



# Using Fringe Projection Phase-Shifting to Correct Contact Angles for Roughness Effects

June 15-16<sup>th</sup> , 2016

Greg Wills

Biolin Scientific

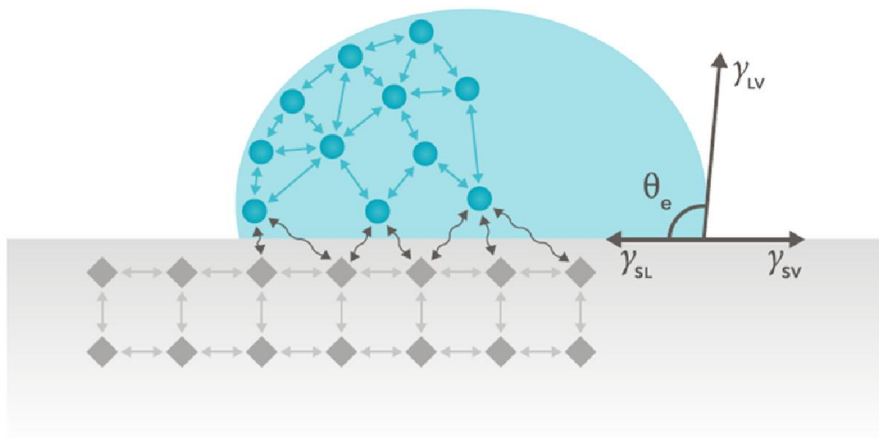
# Content

- Introduction to Contact Angle and Roughness Theory
- Fringe Projection Phase-Shifting
- Experimental
- Results
  - Validation Sample
  - Optics
  - Tiles
  - Wood Plastic Composite
  - Titanium Screws
- Conclusion

# Contact Angle

## A measure of wettability

- Defined by intermolecular interactions between three phases; solid, liquid and vapor/gas
- Young Equation (1805) on **ideal** substrates:



$$\cos\theta_Y = \frac{\gamma_{SV} - \gamma_{SL}}{\gamma_{LV}}$$

$\theta_Y$  = Young contact angle

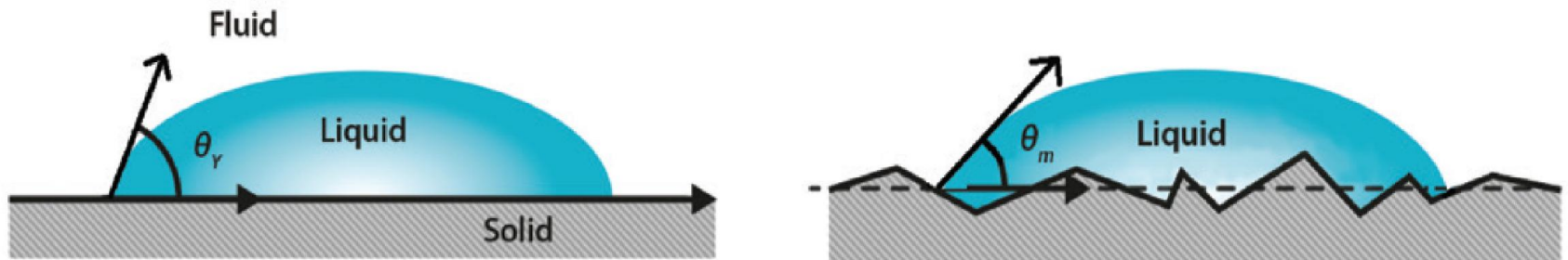
$\gamma_{SV}$  = solid-vapor interfacial tension

$\gamma_{SL}$  = solid-liquid interfacial tension

$\gamma_{LV}$  = liquid-vapor interfacial tension

# Young vs. Measured Contact Angle

## Influence of roughness on contact angle



- Young contact angle assumes:
  - Surface is completely smooth
  - Surface is chemically homogeneous
- Real surfaces are hardly ever completely smooth

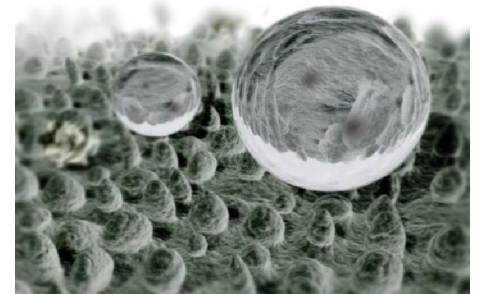
# How Roughness Affects Contact Angles?

- Correction for surface roughness was established already in 1936 by Wenzel

$$\cos\theta_m = r \cos\theta_Y$$

$\theta_m$  = roughness dependent  
(measured) contact angle  
 $\theta_Y$  = Young's contact angle  
corresponding to an ideal surface

- Wenzel equation states that surface roughness enhances existing wetting behaviour
  - $\theta < 90^\circ \rightarrow$  roughness lower the CA
  - $\theta > 90^\circ \rightarrow$  roughness increase the CA



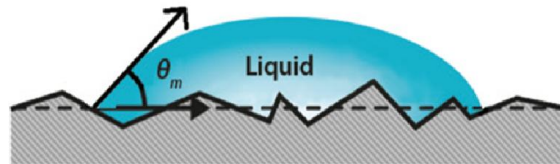
# How to Correct for Roughness?

- 3D surface roughness parameter,  $S_{dr}$ , is needed for the Wenzel equation
  - $r = 1$  for smooth surface and  $>1$  for rough surfaces
- Wenzel correction is valid when
  - Drop dimensions (1 mm) are larger than roughness by two (10  $\mu\text{m}$ ) to three (1  $\mu\text{m}$ ) orders of magnitude
  - Liquid wets the surface grooves

$$\cos\theta_m = r \cos\theta_Y$$

$$r = 1 + (S_{dr} / 100)$$

$S_{dr}$  = ratio between interfacial and projected area



# Why Measure Both Roughness and Contact Angle?

## Industrial R&D and QC

- Many surface modification and coating technologies influence both *surface chemistry* and *roughness*.

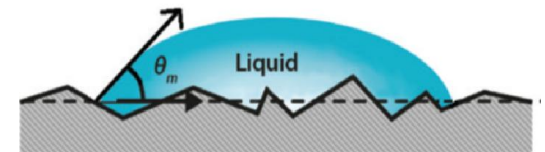
→ **Possibility to separate the impacts of surface chemistry and roughness of various coating formulation, surface modifications and QC problems.**

## Academic

- Roughness correction enables defining the fundamental surface free energy values for rough surfaces

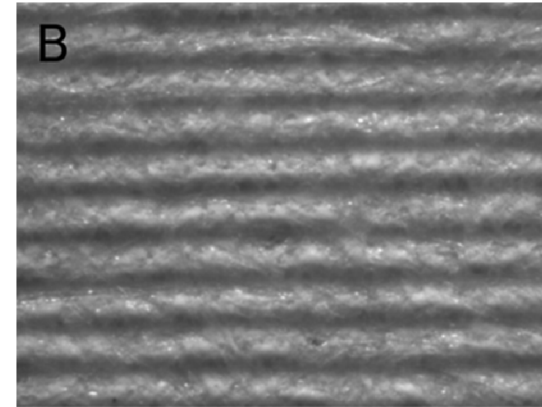
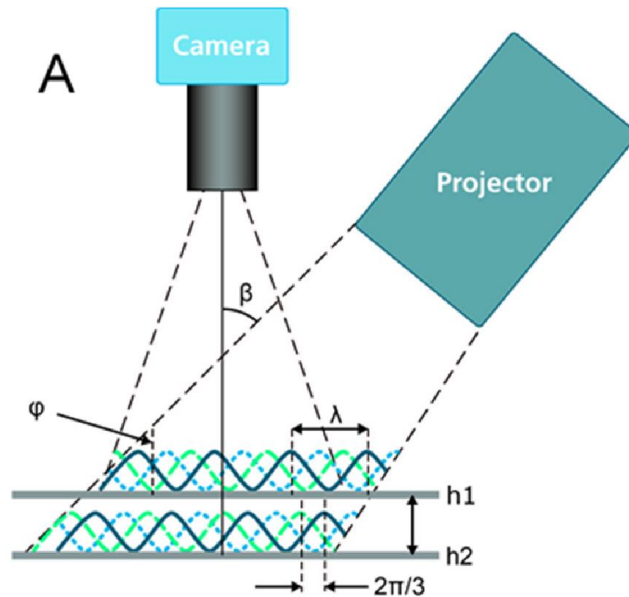


*Development and quality control of coatings and surface modification technologies*



*Surface free energy on rough surfaces*

# Fringe Projection Phase-Shifting (FPPS)



- LED light source projects structured light onto the sample surface
- Here we use a sinusoidal fringe pattern slide – hence “fringe project phase-shifting”
- Digital camera captures the fringe patterns
- 3D shape of the object is reconstructed by phase-shift coding
- Simultaneously perform 2D and 3D characterization at pixel level resolution ( $1.1 \mu\text{m} \times 1.1 \mu\text{m}$ ) allowing for characterizing of **micron scale** surface features

# FPPS Continued

- The sinusoidal fringes can be expressed by

$$I_n(x, y) = a + b \cos(2\pi x / p + \varphi_0 + \delta_n)$$

$(x, y)$  = the coordinate in the slide frame plane

$a$  = background intensity

$b$  = amplitude modulation

$p$  = sinusoidal grating wavelength

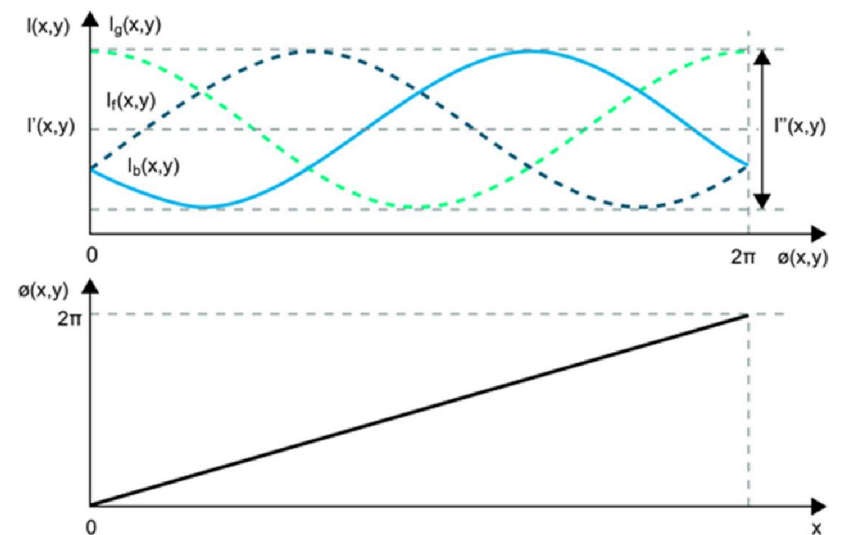
$\varphi_0$  = the additional phase shift caused by the surface height

$\delta_n$  = the phase shift from the slide movement.

- the spatial phase shift can be expressed by

$$\varphi(x, y) = \arctan \left[ \sqrt{3(I_r - I_b)(2I_g - I_r - I_b)} \right]$$

- Example of 3 Phase shifts



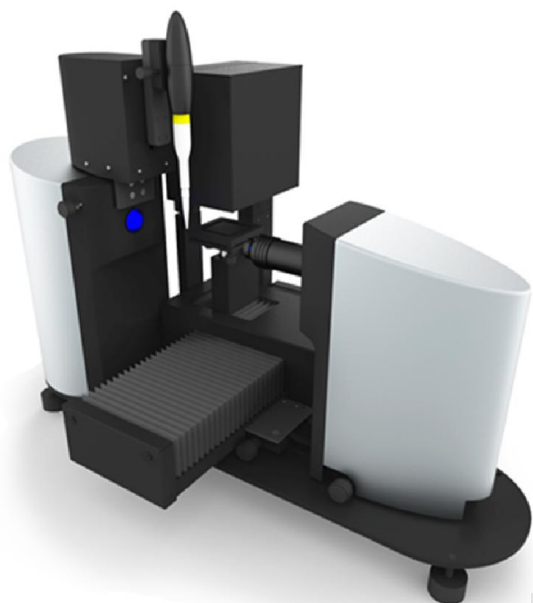
- The phase shift indicates the horizontal coordinate, i.e. the height difference in every pixel providing the sample topography.

# Roughness Parameters

Symbol	Name	Equations	Description
$R_a, S_a$	Arithmetic average	$S_a = \frac{1}{MN} \sum_{j=1}^N \sum_{i=1}^M  \eta(x_i, y_j) $	Average of $ z $
$R_q, S_q$	Root mean square (RMS) roughness	$S_q = \sqrt{\frac{1}{MN} \sum_{j=1}^N \sum_{i=1}^M \eta^2(x_i, y_j)}$	Standard deviation of $z$
$R_p, S_p$	Maximum height of peaks	$S_p = \text{MAX}(\eta_p)$	Max $z$
$R_v, S_v$	Maximum depth of valleys	$S_v = \text{MIN}(\eta_v)$	Min $z$
$R_z, S_z$	Maximum height of the surface	$S_z = ( S_p  +  S_v )$	Max $z$ - Min $z$
$R_{10z}, S_{10z}$	Ten point height	$S_z = \frac{\sum_{i=1}^5  \eta_{pi}  + \sum_{i=1}^5  \eta_{vi} }{5}$	Average of five highest local maxima and five deepest local minima.
$S_{dr}$	Area factor	$S_{dr} = \frac{(\text{Textured surface area}) - (\text{Cross sectional area})}{\text{Cross sectional area}} \cdot 100\%$ $= \frac{\sum_{j=1}^{N-1} \sum_{i=1}^{M-1} A_{i,j} - (M-1)(N-1)\Delta x \Delta y}{(M-1)(N-1)\Delta x \Delta y} \cdot 100\%$	Ratio between the interfacial and projected areas

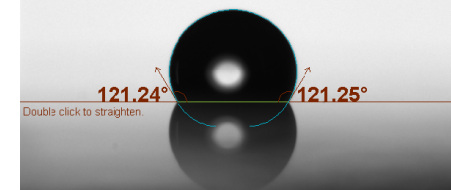
ISO standard ISO25178: Geometrical product specifications (GPS)—Surface texture: Areal Part 2: Terms, definitions and surface texture parameters

# Experimental Details

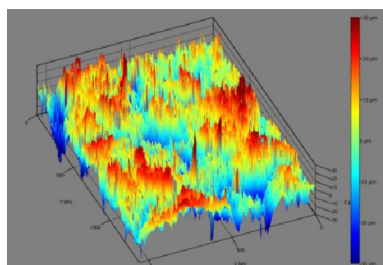


- Optimize back lighting
- Calibrate camera
- Calibrate XYZ sample stage position
- Calibrate height of 3D topography module
- Measure topography of  $1.4 \mu\text{m} \times 1.1 \mu\text{m}$  area
- Measure sessile drop Contact Angles of  $\sim 3 \mu\text{L}$  drops

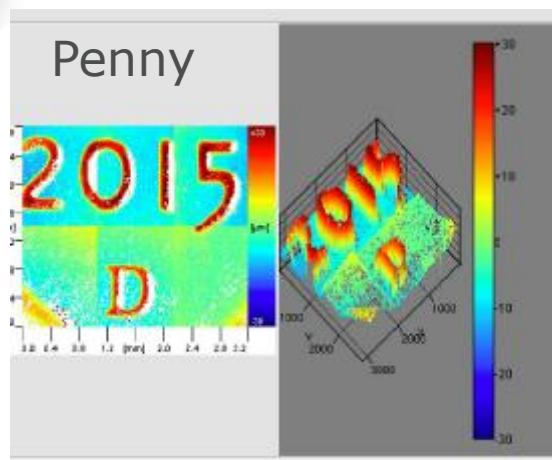
Optics A 1



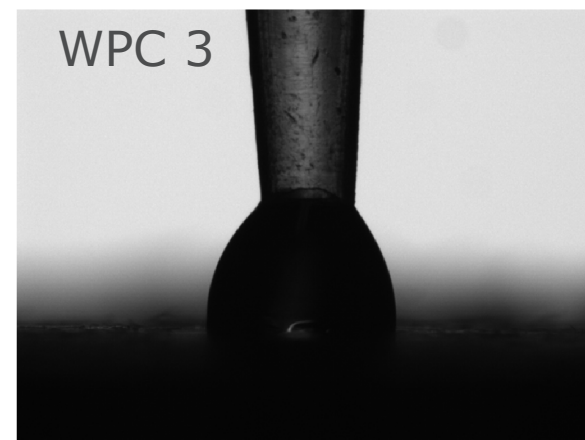
Tile, Gloss



Calculated results	
Quantity	Magnitude
Noise estimate [ $\mu\text{m}$ ]	3.513
r	2.700
Se [ $\mu\text{m}$ ]	9.540
Sdr (%)	169.979
Sq [ $\mu\text{m}$ ]	12.206
Horizontal Ra [ $\mu\text{m}$ ]	9.834
Horizontal Rq [ $\mu\text{m}$ ]	11.915
Horizontal Rp [ $\mu\text{m}$ ]	29.137
Horizontal Rv [ $\mu\text{m}$ ]	-28.180
Horizontal Rz [ $\mu\text{m}$ ]	57.317
Horizontal R10z [ $\mu\text{m}$ ]	55.027
Vertical Ra [ $\mu\text{m}$ ]	10.110
Vertical Rq [ $\mu\text{m}$ ]	13.059
Vertical Rp [ $\mu\text{m}$ ]	49.407
Vertical Rv [ $\mu\text{m}$ ]	-49.719
Vertical Rz [ $\mu\text{m}$ ]	99.126
Vertical R10z [ $\mu\text{m}$ ]	92.815

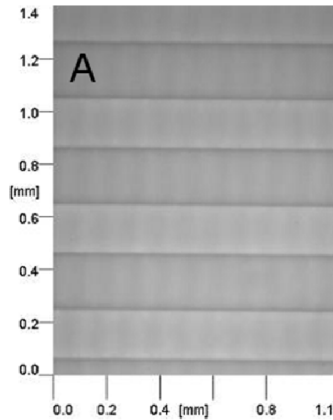


WPC 3

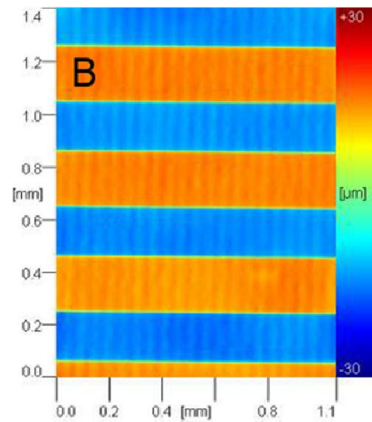


# Topography Validation Sample

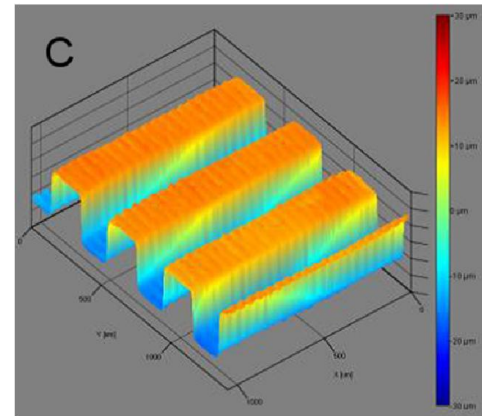
- optical image



- 2D image



- 3D image

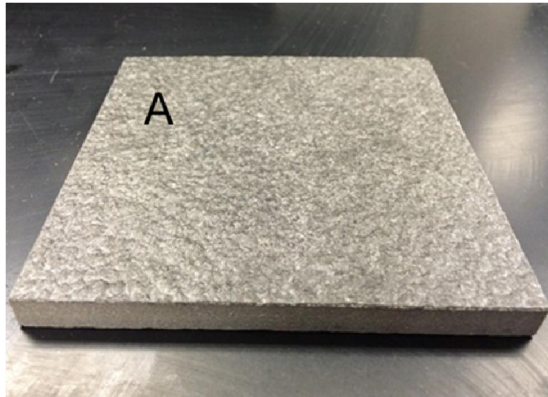


- Structured pattern of lines 200  $\mu\text{m}$  wide with 200  $\mu\text{m}$  trenches 30  $\mu\text{m}$  deep
- The images were each 1.4  $\mu\text{m}$  long by 1.1  $\mu\text{m}$  wide
- Images B) and C) both have height scales from +30  $\mu\text{m}$  (red) to -30  $\mu\text{m}$  (blue).

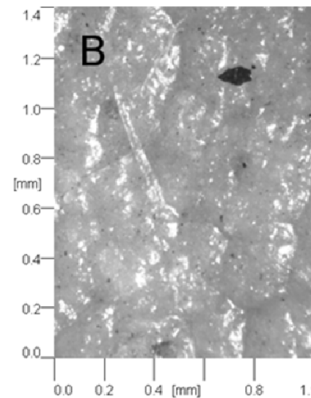
# Representative Sample Images

## Ceramic Tile with Gloss Finish

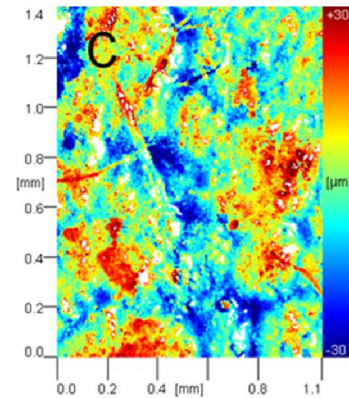
- Photograph of Tile



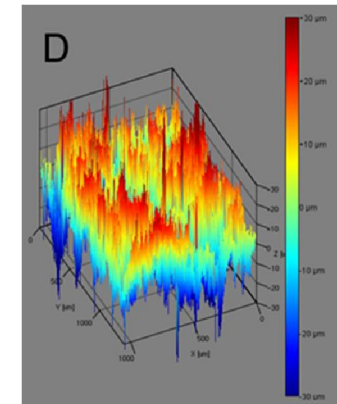
- optical Image



- 2D Image



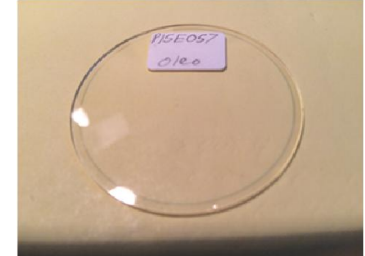
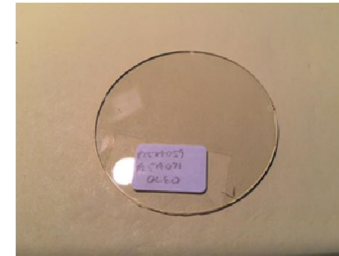
- 3D Image



- Tile was ~ 4 inches square
- The images show a topographic map of the surface with the peaks being white or red and the valleys being black or blue.
- B, C, D images were each 1.4 μm long by 1.1 μm wide
- Images C) and D) both have height scales from +30 μm (red) to -30 μm (blue).

# Results: Optics

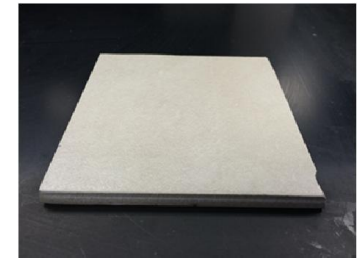
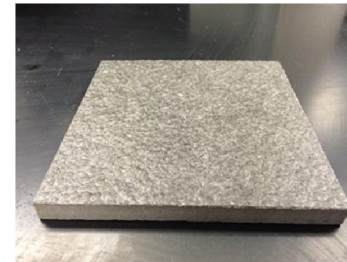
Sample	CA, °	CA (corrected), °	CA - CAc, °	Sdr, %
Optics A 1	121	96	25	371
Optics A 2	108	99	9	99
Optics A, Avg	115	98	17	235
Optics A, STD	9	2	11	192
Optics E 1	119	94	25	662
Optics E 2	118	94	24	568
Optics E, Avg	119	94	25	615
Optics E, STD	1	0	1	66



- Coated with *anti-reflective coatings* by the manufacturer
- Surfaces appeared hydrophobic based on measured CA
- Correcting for roughness shifts angles closer to 90 °
- Roughness **amplifying** the angles
- It was impossible to tell if the roughness was occurring from the coating, the glass or a combination of the two
- Optics E appeared more uniform

# Results: Ceramic Tiles

Sample	CA, °	CA (corrected), °	CA - CAc, °	Sdr, %
Tile, Gloss	35	72	-37	170
Tile, Matte	46	83	-36	434



- The ceramic tile's glaze and texture was prepared by the manufacturer
- Measured contact angles  $< 90^\circ$ 
  - meaning the surface displays hydrophilic characteristics
  - the most hydrophilic of the samples tested
- Accounting for the roughness shifts the angle closer to  $90^\circ$ 
  - roughness is amplifying the angle and making it appear smaller
  - this is evident in the large negative difference
- The "matte" tile gave  $\sim 2\times$  larger roughness

# Results: Wood Plastic Composite

Sample	CA, °	CA (corrected), °	CA - CAc, °	Sdr, %
WPC 1	78	80	-2	25
WPC 2	80	82	-2	25
WPC 3	88	89	-1	25
WPC, Avg	82	84	-2	25
WPC, STD	5	5	1	0



- WPCs contain recycled thermoplastics (PE, PP, PVC), wood filler, additives
- Since the angles were  $\sim 90^\circ$  and roughness was low the correction did not affect the measured value much
- The WPC surface was very homogeneous
- Since the magnitude of the contact angle was  $\sim 90^\circ$  there likely is poor adhesion to this particular material (better adhesion  $\sim 0^\circ$ )

# Results: Titanium Screws

Sample	CA, °	CA (corrected), °	CA - CAc, °	Sdr, %
Ti 1	96	95	1	22
Ti 2	107	102	5	41
Ti 3	103	98	5	65
Ti 4	110	101	9	78

- Titanium screws were prepared by the manufacturer
- The samples increased in roughness
- The contact angles do not follow the same trend
- Separating the chemical influence on the wettability from the roughness gives scientists more control over design variables

# Conclusion

- We developed and applied the FPPS method to measure roughness and contact angles on the same spot on the sample
  - This allows correcting the CA for the underlying roughness
- Accounting for roughness on hydrophobic surfaces lowered the CAC
- Accounting for roughness on hydrophilic surfaces raised the CAC
- When the measured CA was close to  $90^\circ$  and the sample had small roughness the correction did not change the angle much
- This method gives the researcher more flexibility to separate out the effect of roughness from surface chemistry

# Acknowledgements



- Maiju Pöysti



- John Caruso



- Greg Wills



- Susanna Laurén