

Curved Surface Direct Product Decoration Challenges and Solutions

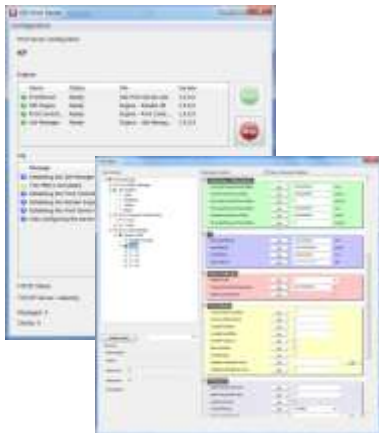
**Debbie Thorp, Business Development Director
Global Inkjet Systems Ltd**

**IMI 22nd Annual Ink Jet Printing Conference
30th January – 1st February 2013**



GIS – Overview

GIS Print Server
RIPs & Utilities



PC



GIS Electronics



Printheads



Print Manager Boards



GIS User Interfaces
3rd Party Control

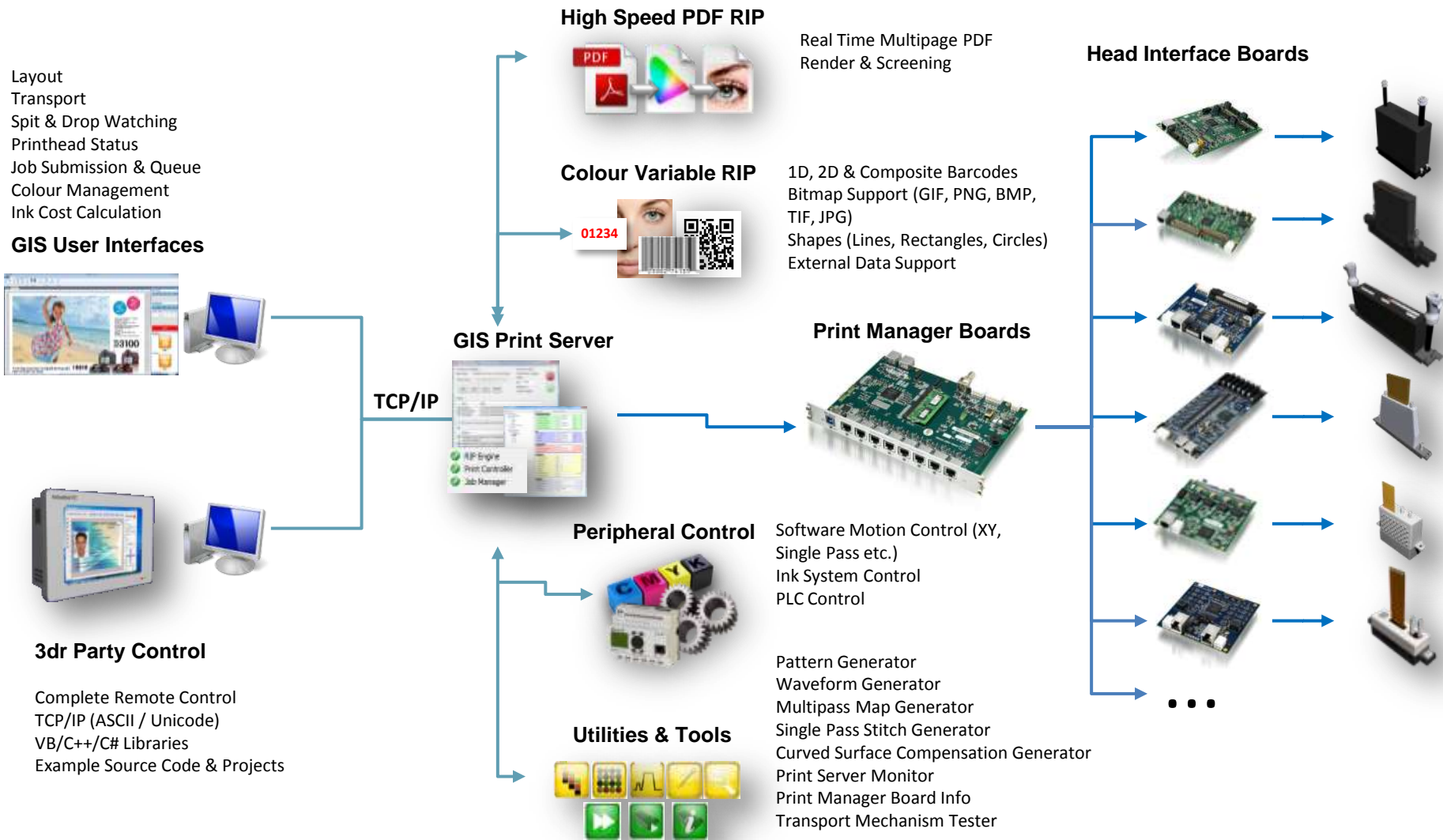


Head Interface Boards



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CONTROL | PERFORMANCE | INNOVATION

GIS Operating System



Agenda

- **Direct production decoration**
 - Snapshot of what's happening now
- **Understanding shapes**
 - Flat is easy; curved is....challenging
- **Printing onto various shapes**
 - Cylinders, cones, bottles
 - Stitching
- **Integration into production lines**
- **Printing onto more complex shapes**
 - GIS curved surface tool



Direct Product Printing Technologies

Screen printing



Dry offset printing



Pad printing

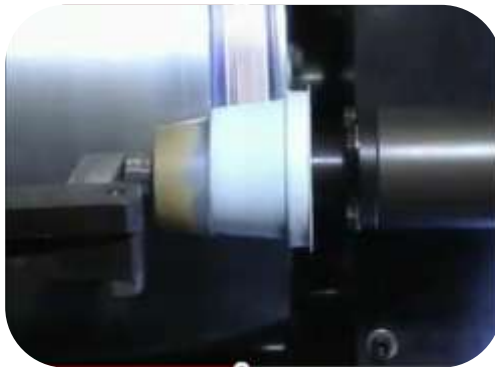


Image sources: Kase Equipment; Ink Cups Now;
ITW TransTech



Product Examples



Four million unique bottles produced by Absolut – screen & spray



Direct printing – screen/dry offset



Cartonboard wrapped around plastic



Shrink sleeve



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Where Digital Adds Value

- Your Heineken
- L'Oreal Toy Story 3 Shampoo
- Sprite (Coca Cola Israel)

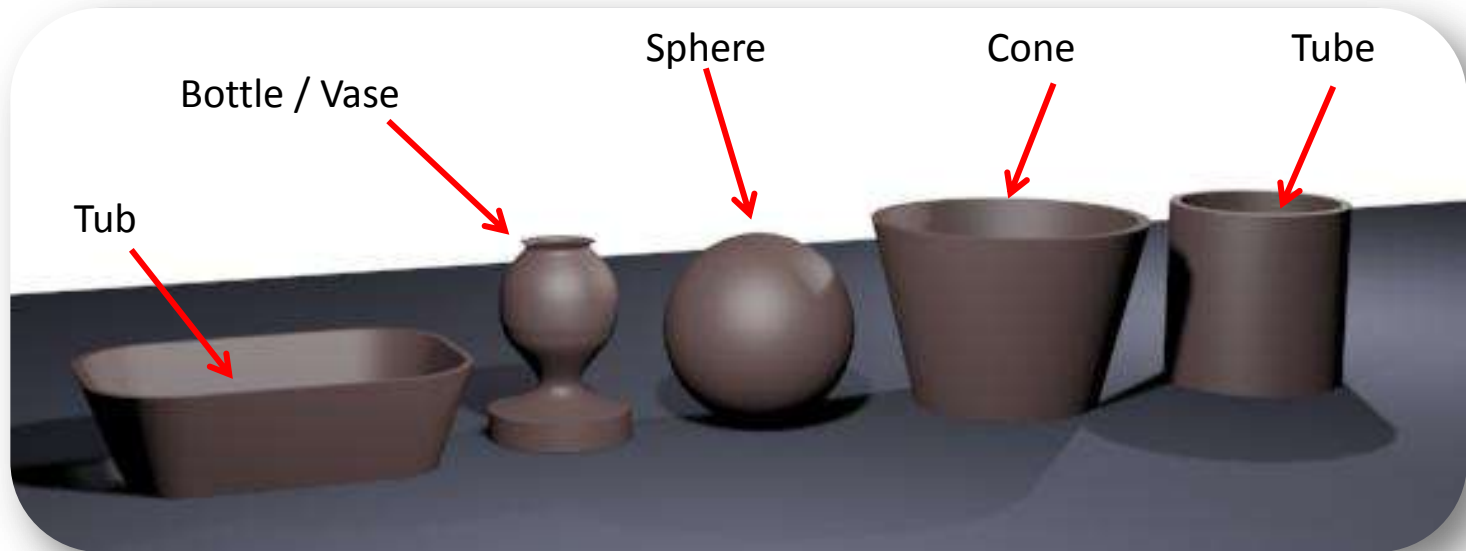


Direct Product Decoration

UNDERSTANDING SHAPES



Categories of Shapes

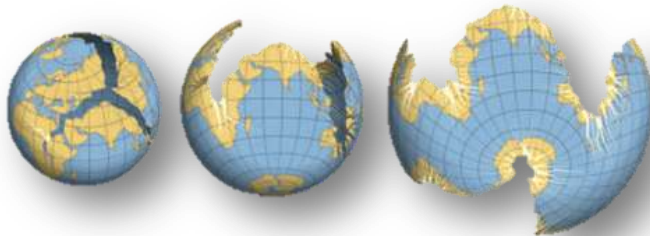


- **The real world is made up of a variety of different shapes**
- **Continuity in direction of print**
- **“Continuous” shapes – curvature remains constant in direction of print**
 - Tube, cone (mixed resolution, but still continuous), bottles etc
- **“Discontinuous” shapes – curvature changes**
 - Tub (mixture of flat edges and curved corners)
 - Correction required keeps changing
 - Discontinuity across the printhead – adds considerable complexity



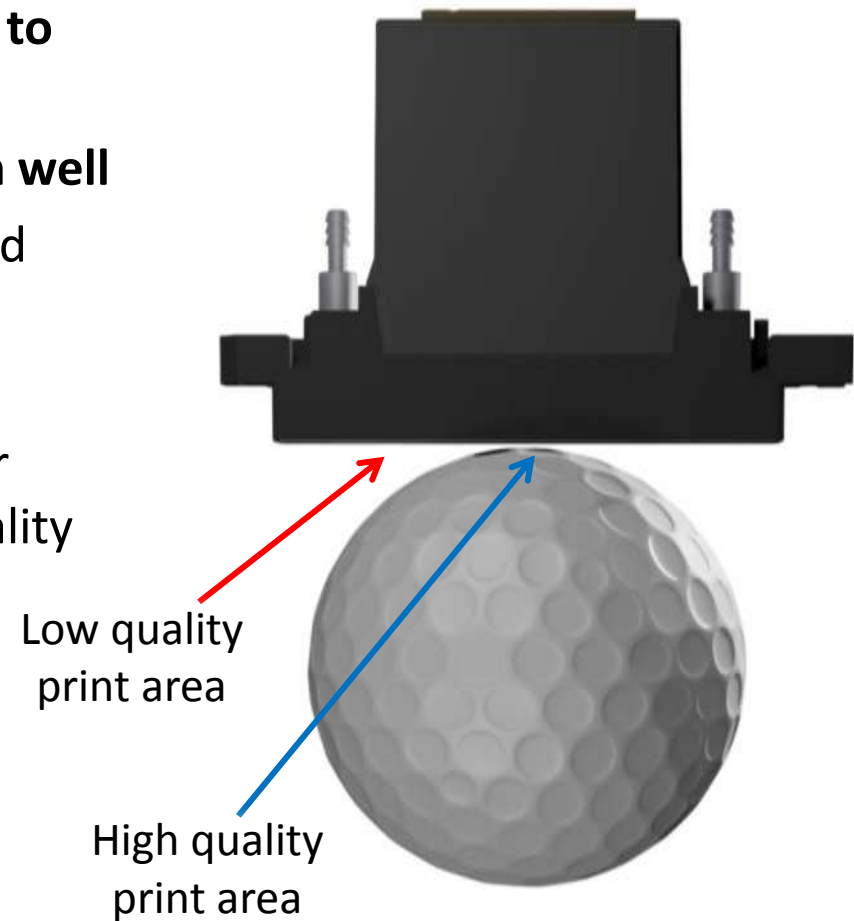
Unfolding or “Flattening” Shapes

- Allows us to understand the complexities of printing onto that surface
 - **Cylinders**
 - Slice a cylinder down one side – unfolds/flattens to a simple rectangle
 - **Cones**
 - Cones unfold into “arced” rectangle
 - **Tubs**
 - Tubs are combinations of cones and cylinders with discontinuities
 - **Bottles & Spheres**
 - Bottles & spheres cannot easily be unfolded
 - Spheres have always presented a problem
 - Bottles often highly complex



Flat Printheads and Curved Shapes

- Inkjet printheads have been designed to print well onto flat surfaces
- Some shapes are very hard to print on well
 - Drops only jet a few millimetres and decelerate quickly
 - Jet straightness
 - Larger drops jet further but smaller drops improve graphical image quality
 - Printhead dimensions
 - Reaching the nooks & crannies
- **Golf ball example**
 - Area of print focused in small area
 - Or - many revolutions needed



In an Ideal World....

- **An interesting challenge for the industry!**
- **In the absence of such a product - we have to deal with reality**
 - Physical characteristics of printhead in relation to curved surface
 - Jet straightness
 - Time of flight
 - Distance between nozzle banks
 - Image compensation – where applicable



Product Decoration

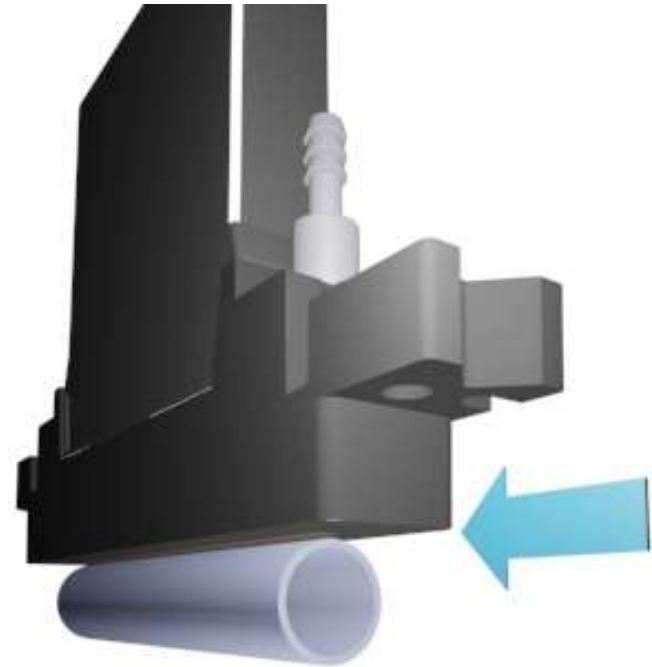
CONTINUOUS SHAPES

TUBES, CONES AND BOTTLES



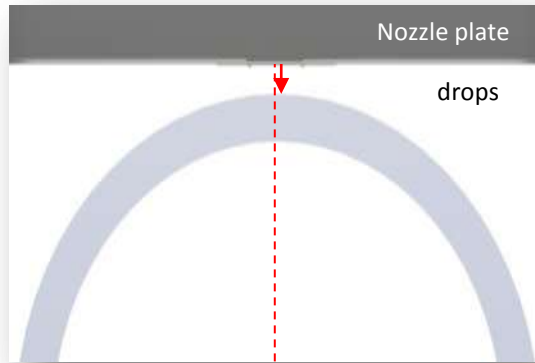
Printhead Orientation

- **Orientation of the object under the printhead to get best possible print**
- **Three key issues**
 - Symmetry
 - Nozzle bank width
 - The narrower the better
 - Number of columns
 - Different times of flights
 - More complex



Printhead Geometry

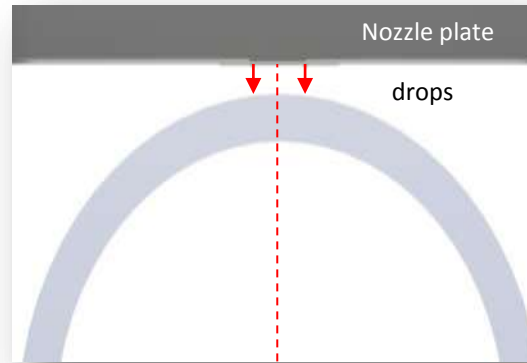
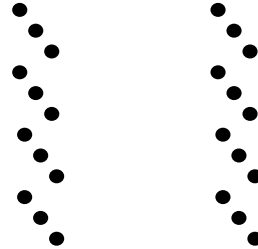
Single Column



Single column

Easiest, but lower resolution

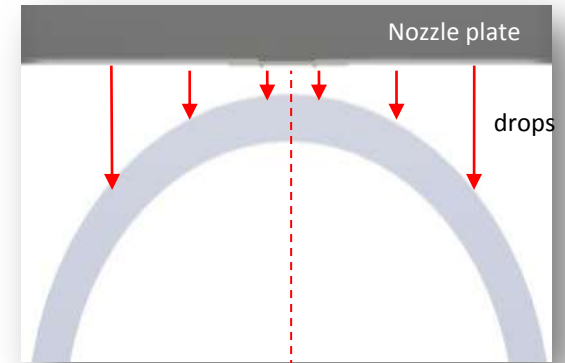
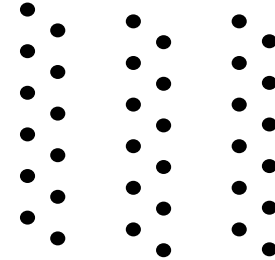
Dual Column Shared Wall



Dual column shared wall

Symmetrical , narrow is better

Multiple Columns



Multiple columns

Faster, complex but some printheads have independent fire control, which helps



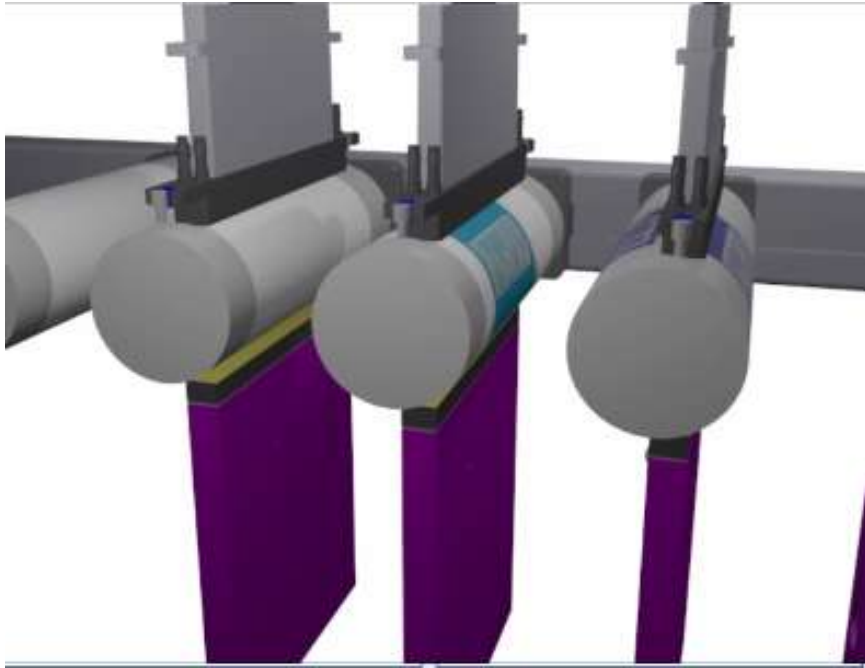
Tube Rotation Under Printhead



- **A “flat” image wrapped around a cylinder**
 - No image compensation required
- **Physical characteristics of the printhead**
 - Geometry
 - Drop ejection
 - Time of flight



Tube Array

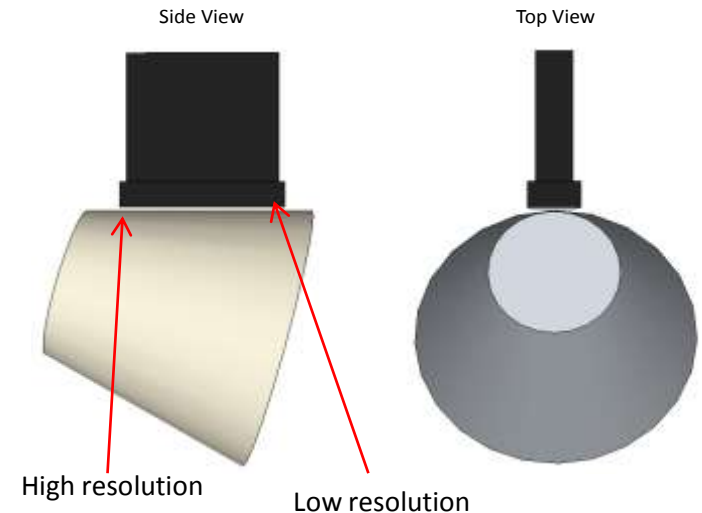
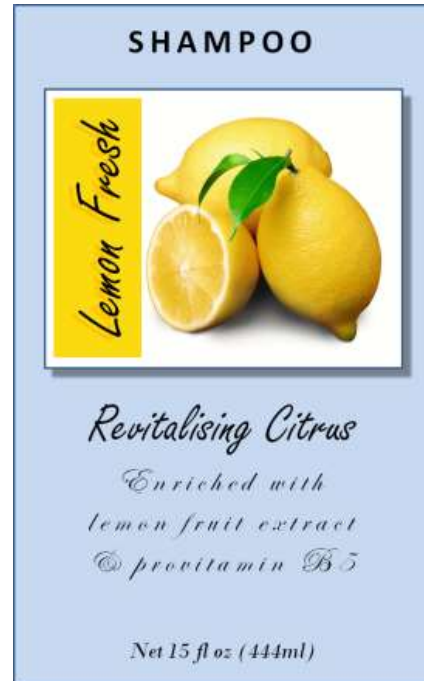


- Open-ended tube on mandrel
- Heads in a fixed array
- Each mandrel can spin/geared
- UV lamps under each print station
- Motion control moves mandrel under 1st printhead - Cyan
- Needs 1.5 revolution per colour to print and then cure
- Whole mechanism moves along and prints each colour in turn
- Example of pipelining



Cones

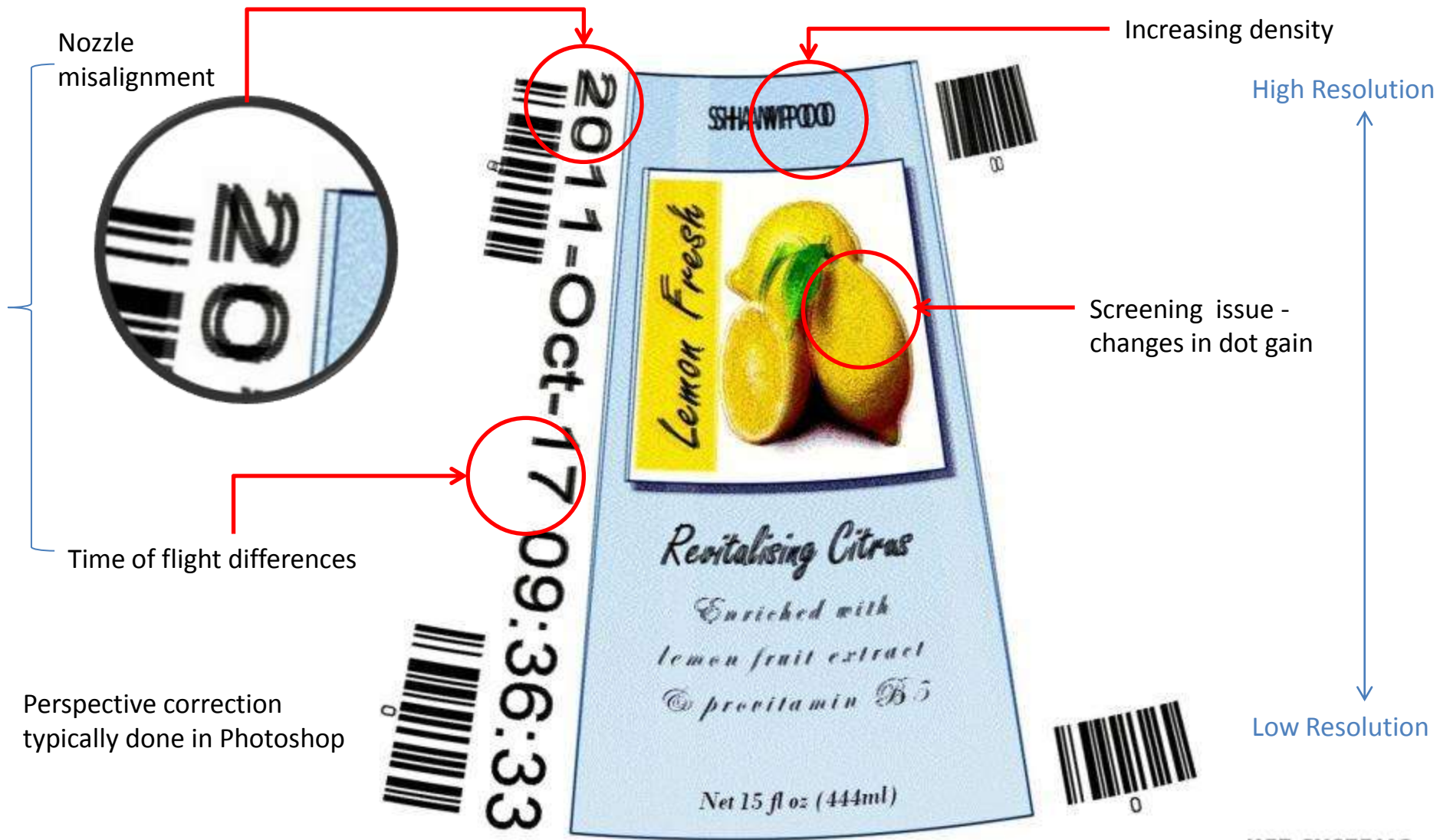
Cone – continuous shape, but more complicated than a tube



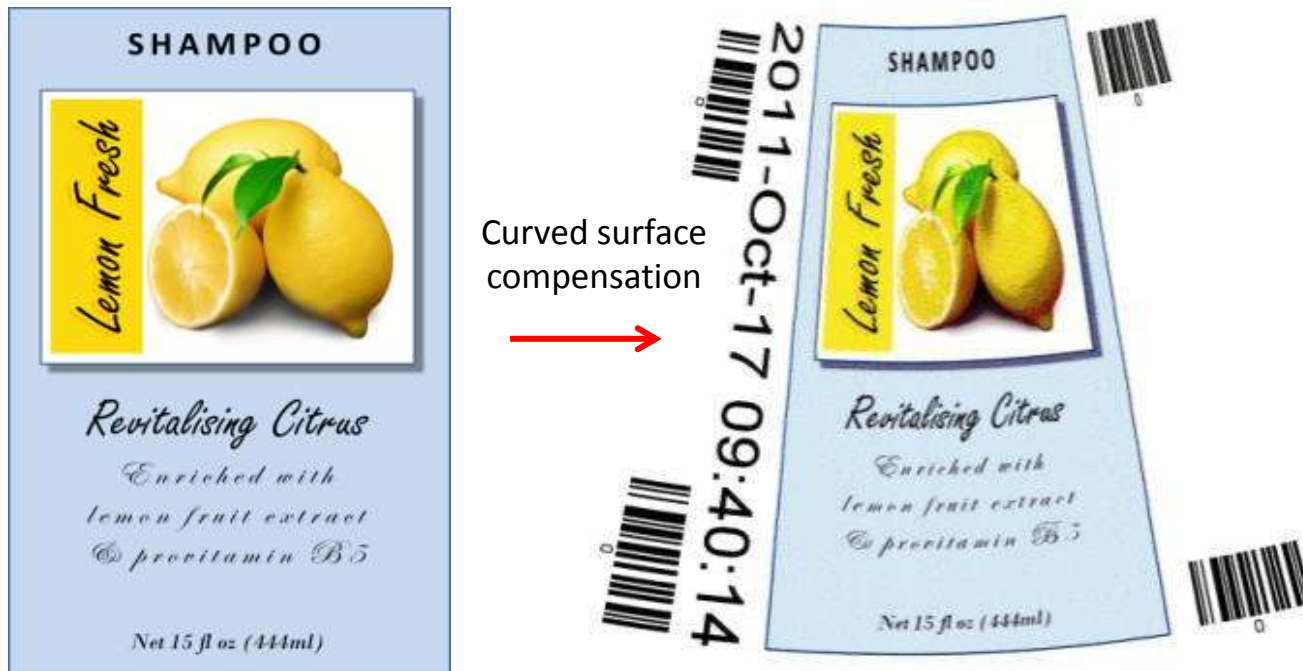
- Nozzle alignment issues as before
- Resolution changes when printing onto curved surfaces
- Need to compensate for density increase
- Screening more complex



Printing with No Correction



Printing with Correction



- Correct nozzle alignment
- Density correction
- No dot gain issues
- No screening artefacts
- Image distortion - managed in original artwork



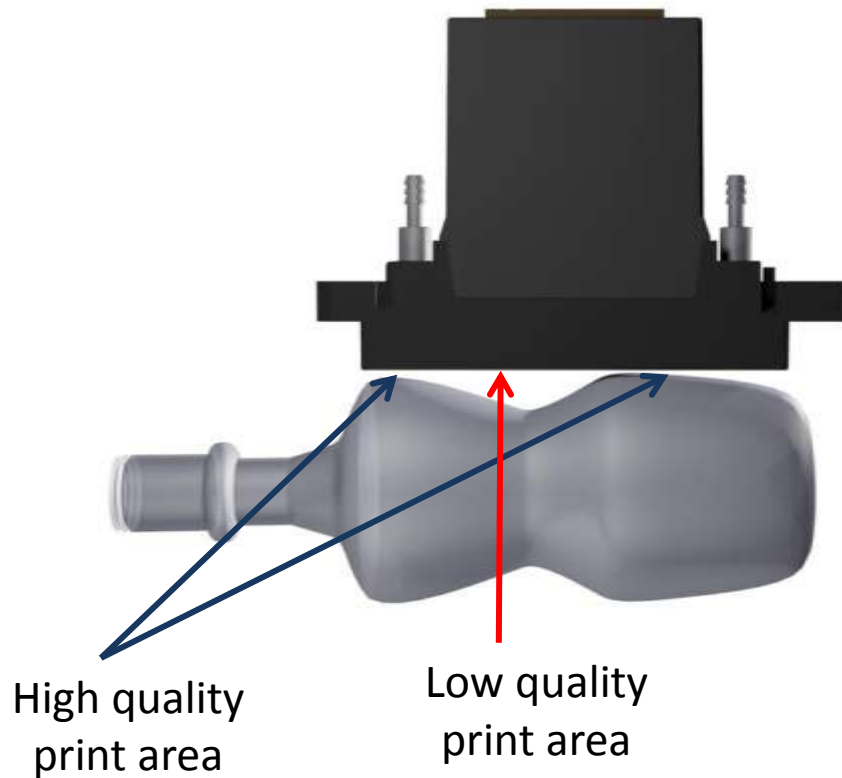
Printing Onto Bottles



- Huge range of shapes of bottles
- Labels/decoration typically on the tube section
- Printing more of the bottle presents new challenges as often different corrections required
 - Combination of tubes & cones
 - Some have discontinuous shapes e.g. a tub-shaped base
 - Plus ridges etc



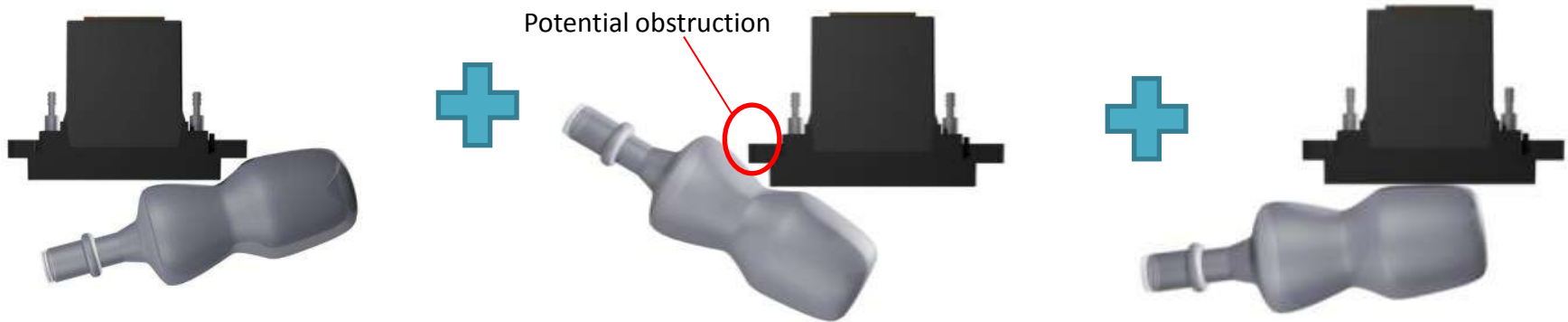
Printing onto Bottles - Complex Shapes



- **Multiple angles may be required to print the entire surface**
 - Neck ridges
 - Narrowing of middle section
 - Some areas almost impossible to reach
- **Simplistic approach shown here**
 - Print quality will vary dramatically – needs large drops for the throw distance

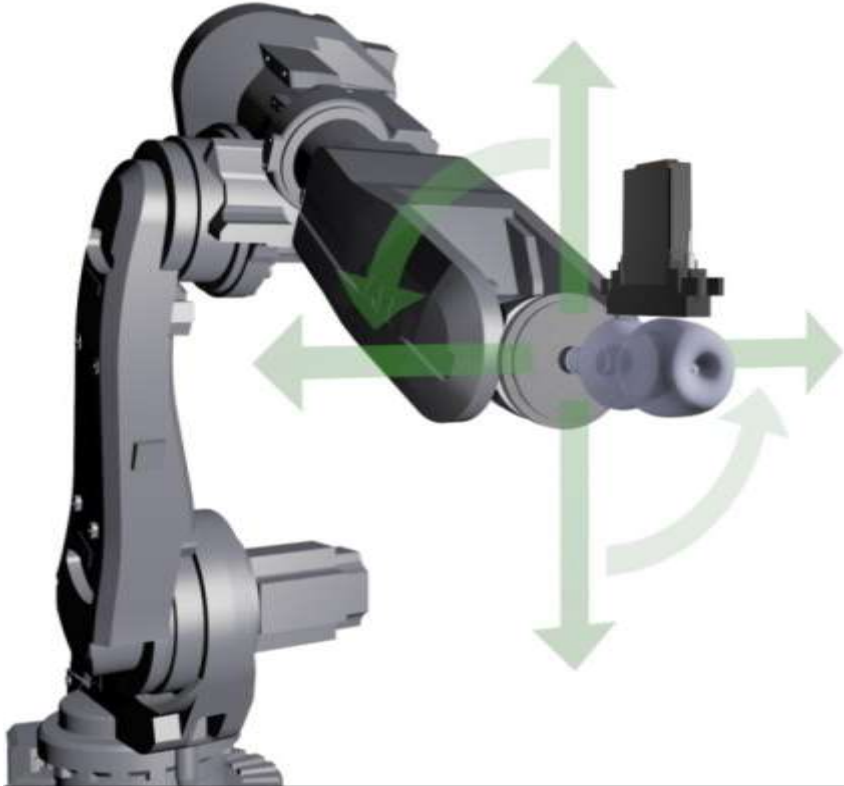


Printing onto Bottles - Complex Shapes



- **Three step process (in this example)**
 - Printhead printing 3 parts of the bottle and stitching image data together at software level
 - Production speed reduced
 - Mechanism needed to orientate the printhead
 - Choice of printhead can be critical
 - Ideally avoid heads with wide mounting points which can cause obstruction. Best to use a printhead with nozzles right up to the edge to get into the print areas
- **Robotics a possible solution (in this example)**

Robotics



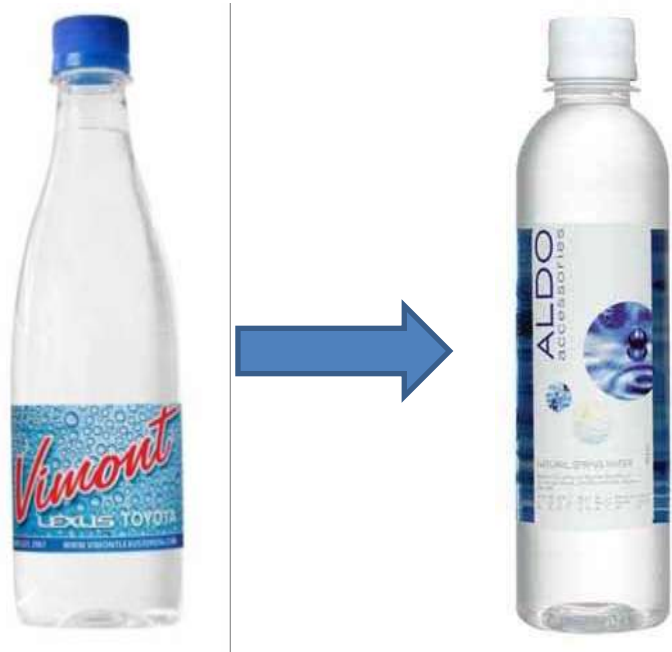
- Six degrees Of freedom
- Versatile (works with most objects)
- Potentially low accuracy
- Ok for single pass



Xennia Xanadu 3D product printer



Multiple Heads/Multiple Swathes



- **Decoration** – typically wider than one printhead print swathe
- **Good stitching needs to control:-**
 - **Printhead alignment** : typically positioned to within <20% of the diameter of a drop
 - **Printhead calibration** : printheads ideally need to be tuned for jet straightness and drop size conformity
 - **Ink substrate interaction** : Ink moves over time creating visible artefacts – ink migration control
- **Stitched printheads do not all jet in the same place at the same time**
- **Some will be printing wet on dry while others will print wet on/near wet**



One Printhead – Two Swathes



- **Need to print two swathes with one printhead**
- **Must print in two different locations**
- **Requires additional mechanical movement of printhead or bottle**
- **Requires stitching between revolutions**
 - Wet on dry (may have to cure between sections) – creates more challenges
- **Lower print quality**
 - Can be overcome by advanced stitching techniques
- **Lower throughput**



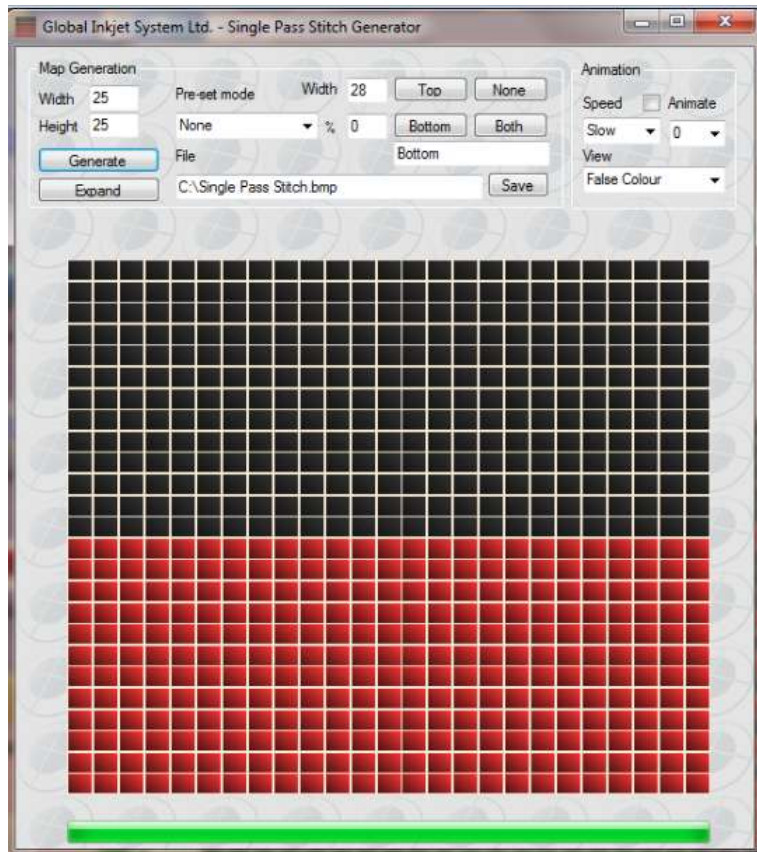
Two Printheads – Two Swathes



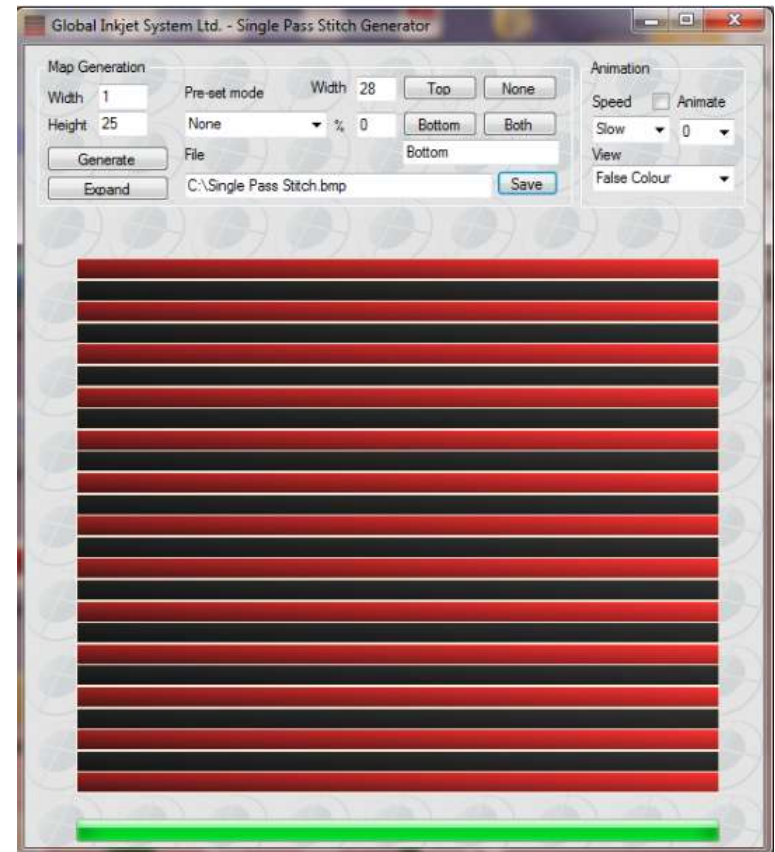
- Need to print two swathes with two printheads
- Printheads correctly located
- Requires no additional mechanical movement of printheads or bottle
- Still requires stitching between revolutions
 - No longer wet on dry
- Higher print quality
- Higher throughput



GIS Stitch Generator



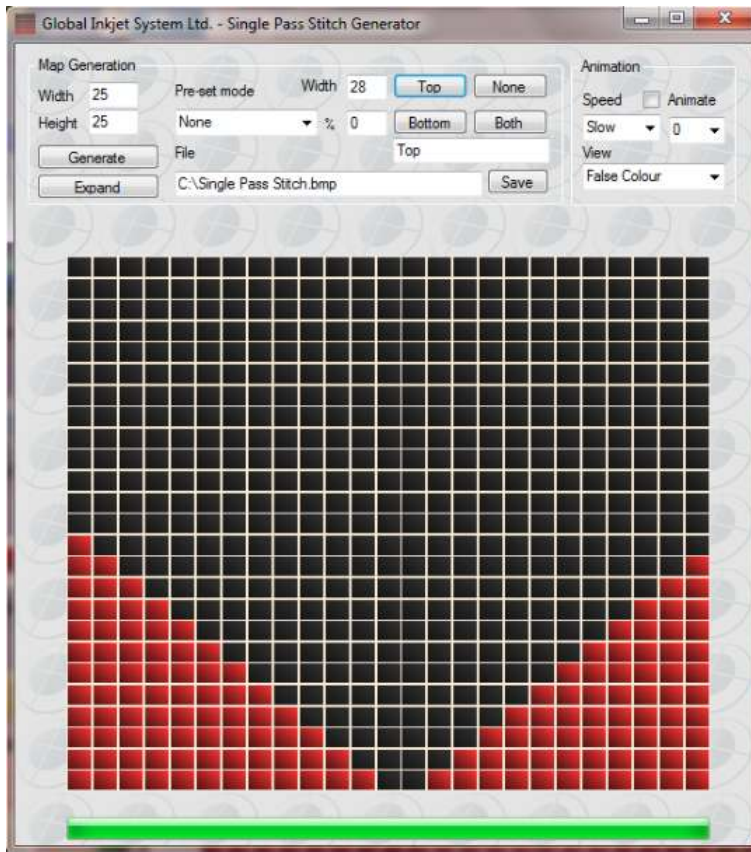
No / "Flat" Stitch



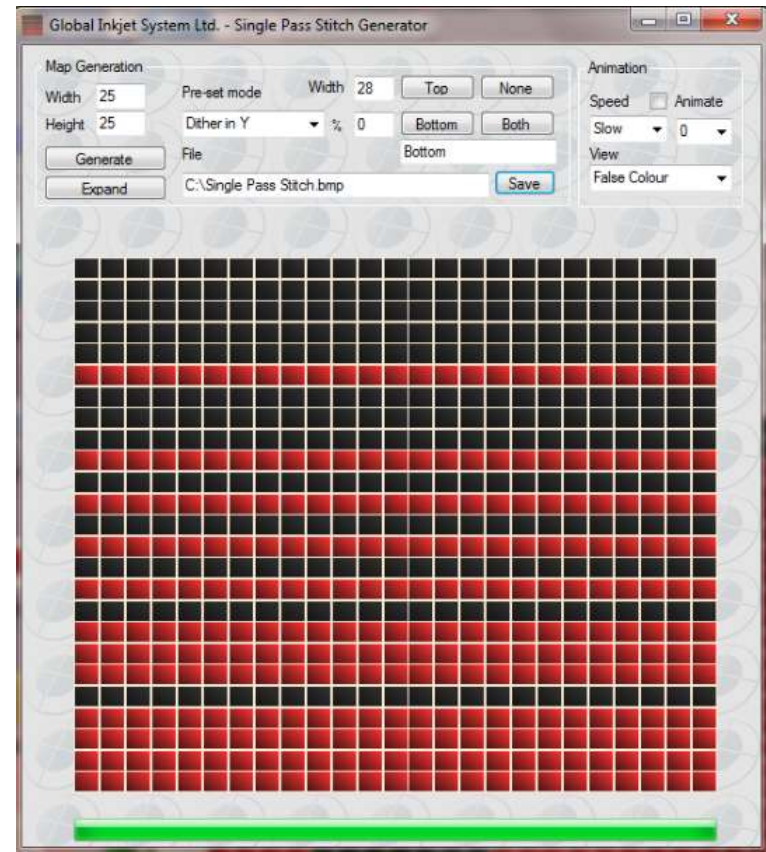
50% Stitch – printing with alternating lines from each printhead in the region of overlap. Simple to implement.



GIS Stitch Generator



Moving Stitch - Typically a saw tooth or sinusoidal stitch that disrupts the visible stitch line. Can be improved by using different frequencies for each ink



2D Stitch - same as 1-D but with dithering in the print direction.



Curing and Drying

- **UV curing**
 - When, where and if to pin
 - On each colour?
 - When and where to cure
 - Print as quickly as possible
- **Ink properties**
 - Migration
 - Adhesion
 - Gamut
- **Process**
 - **Pre-coat:** primer; white
 - **Colour:** UV: aqueous: solvent: hot melt
 - **Special Inks:** metal effect: security: UV visible
 - **Post-coat:** varnish: lacquer



Direct Product Decoration

INTEGRATION INTO PRODUCTION LINES

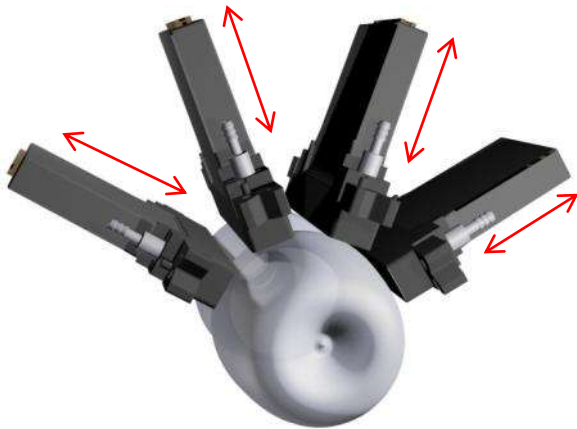


Production Lines

- Production lines can run faster than inkjet can print today
- Bottles/cans in particular – very high speed e.g. 1,800/min
- Inkjet must find ways to integrate efficiently – otherwise the chance of adoption will be low
- Many projects underway/already installed



Increasing the Number of Printheads



Large diameter



Medium diameter



Small diameter

Printing with multiple printheads

- Productivity increased
- Difficulty printing onto very small objects – moving printheads in and out as required
- Printheads are rotated
- Stitching difficult
- Faster than printing one colour at a time
- Removes the need to pin/cure after each colour



Parallelisation

- Simple built in redundancy
- Can “match” production line speeds
 - Multiple print stations – then rejoin main production line

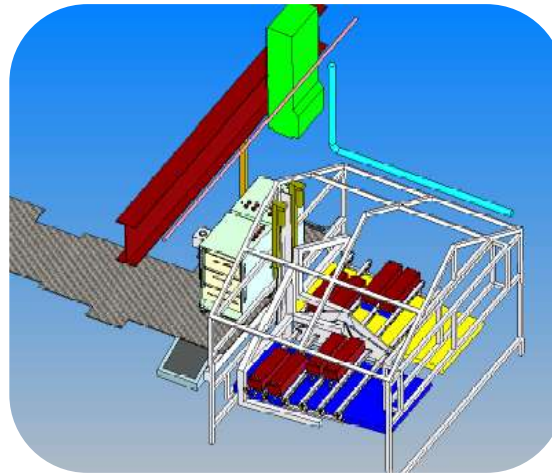
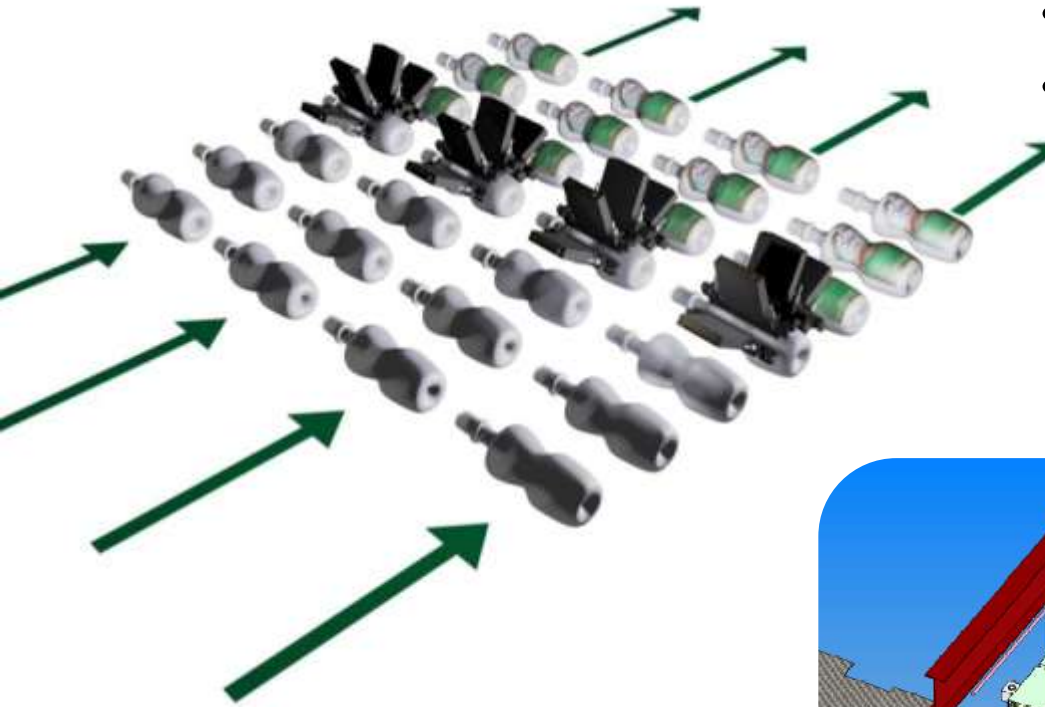
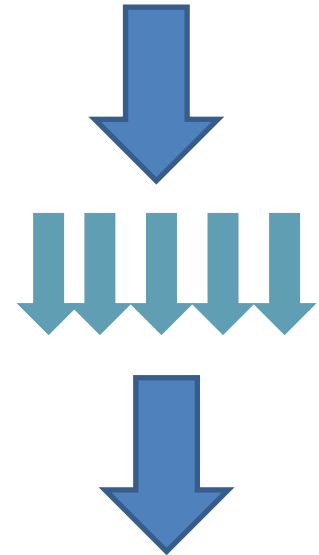


Image courtesy Fujifilm Dimatix



Pipelining



- Redundancy more difficult
- Easily scalable to add more inks
- Needs pinning/curing between colours
- Ideal system probably has both parallelisation and pipelining



Direct Product Decoration

DISCONTINUOUS SHAPES (COMPLEX) BOTTLES AND TUBS



Discontinuous Shapes

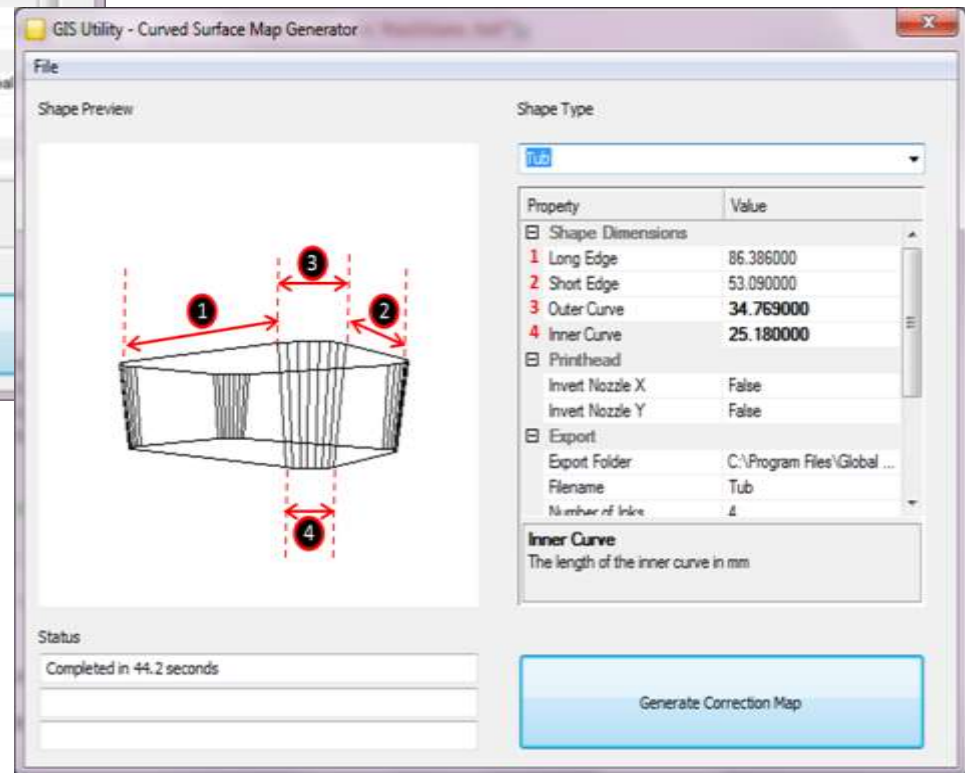
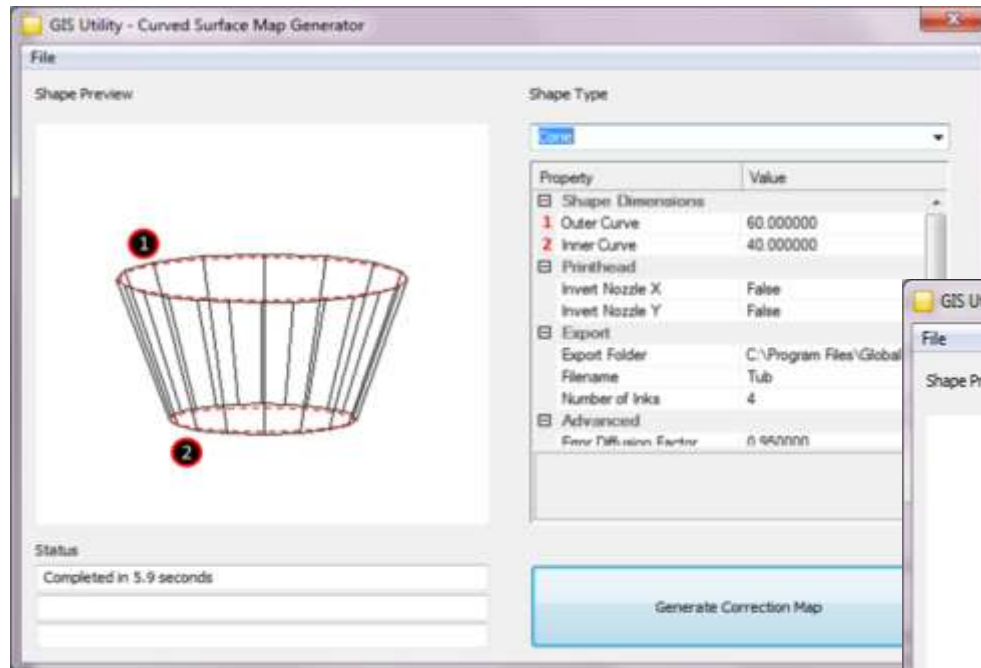
- All issues previously discussed apply – but on discontinuous shapes the required corrections change during the print (often from pixel to pixel)



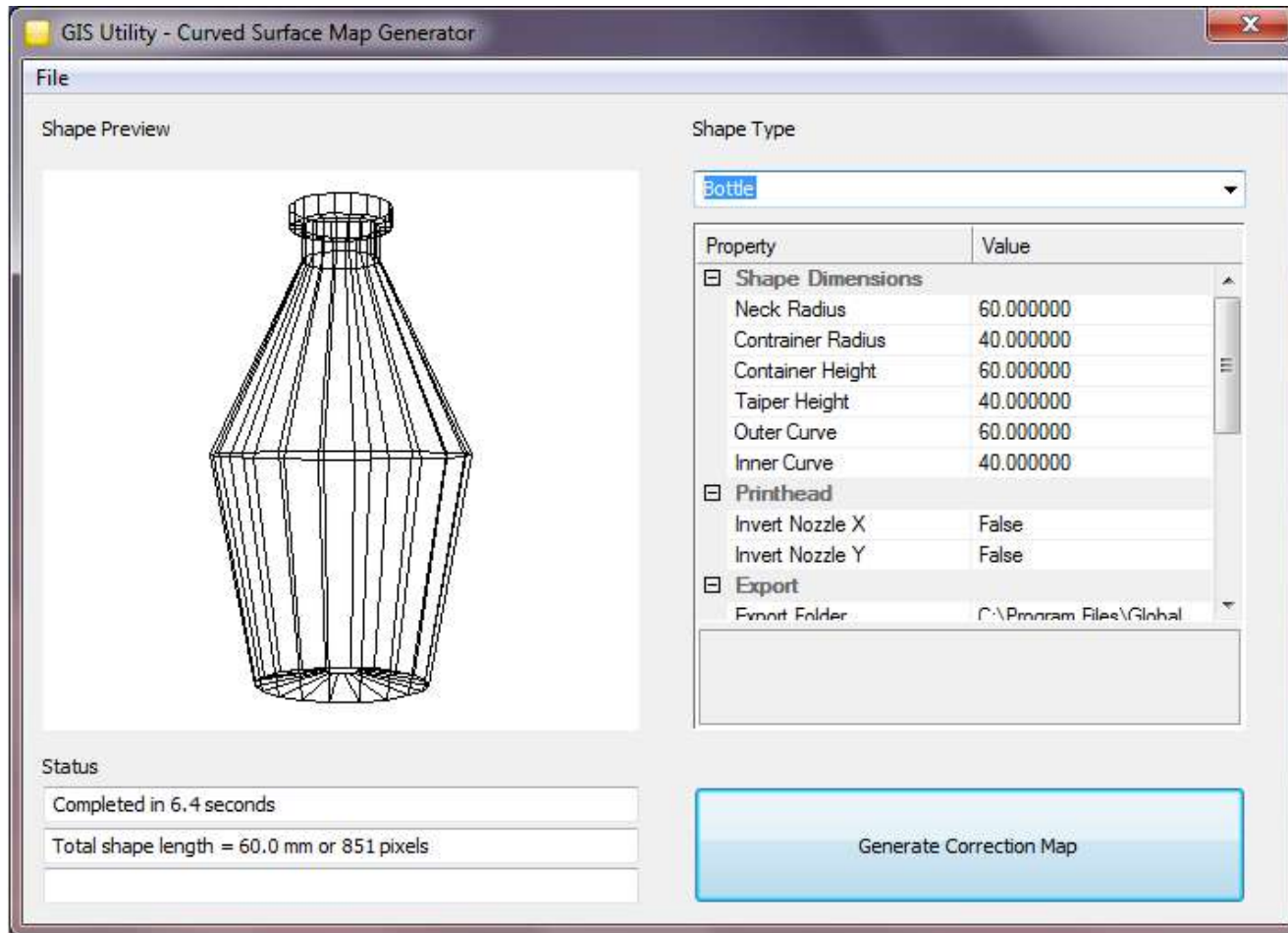
- GIS has developed a multi-dimensional nozzle, density and screener correction technology that can be adjusted to each surface type and associated application process



GIS Curved Surface Compensation Generator



GIS Curved Surface Compensation Generator



Thank you – Any Questions?

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