

# Controlling liquid landscape with 3D-printed spines: A tool for micromanipulation



Megan Delens, Axel Franckart and Nicolas Vandewalle

## CONTEXT

**GRAVITY** wins over **SURFACE TENSION** and keeps the water level flat and horizontal, even when tilting the container

...

Except in the few millimeters of a **CAPILLARY MENISCI**

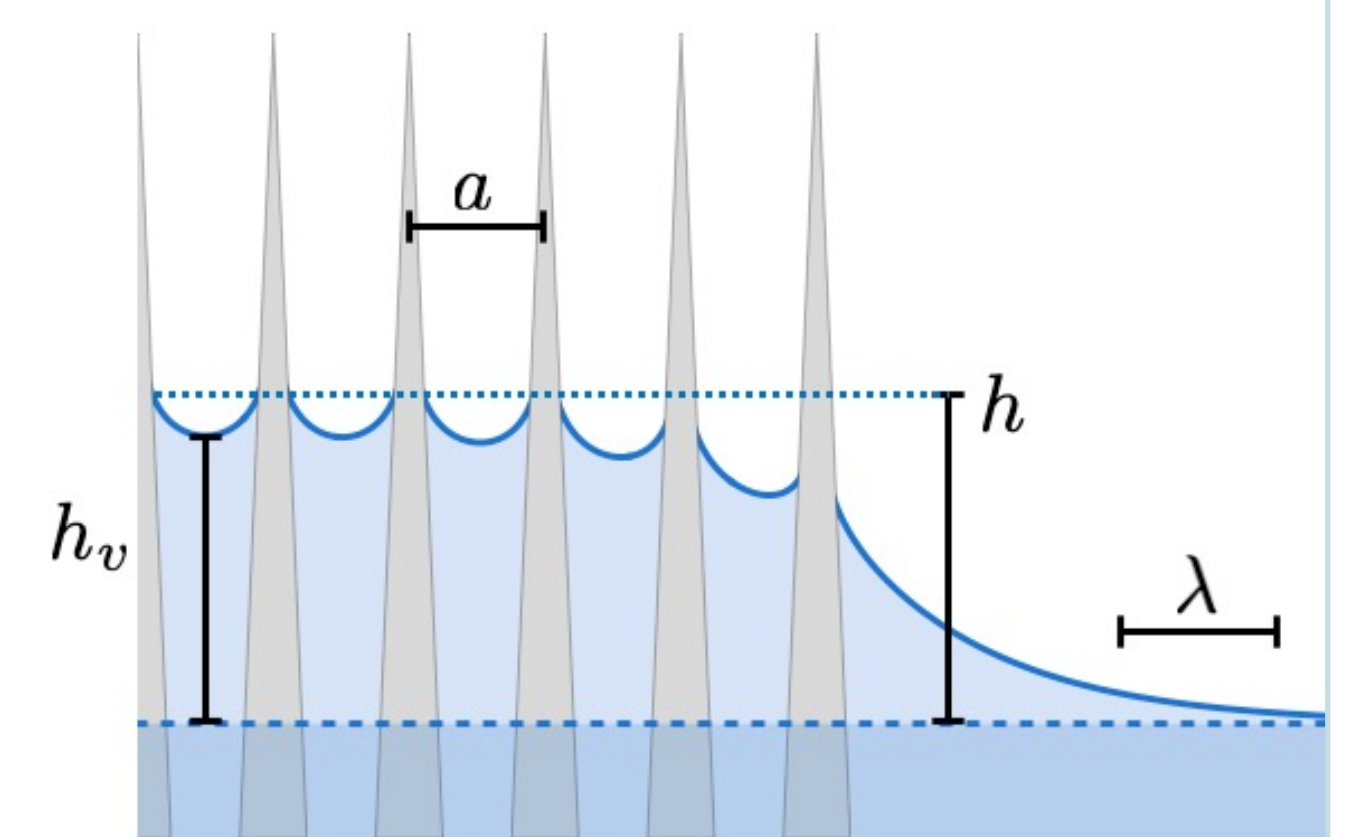
...

Let's challenge this!

## SUPERPOSITION OF MENISCI

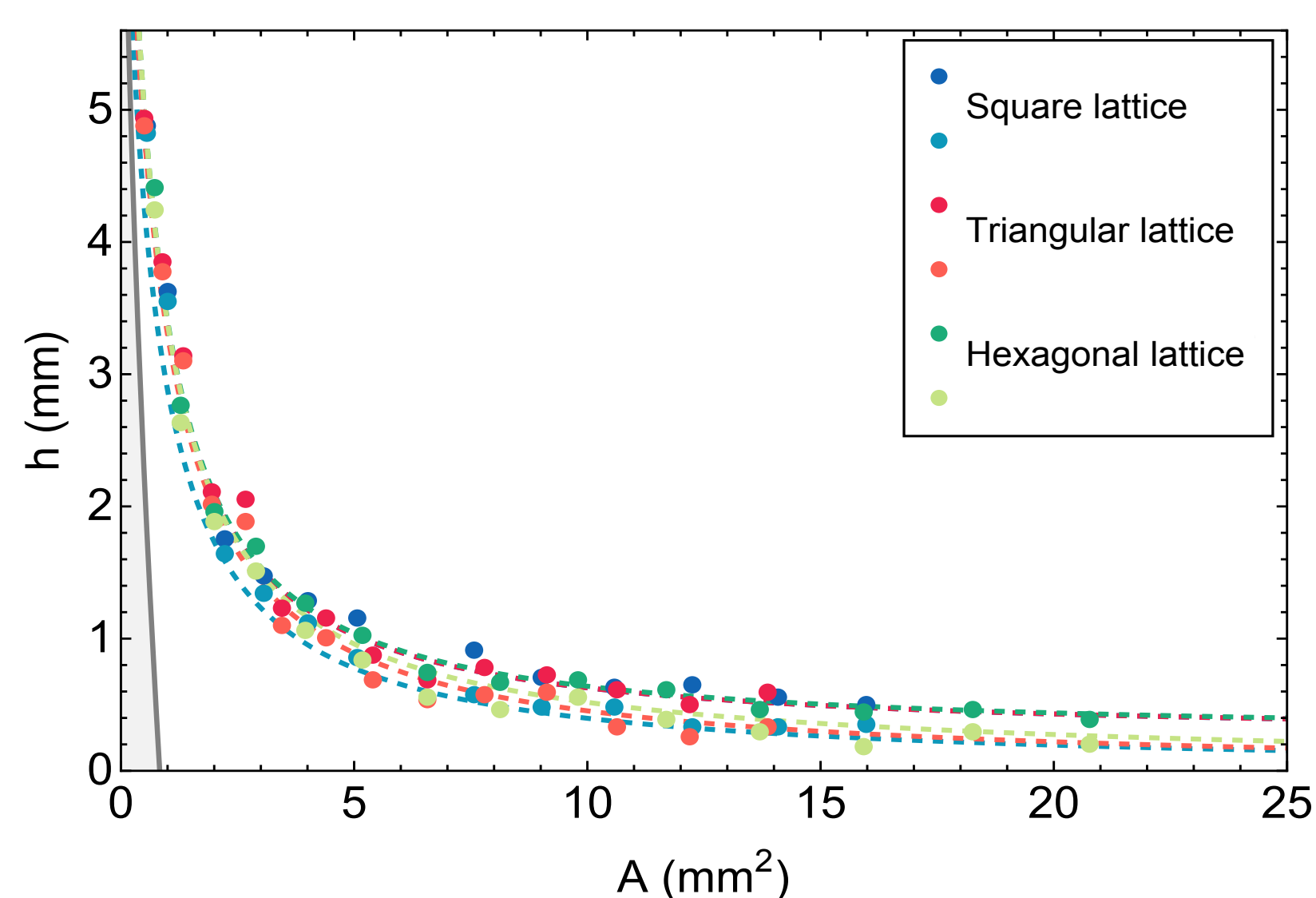
- Liquid elevation around one meniscus:  $z(r) = QK_0\left(\frac{r}{\lambda}\right)$   
With the constant integration, also called the **capillary charge**  $Q = (R - h \tan \alpha) \cos(\theta + \alpha)$   
And  $\lambda$ , the **capillary length**, the distance over which surface tension overcomes gravity
- Menisci can **SUPERIMPOSE** when the distance is smaller or around  $\lambda$
- Liquid elevation around the **G I A N T** meniscus:

$$z(x, y) = \sum_{k,l} Q_{k,l} K_0\left(\frac{|\vec{r} - \vec{r}_{k,l}|}{\lambda}\right)$$

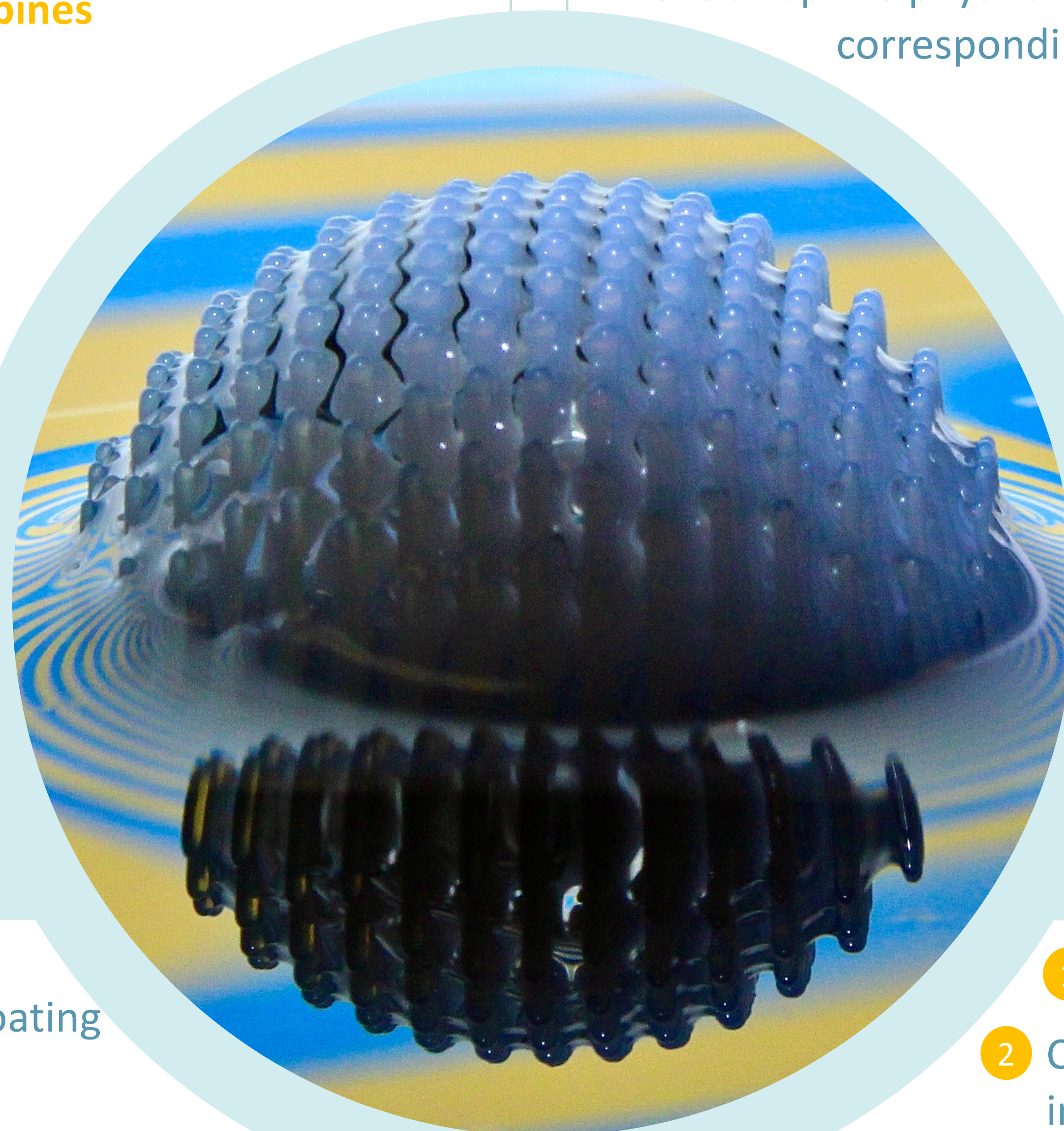


## EXPERIMENTAL RESULTS

- Liquid elevation inside **3D-printed arrays of spines** with varying lattice constant and symmetry

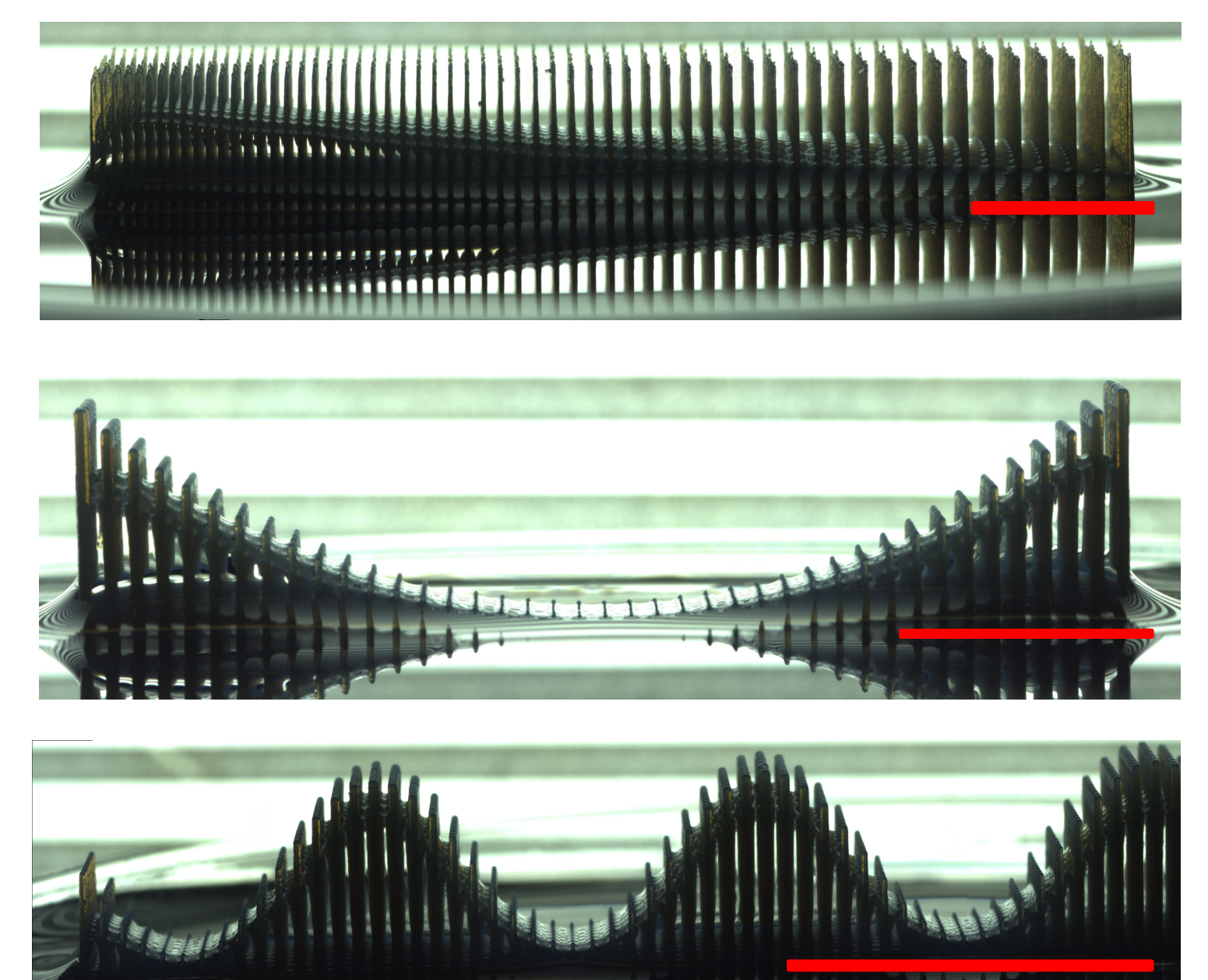


- Model is valid when  $a > 4(R - h \tan \alpha)$



## LIQUID SLOPES AND SLIDES

Let's swap the physics : Think about a desired interface and find the corresponding lattice

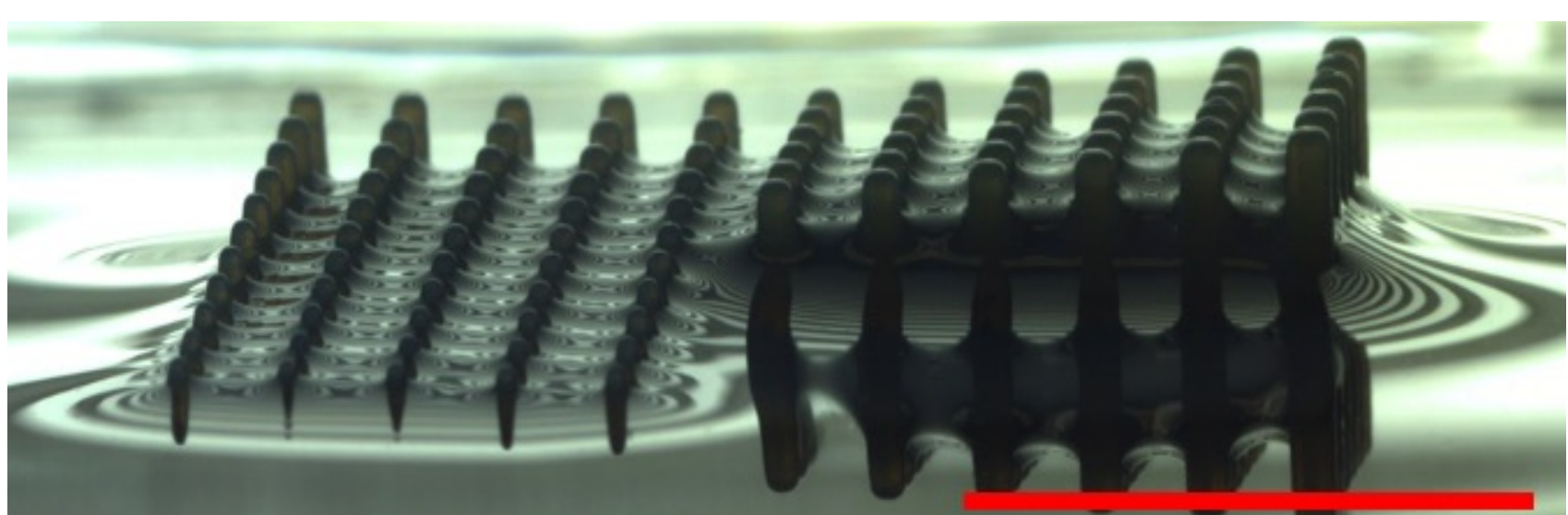


## MANIPULATION

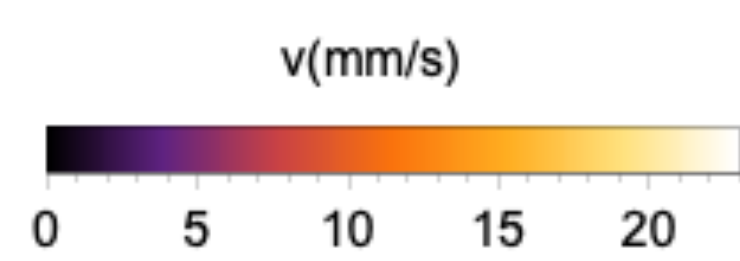
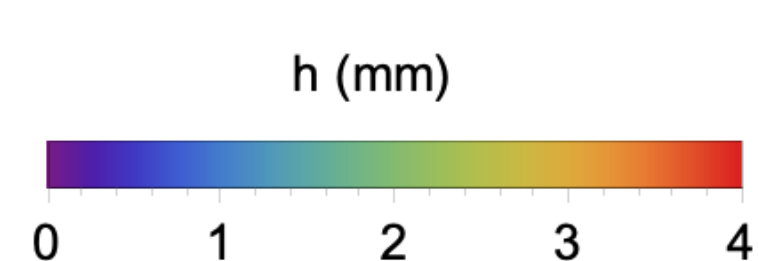
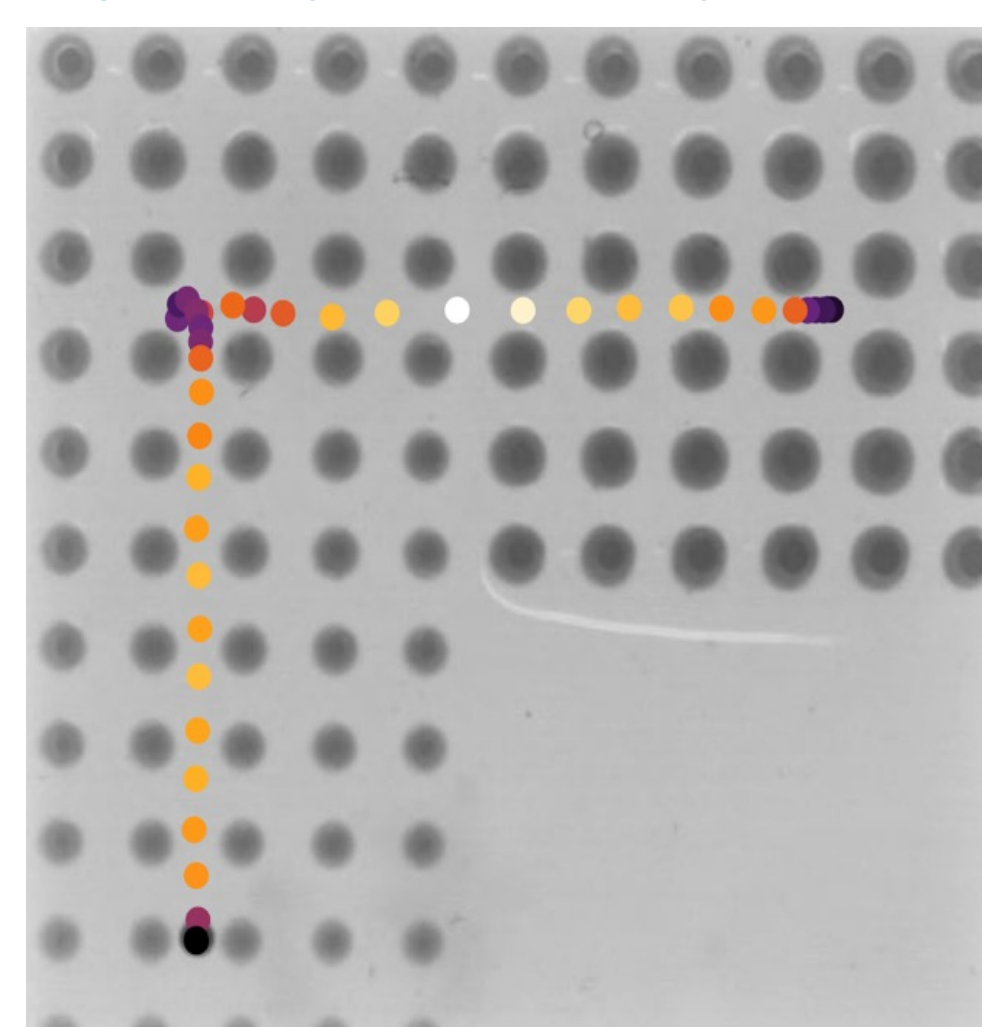
This device serves as a great tool to **transport** floating particles into **programmable paths** !

- Heavy particles: fall down a meniscus (  $W > B$  )
- Light particles: rise up along a meniscus (  $B > W$  )

3-directional transport

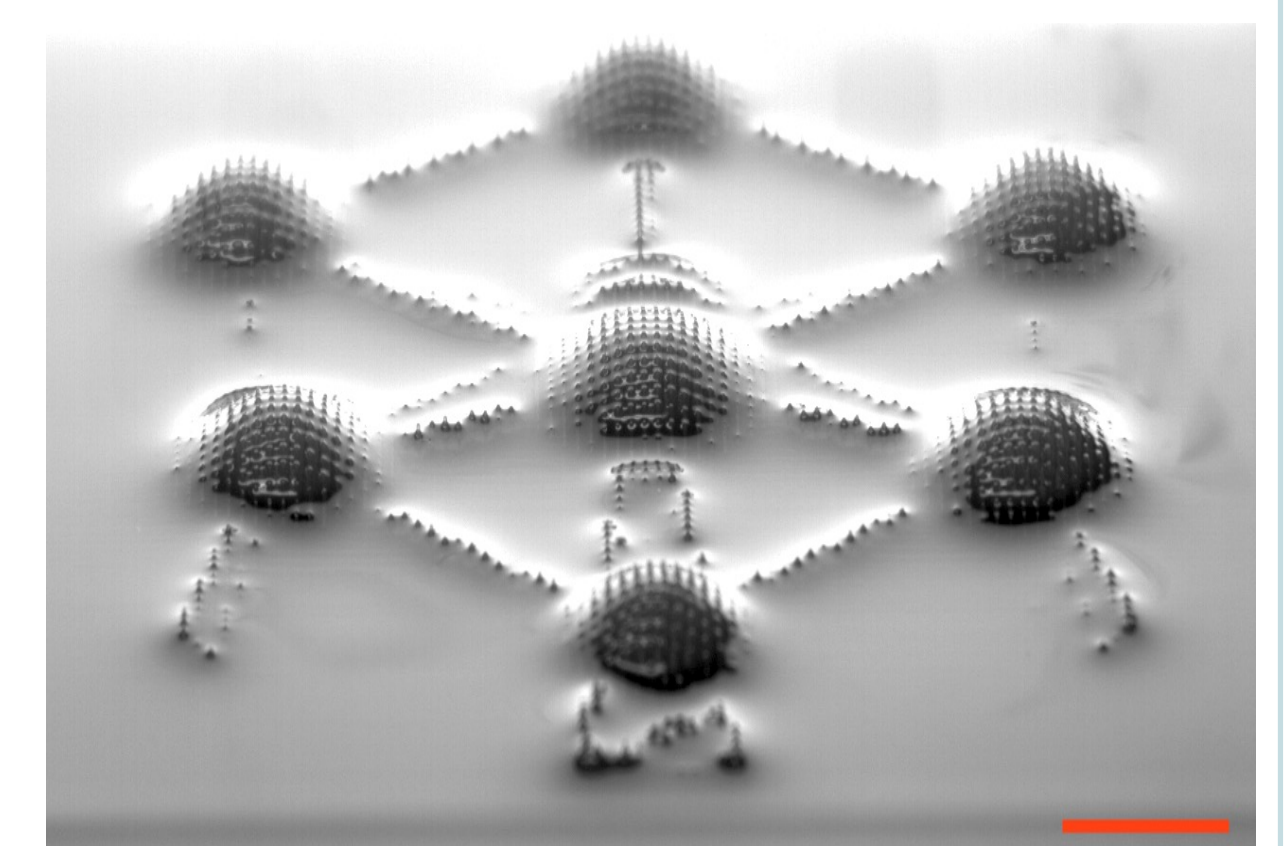
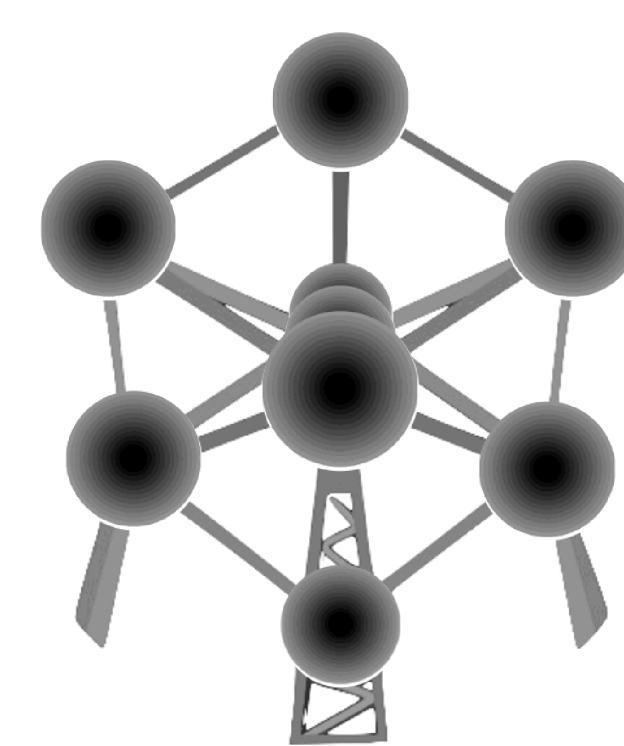


Trajectory of an 800  $\mu\text{m}$  bead:



## ART

- Found a nice image
- Check our GitHub for the code that transforms your image into a specially engineered array of spines
- 3D-print the provided STL file
- Deep it into water and enjoy!



## PERSPECTIVES

- Sorting of particles based on their size
- Cleaning interfaces
- Actuate the spines
- Study the particular dynamics of object into our device