

Stirring of Ceramic Resins for 3D Printing

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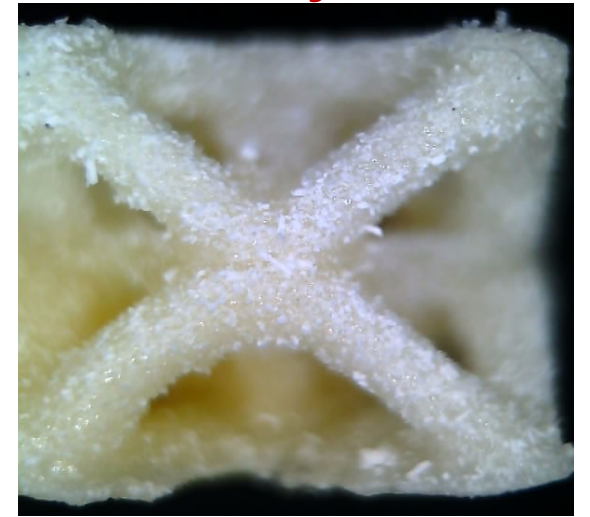
5.20.21

Mixing time affects 3D printing

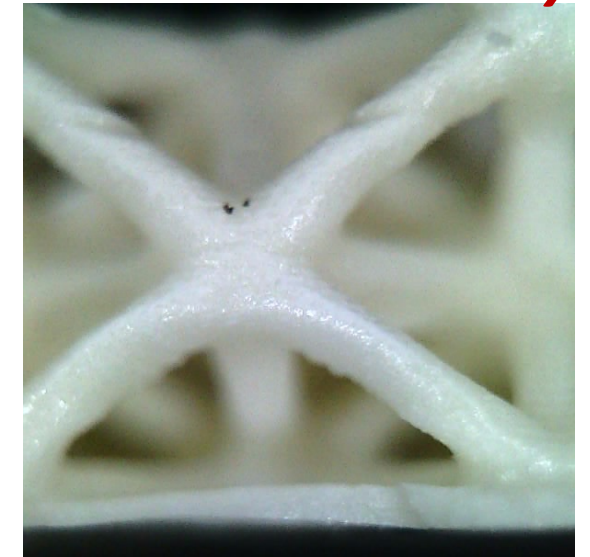
difference from **2 days of mixing**



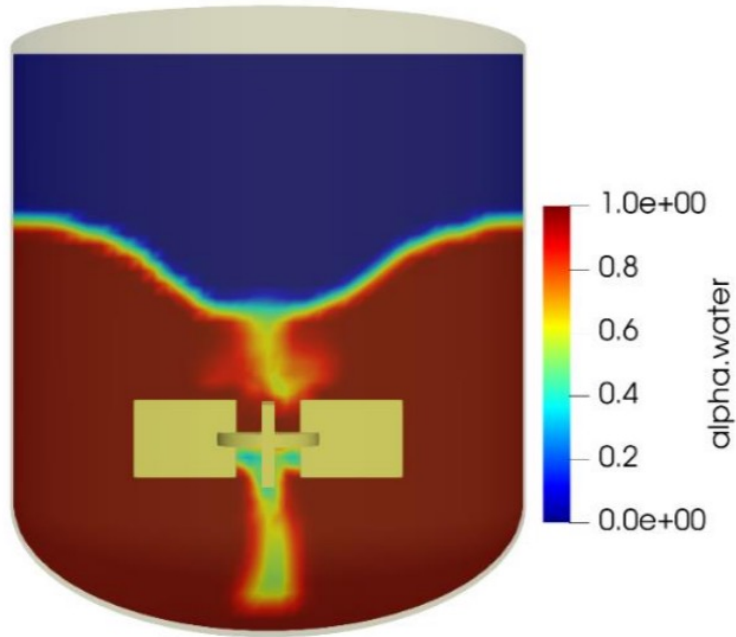
few hours



1 day

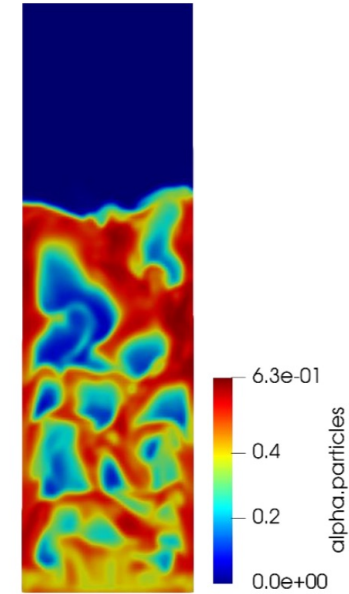


Reference materials



stirred tank reactor
(water, air)

geometry, meshing reference



fluidized bed
(glass particles, air)

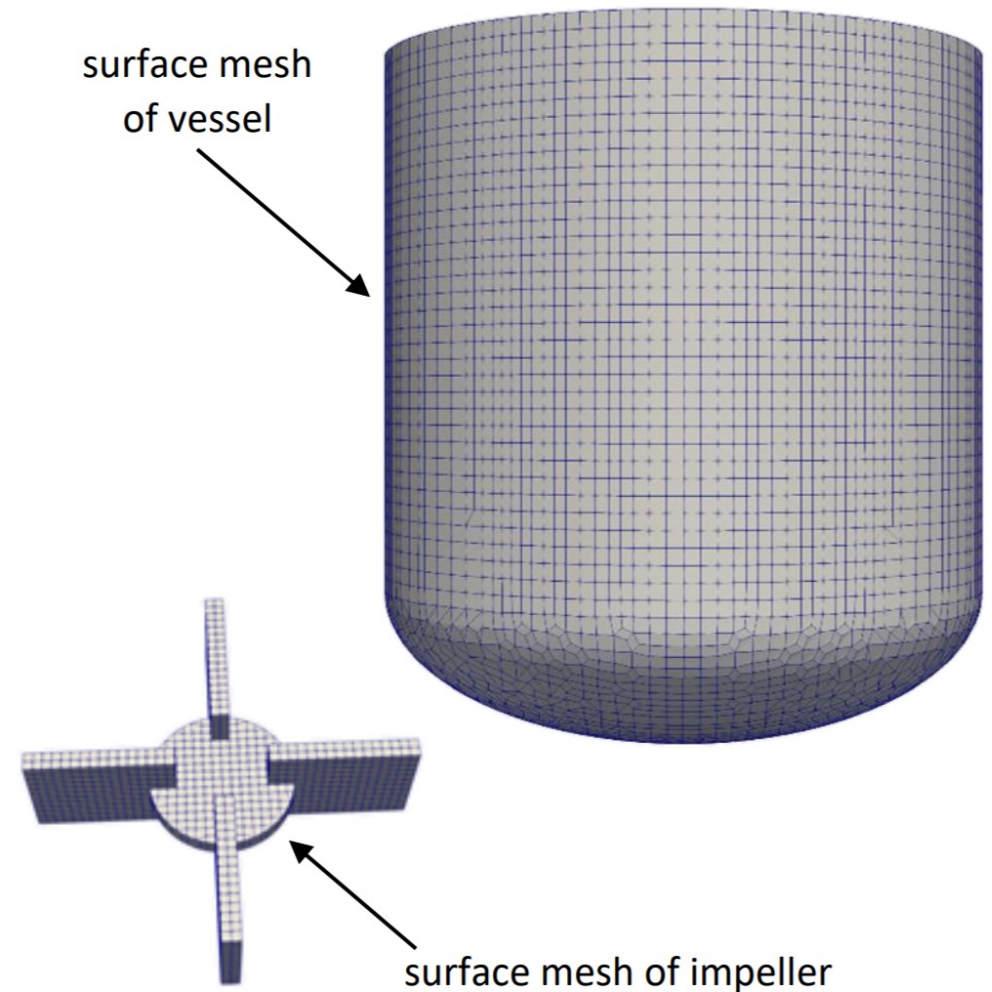
*physics, phase interaction
reference*

goal is to
combine!
(set up the problem)

Meshing

snappyHexMesh

- generates 3D mesh with hexahedra and split-hexahedra from triangulated surfaces of STL files
- start with a *blockMesh* that encompasses extra volume, then conforms to surface by iteratively refining starting mesh



Moving walls for mixing:

used **multiple reference frame (MRF)** technique

whole volume subdivided into:

- one (or more) rotating zone
- one stationary zone

can rotate the impeller without moving mesh by making necessary changes in momentum equation

$$\vec{u}_r = \vec{u} - (\vec{\Omega} \times \vec{r})$$

\vec{u}_r = relative velocity
 \vec{u} = absolute velocity
 $\vec{\Omega}$ = rotation speed
 \vec{r} = vector from rotation center to point of \vec{u}_r

$$\frac{\partial}{\partial x} (\rho \vec{u}) + \nabla \cdot (\rho \vec{u}_r \vec{u}) + \rho (\vec{\Omega} \times \vec{u}) = RHS$$

Coriolis force



Multiphase model of choice

multiphase system: *twoPhaseEulerFoam*

- each phase treated as interpenetrating continuum
- phases represented by a volume fraction at each point of the system
- fluid-fluid couples differently from solid-fluid
- particle-wall and particle-particle interactions can be considered

liquid: Reynolds Averaged Simulation (**RAS**), **k- ϵ**

solid: stress tensor **kinetic theory of granular flow**

“CFD Simulation of Solid-Liquid Stirred Tanks for Low to Dense Solid Loading Systems”
Wadnerkar et al.

Treatment of particles

particles & turbulence:

- simplest: *phasePressure*
 - no shear stress tensor considered for the solid (considered an **inviscid fluid**)
 - solid pressure becomes high near maximum packing, solid cannot be packed beyond max
- model used: *kineticTheory*
 - viscosity (thus shear stress tensor) of the solid estimated by “granular temperature”

particles & boundary conditions:

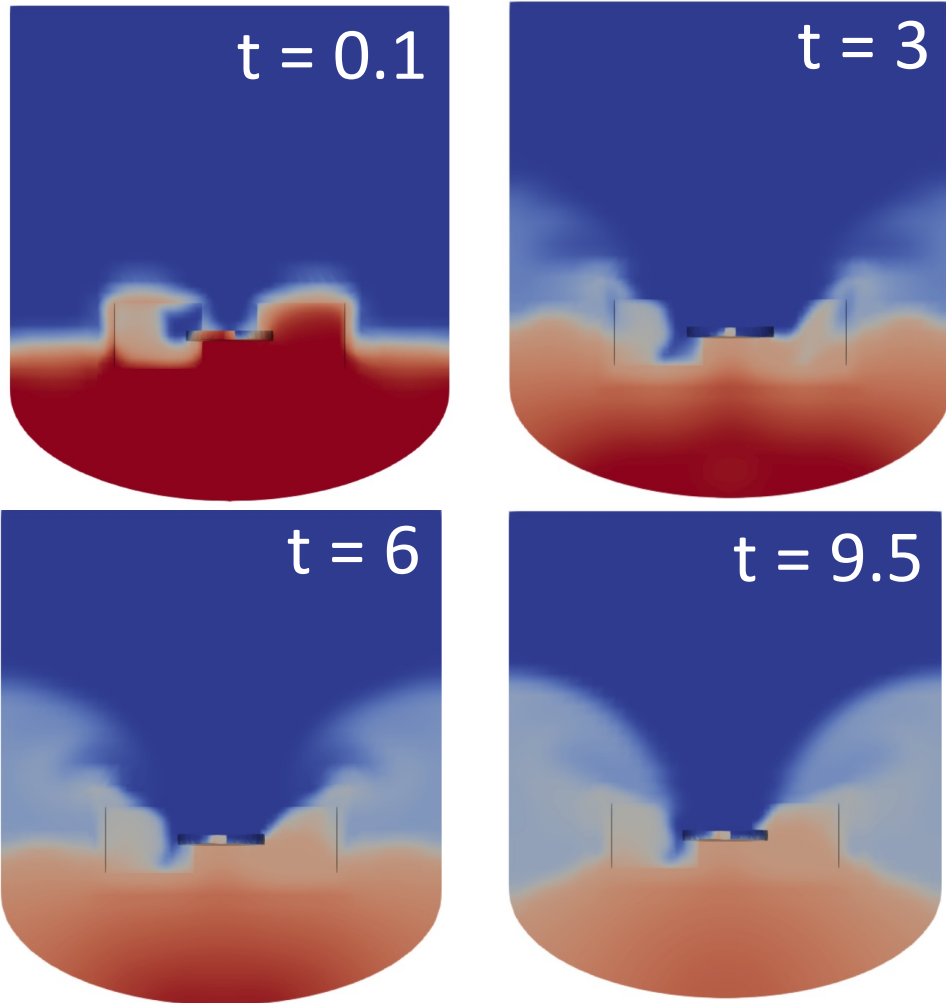
- granular flow: behave between no-slip & slip conditions
- Johnson & Jackson (1987) proposed BCS for solid velocity & granular temperature

$$\mu_s \frac{\partial u_s}{\partial x} = - \frac{\pi \phi_s \rho_s \alpha_s g_0 \sqrt{\theta_s}}{2\sqrt{3}\alpha_s^{max}} u_s$$

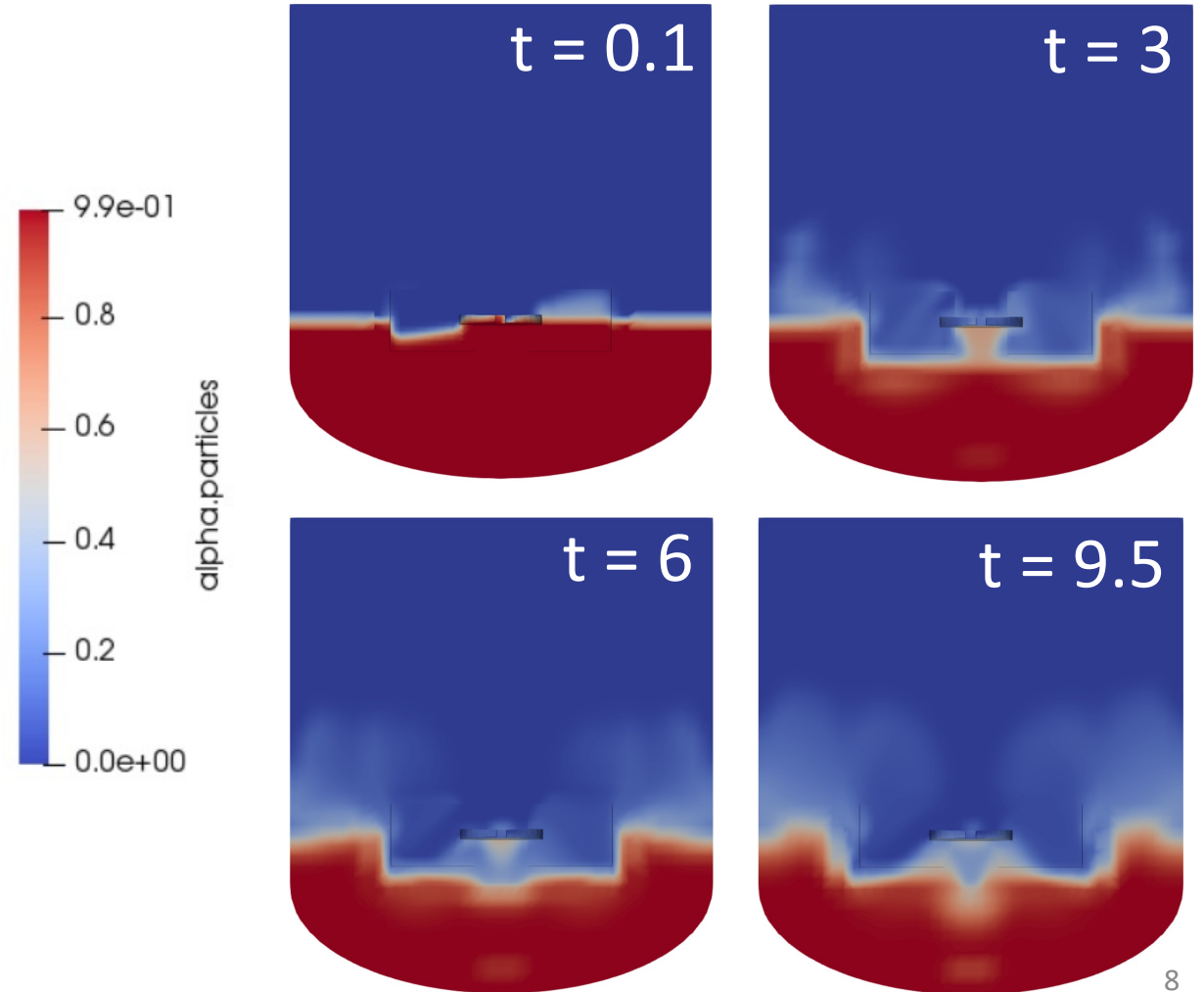
$$\kappa_s \frac{\partial \theta_s}{\partial x} = - \frac{\pi \phi_s u_s^2 \rho_s \alpha_s g_0 \sqrt{\theta_s}}{2\sqrt{3}\alpha_s^{max}} - \frac{\pi \sqrt{3} \rho_s \alpha_s g_0 (1 - e_W^2) \sqrt{\theta_s}}{4\alpha_s^{max}} \theta_s$$

Results: it runs

water – glass particles



resin – ceramic particles



A look at some papers on the topic

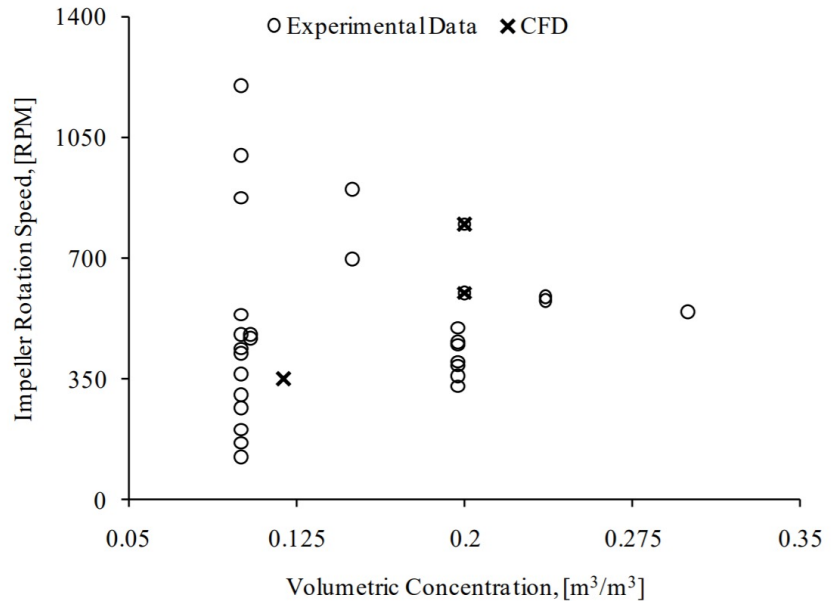


Figure 1. The studies conducted above 10% volumetric concentration.

- stirring at **high solid concentrations not as widely studied**
- also harder to validate experimentally
- **Euler-Euler** most common
- **Reynolds averaged simulation (RAS) based k-ε** most common
- many other schemes could be used (LES, Reynolds Stress models)
- also many different models & methods for drag & turbulence dispersion force

“CFD Simulation of Solid-Liquid Stirred Tanks for Low to Dense Solid Loading Systems” Wadnerkar et al.

“CFD simulation of liquid-phase mixing in solid-liquid stirred reactor” Kasat et al.

How to determine if something is fully mixed?

- “suspension quality”
- cloud height = 90% liquid height
 - standard deviation of α solids concentration < 0.2

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Future work

- reduce computational cost
- geometry changes – different mixing methods
- more phenomena? different schemes?
- experimental validation

“CFD simulation of liquid-phase mixing in solid–liquid stirred reactor” Kasat et al.

Thank you!