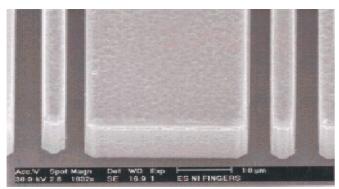


OmniCoat[™]

Allows easy stripping of hard to remove photoresists and other materials plus improved adhesion

FEATURES BENEFITS Easy, fast, clean & safe removal Can now strip SU-8 & SU-8 2000. Reworks can be performed Uses existing strippers and No highly dangerous wet chemistry or reactive gases required processes Uses a very thin coating Minimizes or eliminates under plating Applied by spin coating No deposition layer required **Adhesion Promoter** Improves adhesion to difficult substrates like Au, Cu and Quartz



Plated Nickel structure after removal of SU-8 using OmniCoat[™]

1)Coat and Bake <i>OmniCoat</i> [™] over seed layer	1	
2)Coat and Bake SU-8 or SU-8 2000	2	
3)Expose and Develop SU-8 or SU-8 2000	3	
4)Develop (wet or dry) <i>OmniCoat</i> ^{rm}	4	
5)Plate metal	5	
6)Strip resist in Remover PG	6	

Processing Guidelines

COAT RELEASE LAYER:

Dynamic dispense: 1 - 4ml (depending on substrate diameter) of *OmniCoat*[™]

Spin: 500 rpm for 5 sec with acceleration of 100 R/s

3000 rpm for 30 sec with acceleration of 300 R/s

Note: For effective removal a thickness of no less than 17nm should be applied. Thicker coatings could be more effective depending on the substrate type

Bake: 200° C hotplate for 1 min; allow substrate to cool to room temperature

COAT, EXPOSE, PEB & DEVELOP SU-8 or SU8-2000:

Perform normal SU-8 processing according to the guidelines from datasheet.

DEVELOP *OmniCoat*TM:

O₂ Plasma removal: Typical de-scum program

Power – 100 W Flow Rate – 35, Pressure – 190 mTorr

Time - 30 s

Wet removal: MCC 101 Developer: immersion with agitation; 1 min; DI rinse; 2min

Microposit MF 319: immersion with agitation; 30 sec; DI rinse; 2 min

Other developers can be used. The process must be adjusted for different developer formulations. It may be beneficial to perform a short O₂ plasma

flash descum after wet development.

PLATE or OTHER PROCESSING

STRIP SU-8/ SU-8 2000:

Immersion in Remover PG (NMP) at 80°C for 30 min**. Ultrasonics may be required. (**Depends on feature size and orientation. >5 um)

