

# Materials

Our standard planetary fixture has 4 planets 200 mm in diameter. Each planet "orbits" the sun gear using a non-integral gear ratio. Each time the planet passes through a given position within the orbit, it will be clocked differently. It takes 47 revolutions around the sun gear before it returns to its original position. The non-repeating nature of this rotation produces film thickness uniformities better than  $\pm 0.5\%$ .

Planetary motion is controlled using a servo motor with a typical rotation speed of 0.3 rps. The motor and controller are fully integrated with the control software, which also monitors for excessive torque and other alarms.

We offer an optional through-hole feature which allows for Optical Monitor in-situ measurement and control. Each planet has the ability to hold and coat substrates up to 50 mm thick.

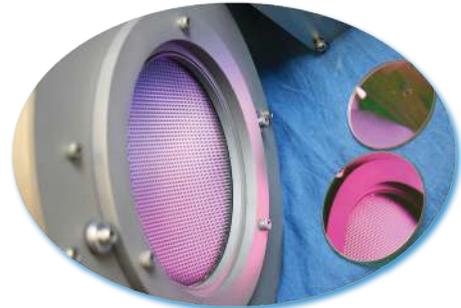


## ▲ ROBUST CONSTRUCTION

The drive shaft utilizes a high reliability ferro fluid solid shaft feedthrough. The gears are low carbon UHV stainless steel designed for low particle generation. In situ bearings on each planet are lubricated using industry standard PFPE (oxygen and heat resistant) grease. Two radiation shields protect the gears from heat and protect the optics from unwanted particles.

## SPECIFICATIONS

Model	38004A
Planets	4 x ø200 mm
Rotation	0.2 to 0.4 revolutions per second
Gearing	151:47
Water Cooling	None
Weight	65 kg (140 lbs.)

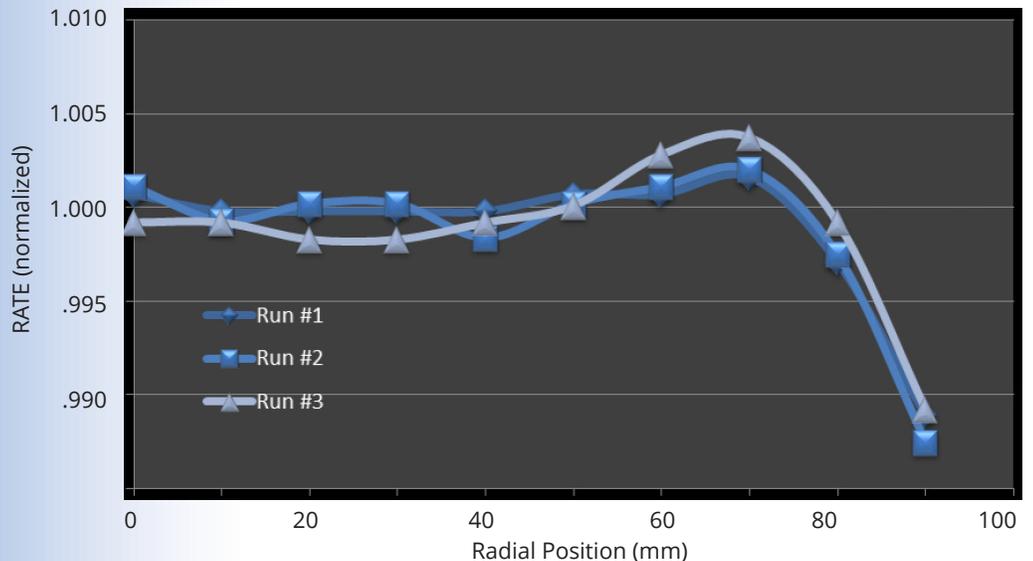


## MATERIAL DATA @ STANDARD PLANETARY DEPOSITION CONDITIONS

TYPE	BEAM		PROPERTIES		
Target	Material	Voltage (V)	Current (mA)	Rate (Å/s)	index (@ 630nm)
Si	SiO <sub>2</sub>	1250	600	1.86	1.46
SiO <sub>2</sub>	SiO <sub>2</sub>	1250	600	1.85	1.46
Nb	NbO <sub>2</sub>	1250	600	3.07	2.2
Ta	Ta <sub>2</sub> O <sub>5</sub>	1250	600	2.0	2.13
Ti	TiO <sub>2</sub>	1250	600	1.65	2.8

## Uniformity

Nominal uniformity is  $\pm 0.5\%$  for the materials out to an 80mm radius. Back-to-back coatings show differences in rate of  $\pm 0.06$  Å/s and uniformity of less than 0.2%. Planet-to-planet uniformities are less than 0.2%.



## ▲ RUN TO RUN UNIFORMITY