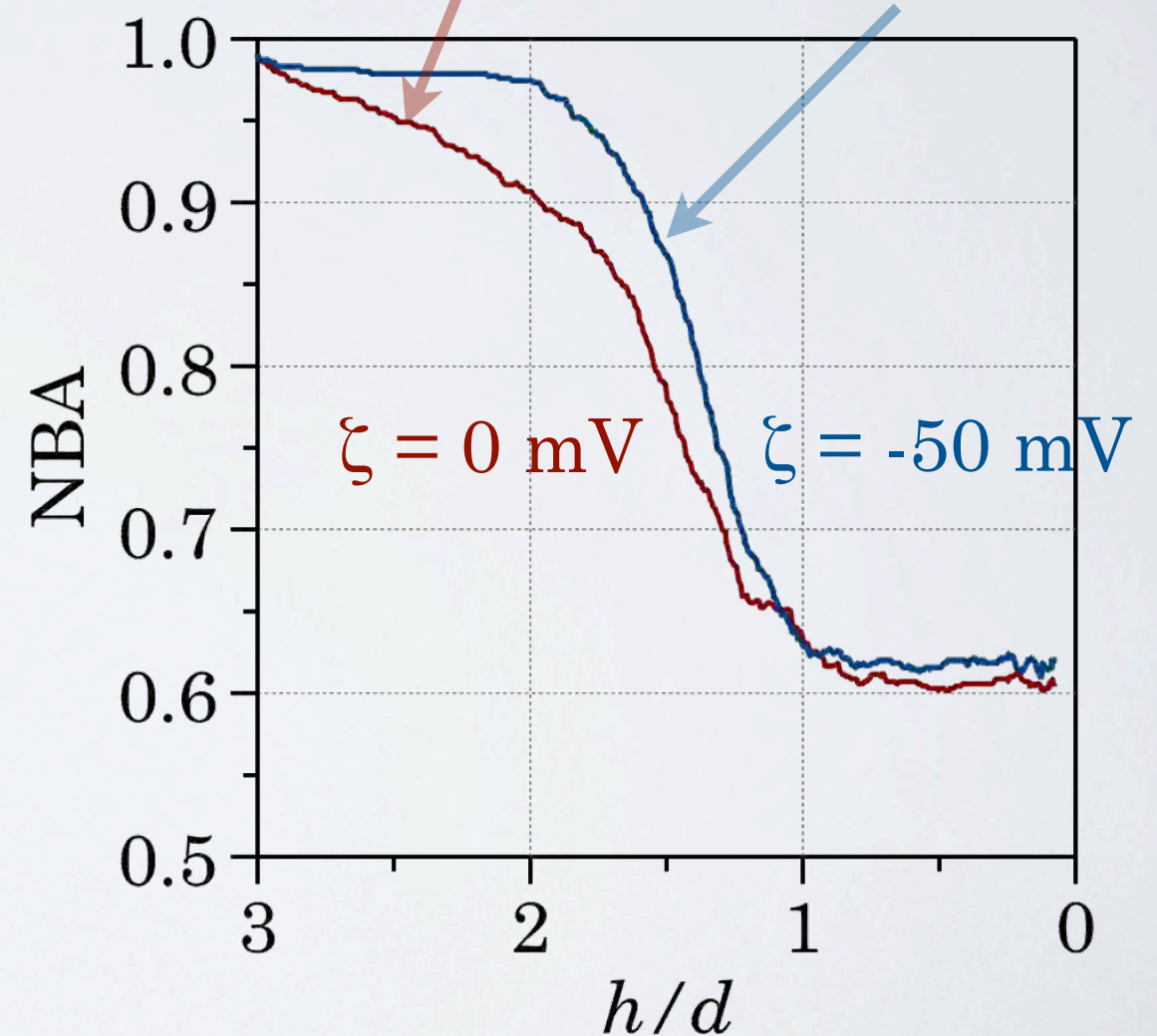
$$\zeta = -50 \text{ mV}$$



NBA vs interface height

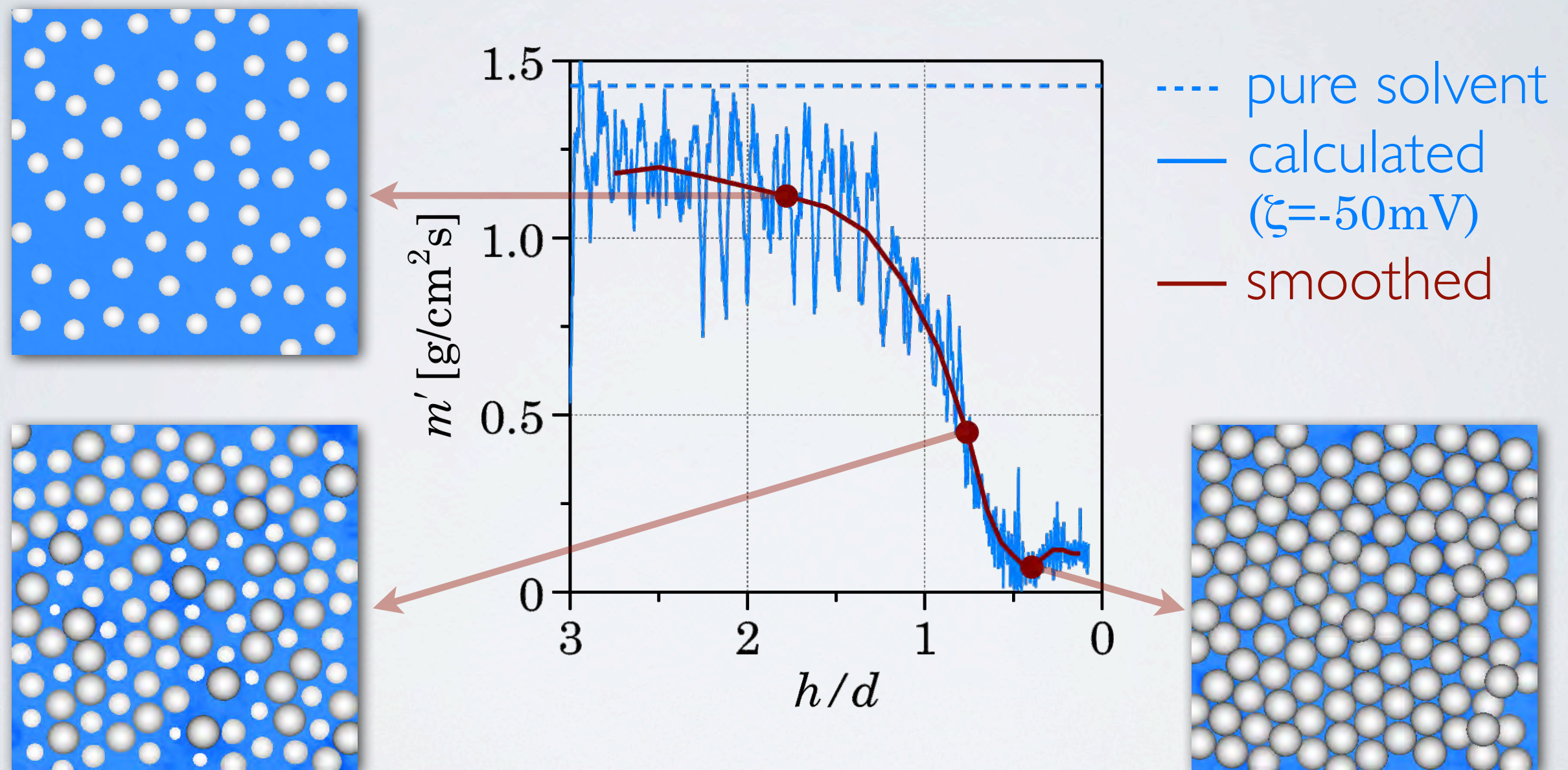
potential induced aggregation

drying induced aggregation



VARIABLE DRYING RATE

drying rate vs interface height



CONCLUSION

- Developed direct simulation model for drying colloidal suspension
- Quantify structure formation of particles using NBA
- Quantify variable drying rate in which constant rate of drying changes to decreasing rate of drying.