

# Numerical Simulations of the Screen-Printing Process for Solar Cell Metallization

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**DPG Conference**

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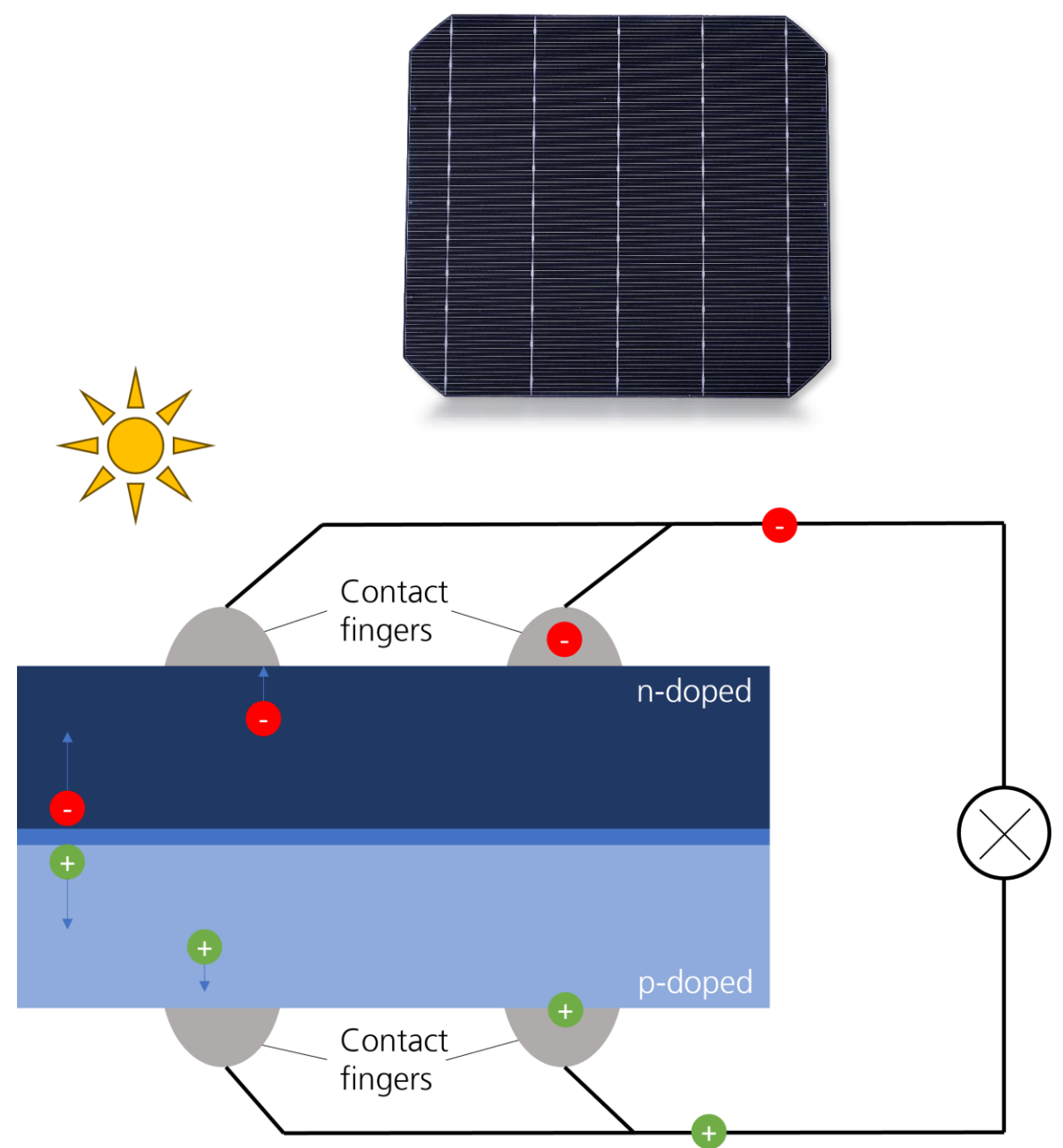
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# Metalization of Si-Solar Cells

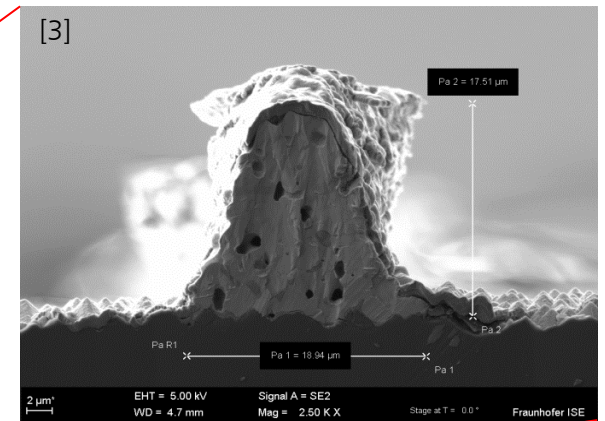
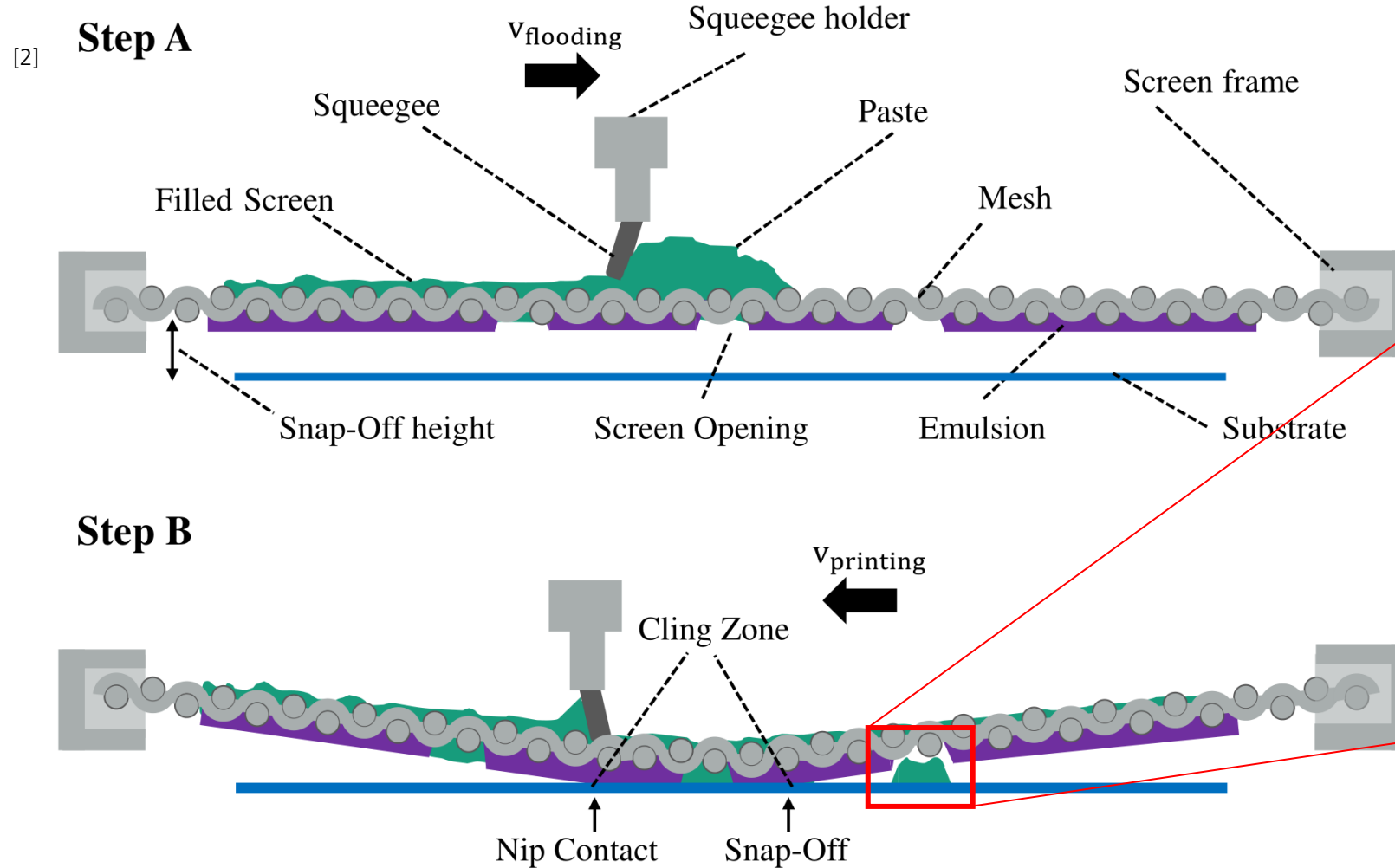
## Background

- Conducting electrodes on front and rear
- Extraction of electrical energy
- Mostly silver contact fingers due to high conductivity
  - 10% of global silver production is used for PV [1]
- Most expensive non-Si material in solar cell production



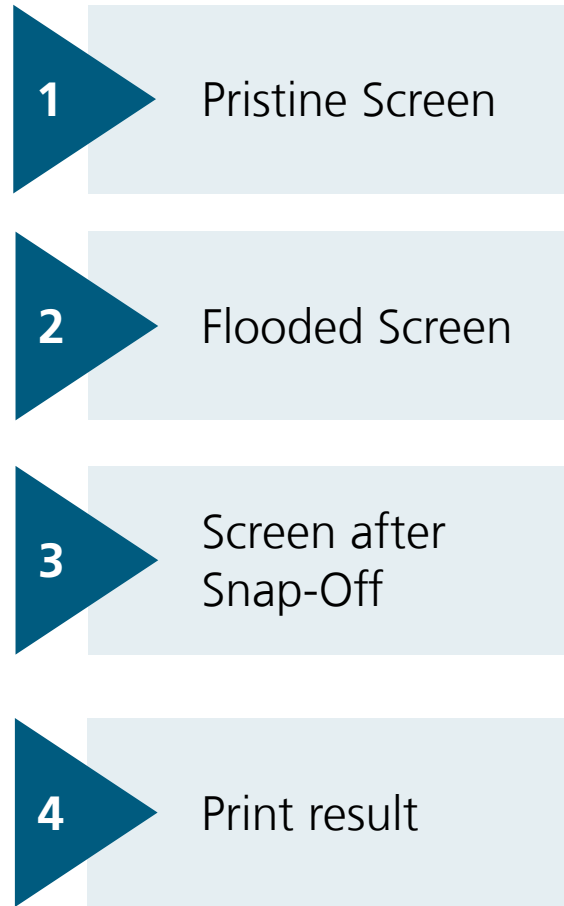
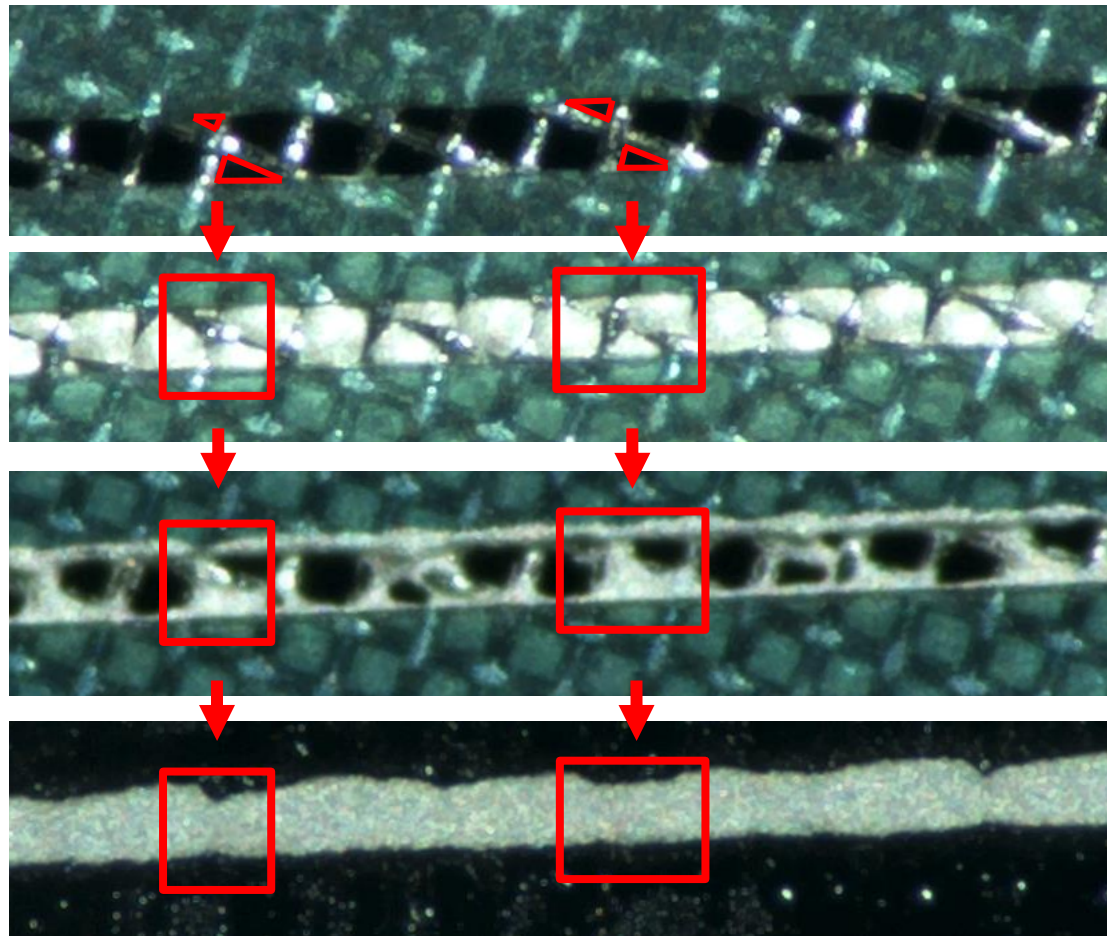
# Metallization via Flatbed Screen Printing

State of the Art: Over 95% Usage



# Metallization via Flatbed Screen Printing

## Challenges in Screen Printing: Suboptimal Silver Usage and Mesh Marks

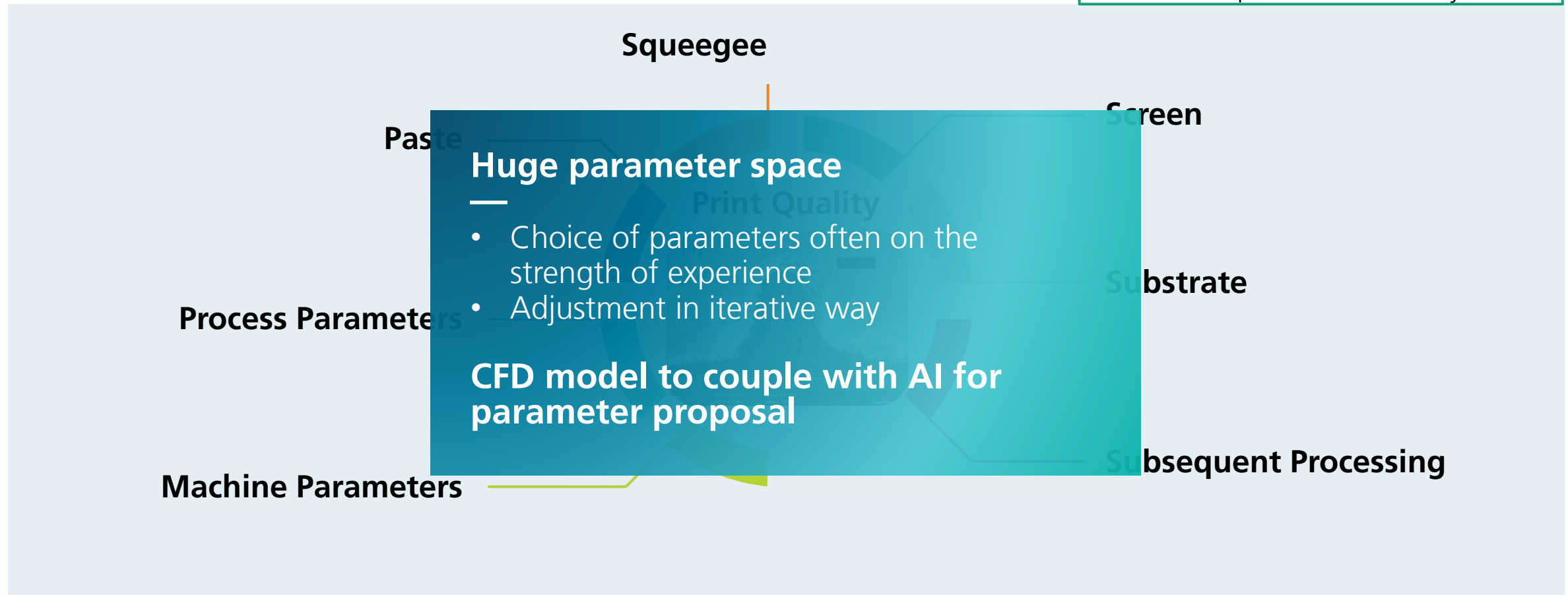


- Inhomogeneous print result
- Mesh marks
- Interrupted fingers
- Residue of paste
- Clogging

# Metallization via Flatbed Screen Printing

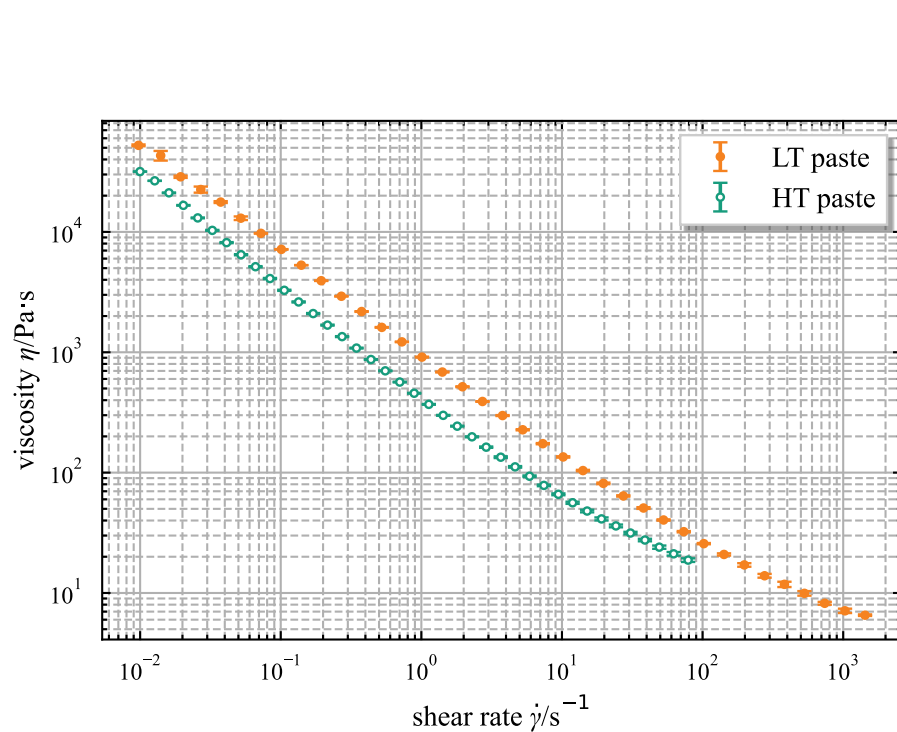
## Influences on the Print Result

CFD = Computational Fluid Dynamics



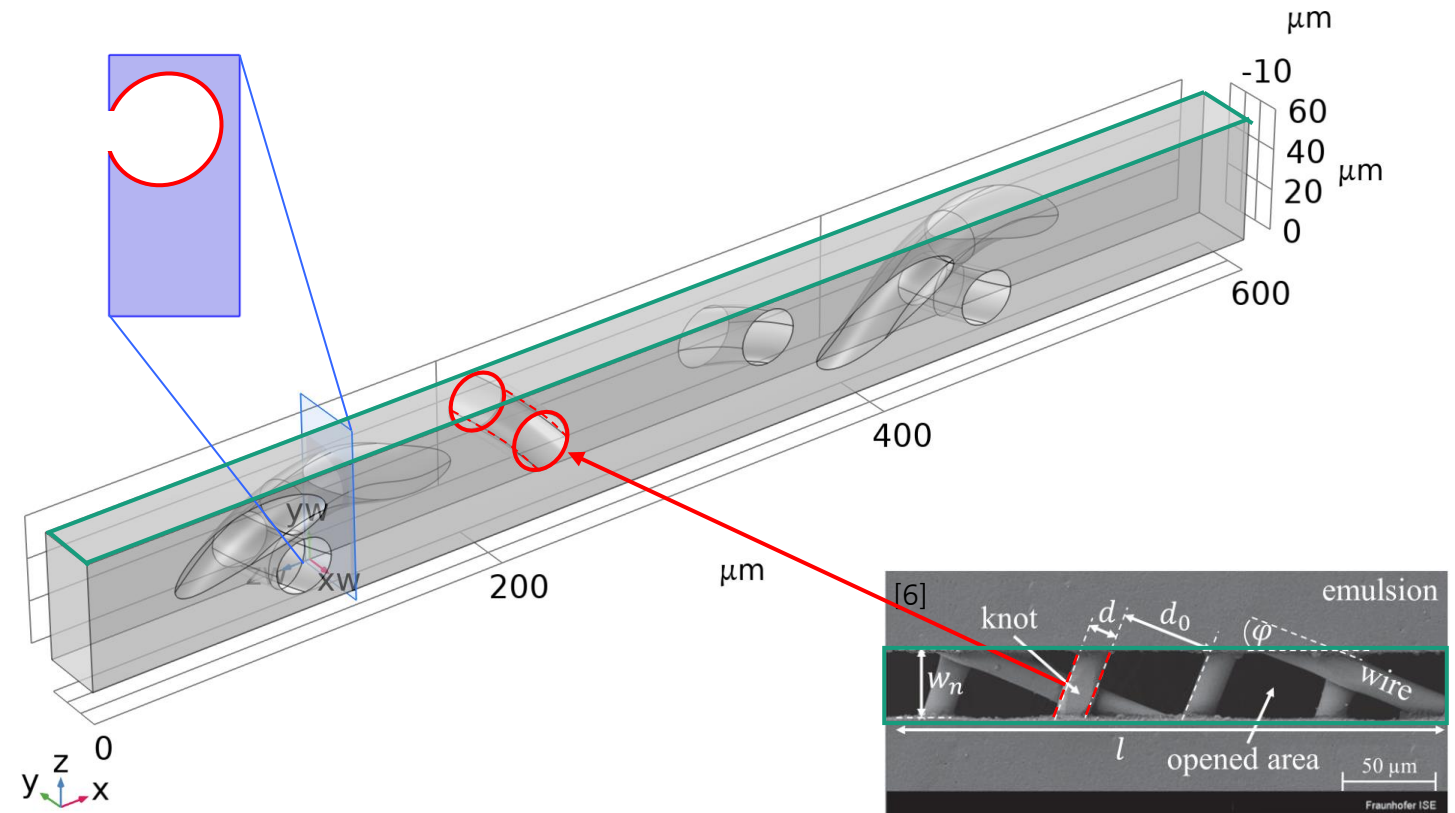
# CFD-Simulation for Screen Printing

## Setup of the Model



Rheological paste characterization

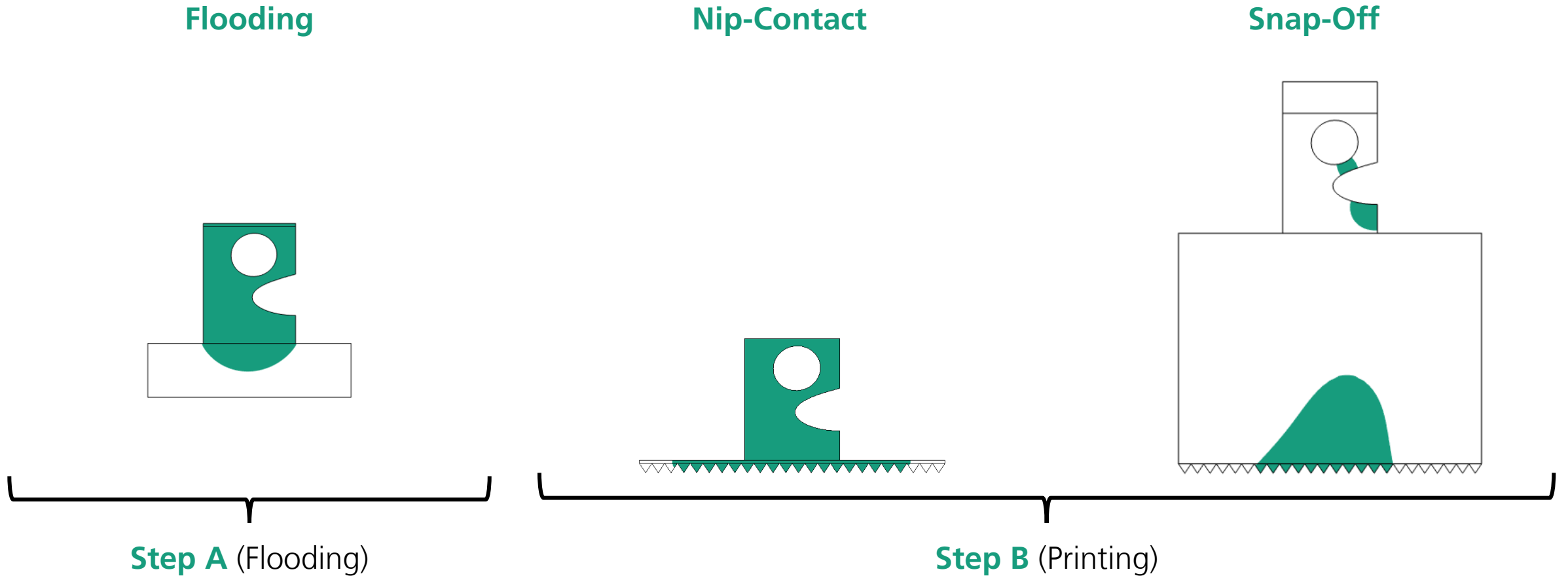
- Shear-thinning fluid
- Assume homogeneous fluid



Printing channel

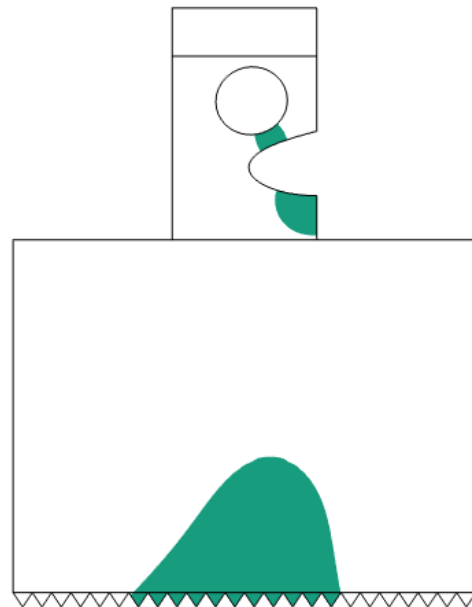
# CFD-Simulation of the Screen-Printing Process

## Basics: Steps



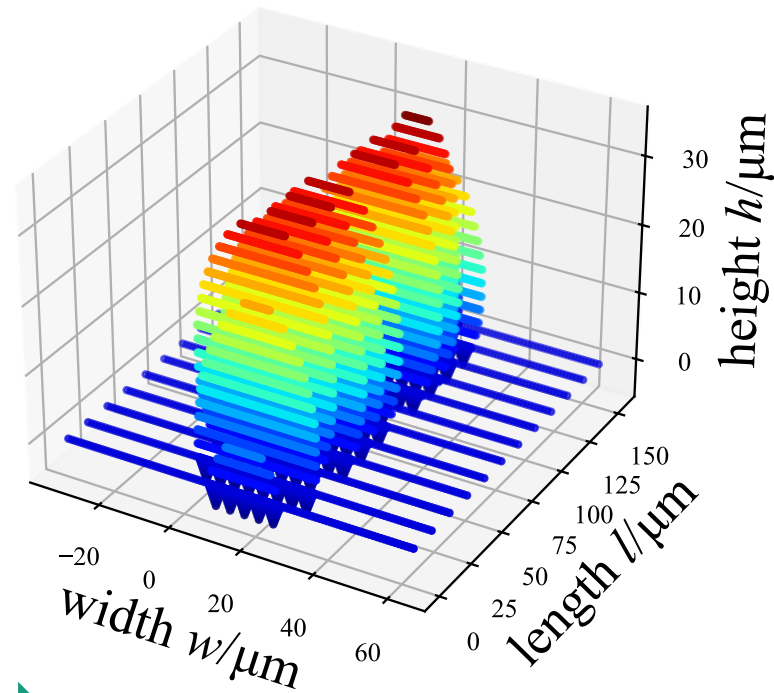
# Prediction of the Contact Finger

## Interpolating the Cross-sections



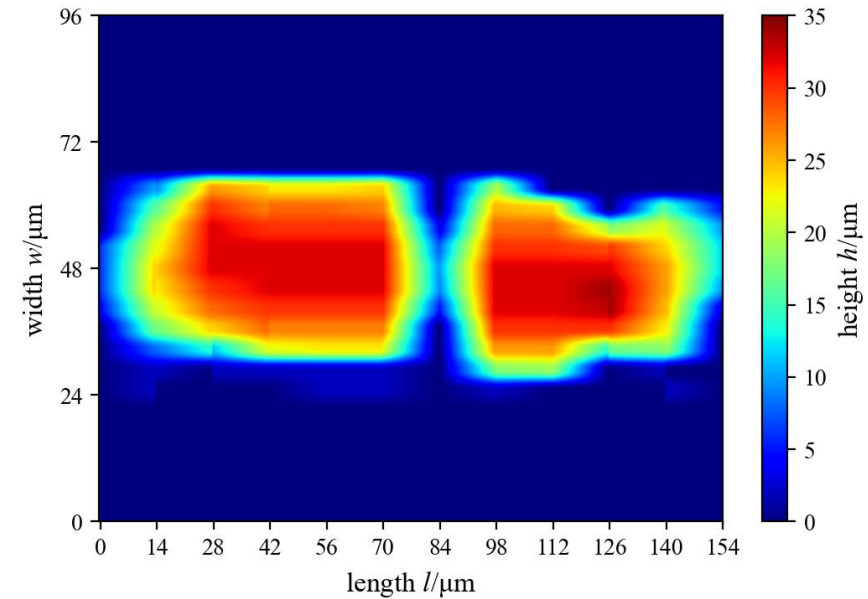
**Cross-Sections**

Defined distance



**Alignment**

Linear interpolation



**Height Map**



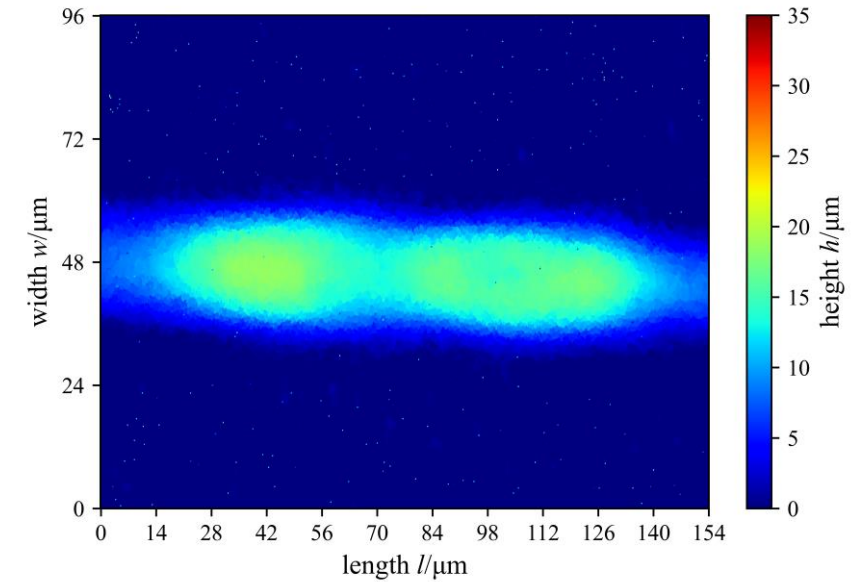
# Simulation Results and Comparison to CLSM

Paste 1 with Fine Mesh and 30  $\mu\text{m}$  Channel

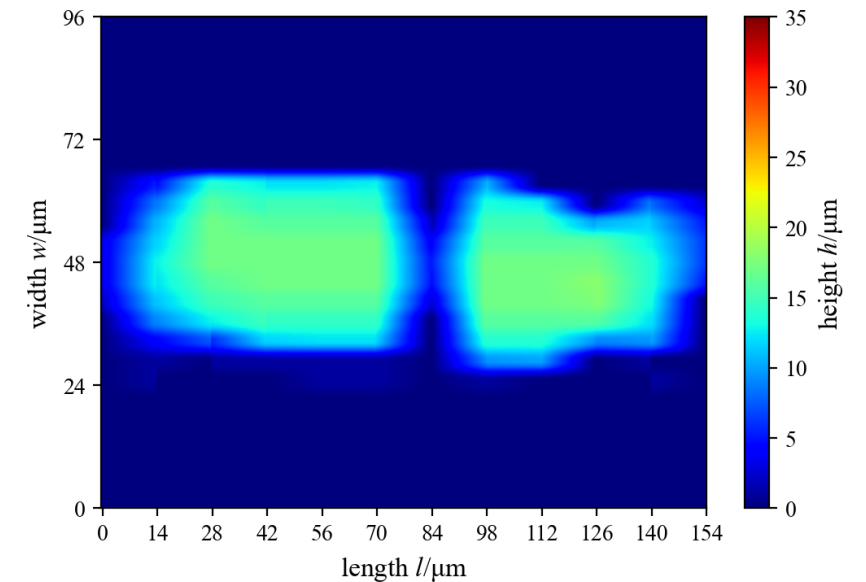
- Prediction of narrowings
- Regions of maximum finger height

	CLSM	Sim
Avg. height/ $\mu\text{m}$	$(15 \pm 3)$	$(16 \pm 5)$
Avg. width/ $\mu\text{m}$	$(29 \pm 3)$	$(32 \pm 8)$

CLSM:



SIM:



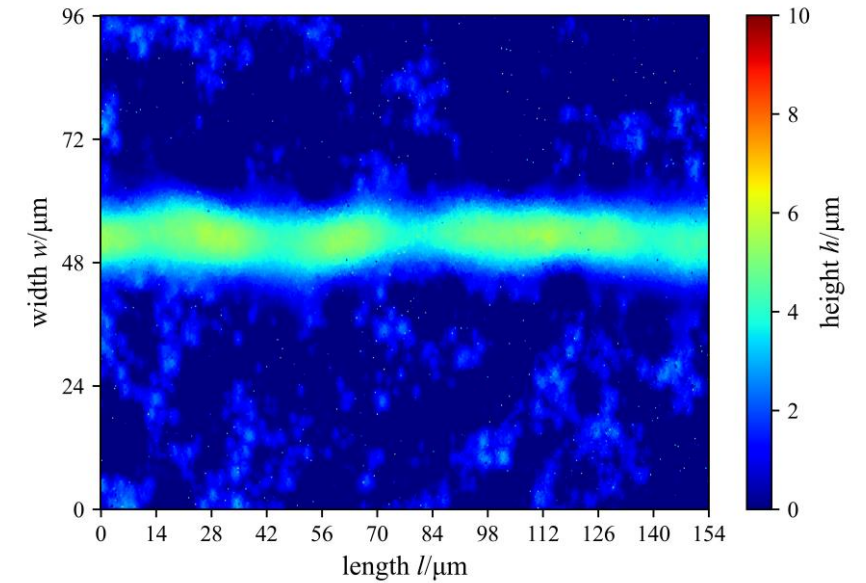
# Simulation Results and Comparison to CLSM

Paste 2 with Fine Mesh and 15  $\mu\text{m}$  Channel

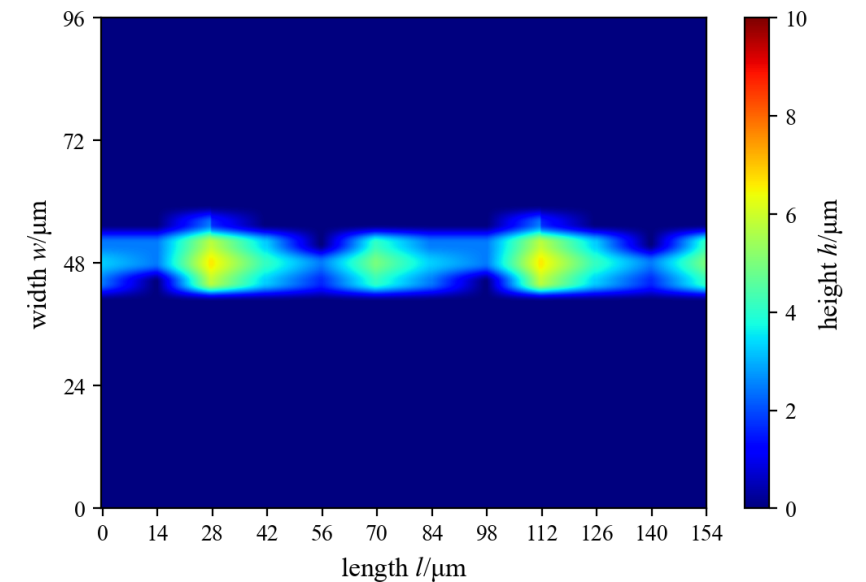
- Prediction of narrowings
- Regions of maximum finger height

	CLSM	Sim
Avg. height/ $\mu\text{m}$	$(4.9 \pm 0.5)$	$(6.6 \pm 1.3)$
Avg. width/ $\mu\text{m}$	$(14.5 \pm 1.9)$	$(14.2 \pm 1.9)$

CLSM:



SIM:



# Simulation Results and Comparison to CLSM

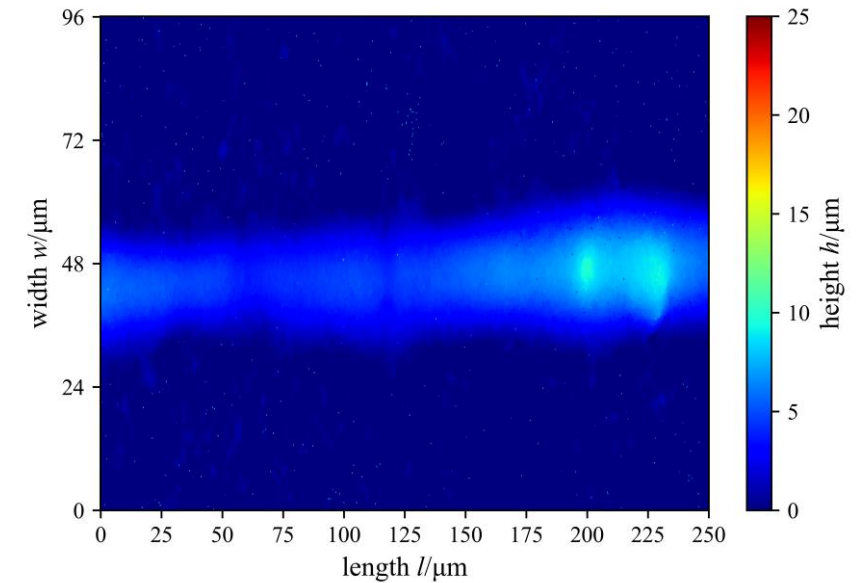
Paste 2 with Coarse Mesh and 30  $\mu\text{m}$  Channel

- Prediction of narrowings
- Regions of maximum finger height

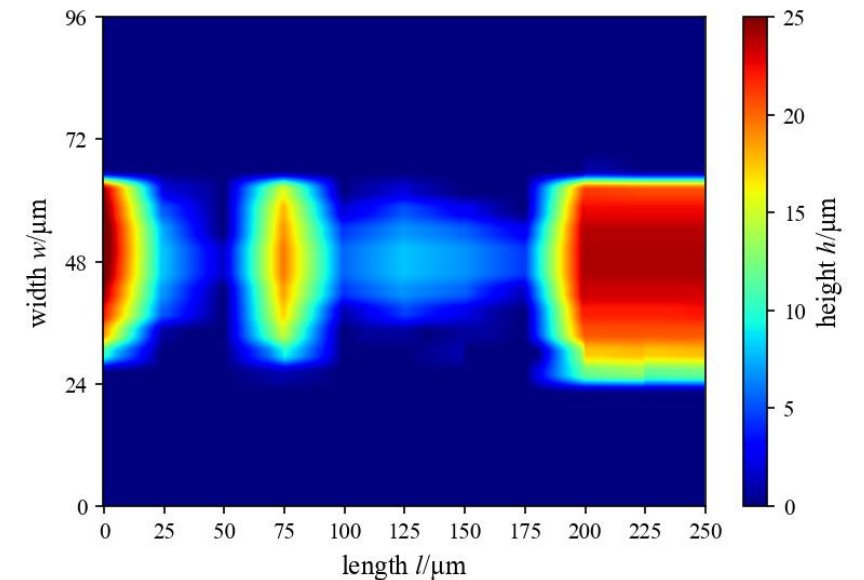
	CLSM	Sim
Avg. height/ $\mu\text{m}$	$(7.8 \pm 1.7)$	$(15 \pm 10)$
Avg. width/ $\mu\text{m}$	$(40 \pm 3)$	$(33 \pm 12)$

- No interaction between two dimensional cross-sections
- No distribution of paste between cross sections
- Thicker wires lead to increased difference between cross sections

CLSM:



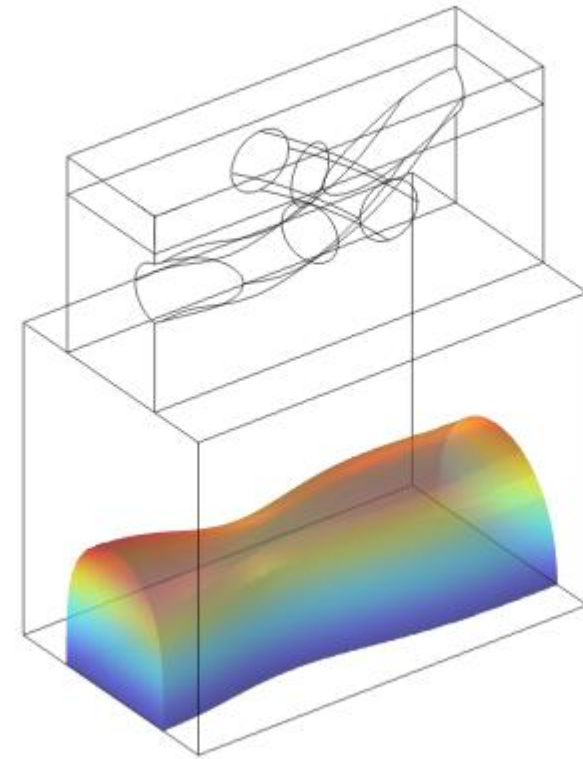
SIM:



# Potential Improvements

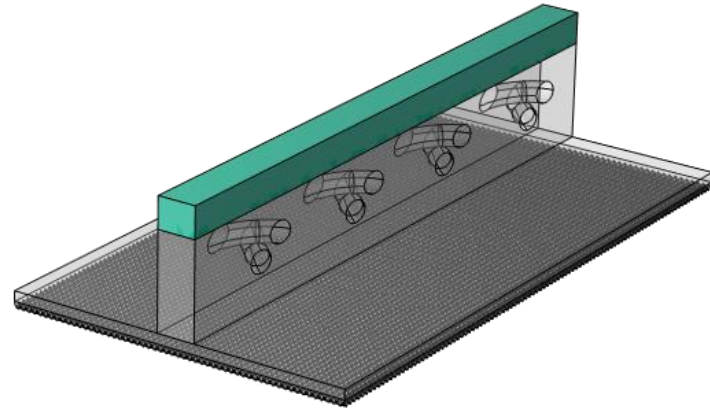
## Outlook

- Coupling the cross sections
  - Implementation of sources and sinks
- 3D simulation
  - Reduced robustness
  - Low resolution
  - High calculation time
  - Complicate scaling



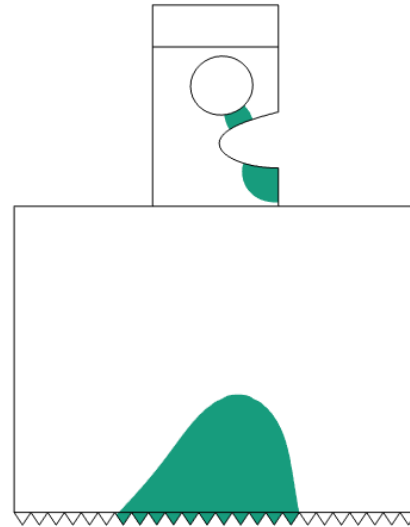
# Summary

## CFD-Simulation of the Screen-Printing Process



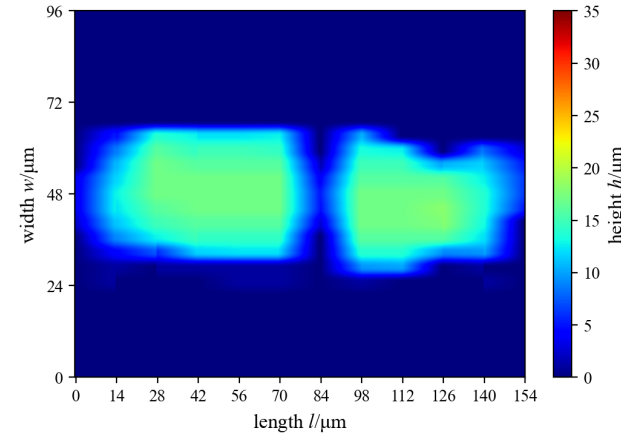
### Basis of a CFD-Model

Automated generation of the geometry, allowing for automatical parameter variation



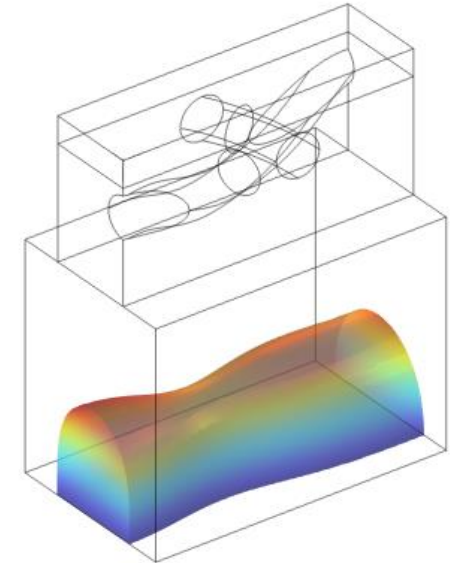
### 2D Cross-Sections

Modelling of the process in 3 simulation steps



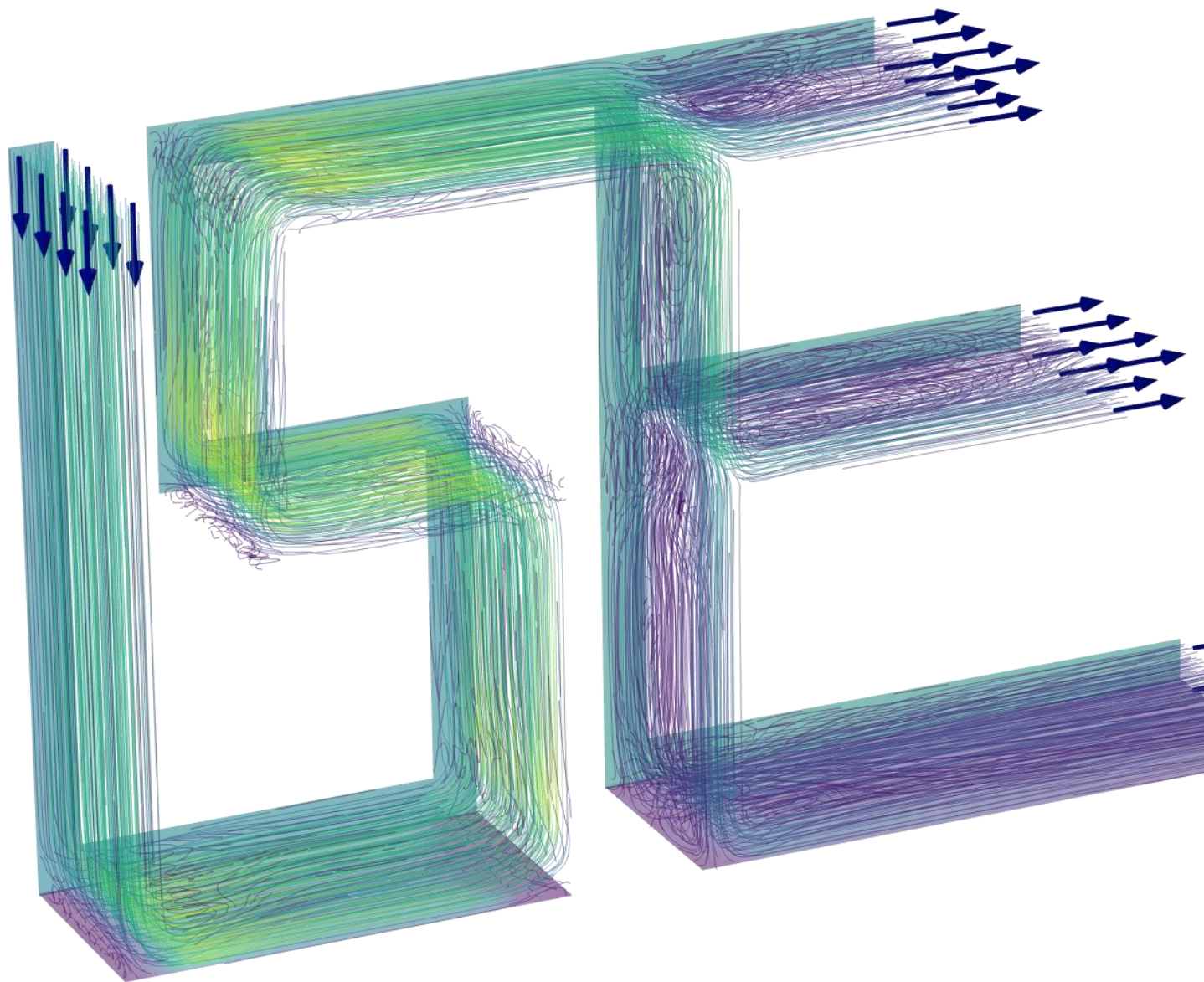
### Finger Prediction

Interpolation of the 2D cross sections



### Basics of 3D-Model

Work in progress, potential for solving issues of 2D approach



## Contact

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