

# How to Achieve One-Coat, High Hiding Power Paints by Optimizing Titanium Dioxide Pigments

**HORIBA**  
Scientific

How to Achieve One-Coat,  
High Hiding Power Paints  
by Optimizing  
Titanium Dioxide Pigments

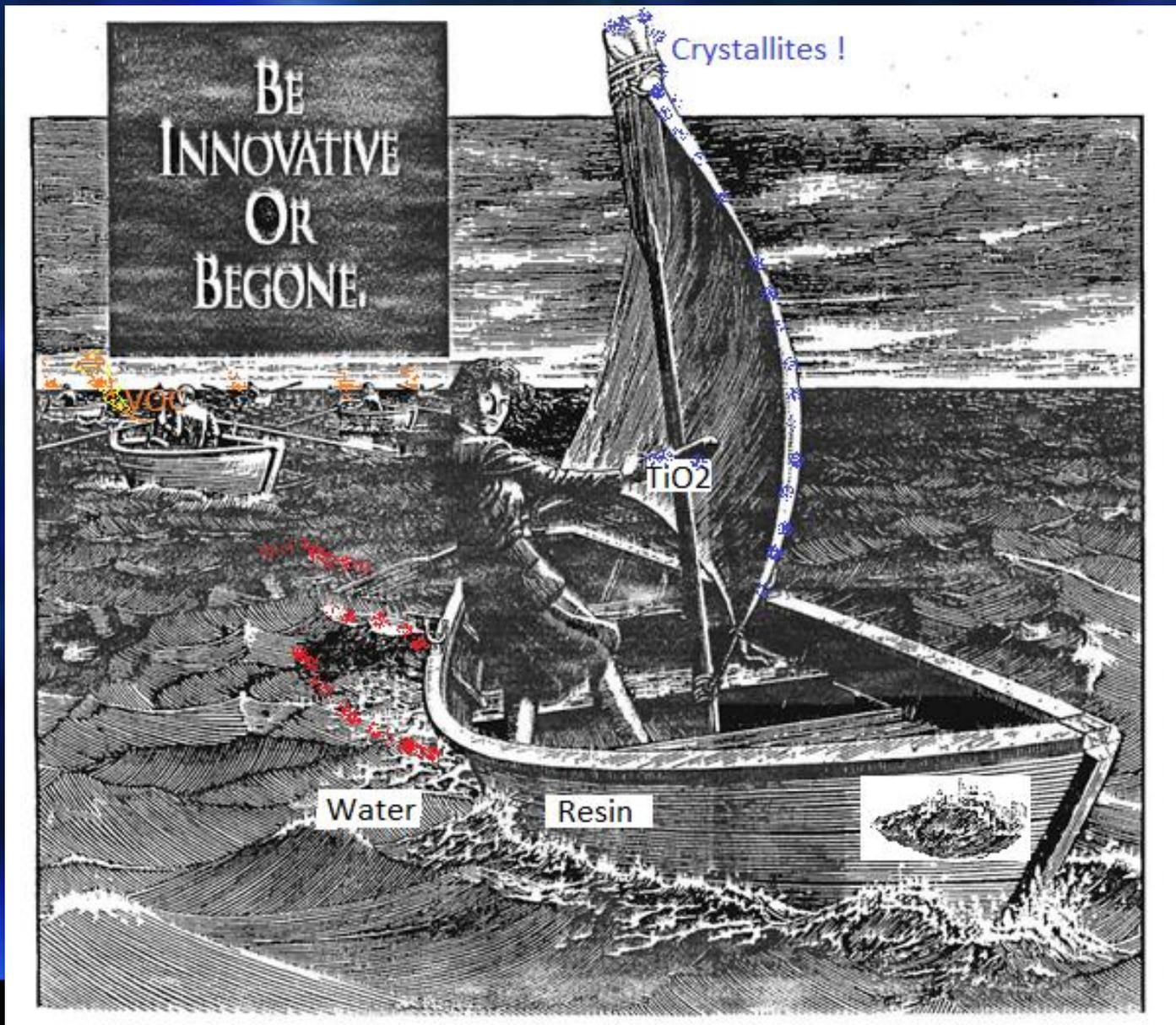


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# Basic Paint : Water, Resin & $\text{TiO}_2$



# TiO<sub>2</sub> Optimization in Low VOC Paints, Promises Better:

- **TiO<sub>2</sub> Grades / Extenders**
- **Dispersion**
- **Zeta Potential**
- **Particle Size**
  - Instrument Pay Back in 3 months!
- **Gold Standard**

# TiO<sub>2</sub> Quality Certificate of Analysis

(If you don't ask, you don't get)

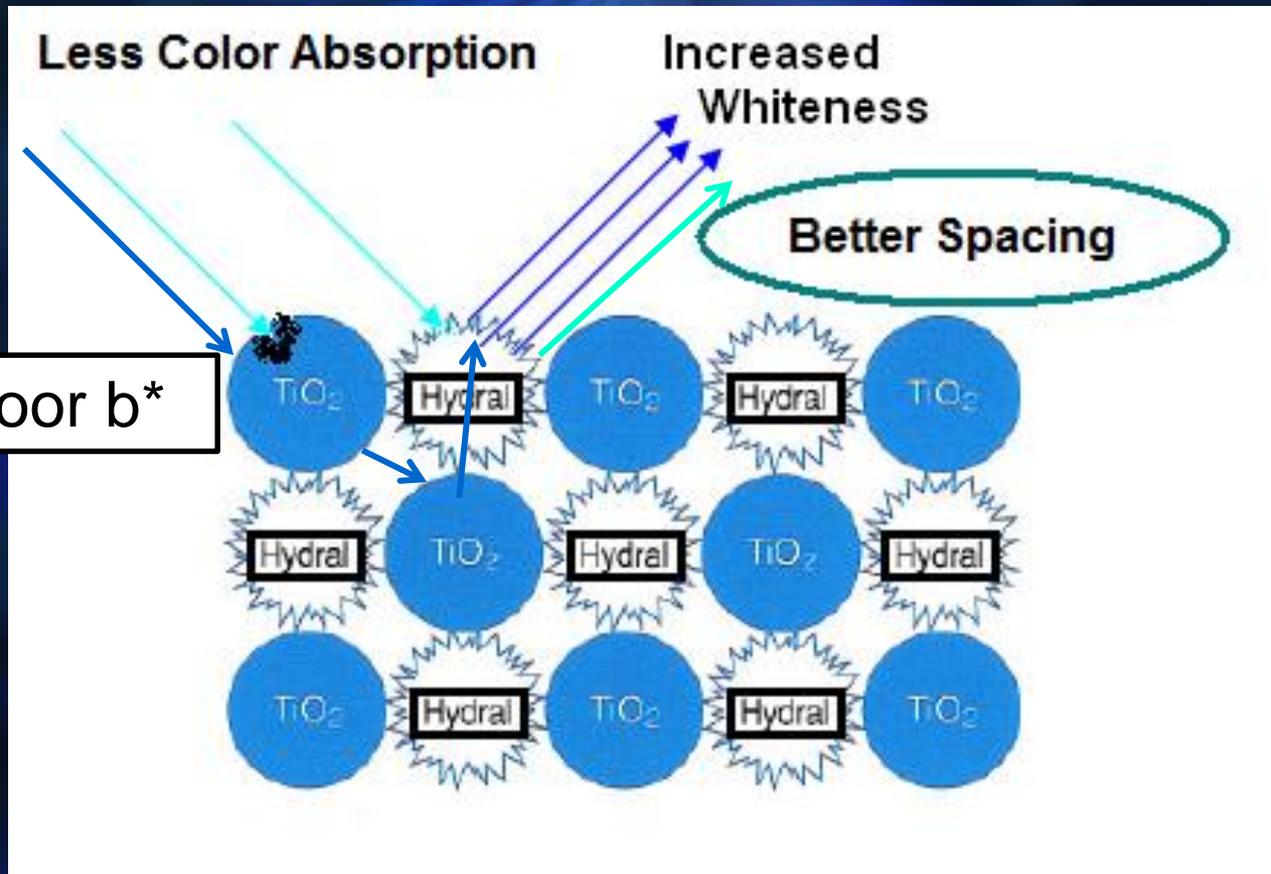
1. **Particle Size Distribution (PSD)**
2. **GSD (Geometric Standard Distribution)**
3. **% Greater than 0.5 um**
4. **Compare to Gold Standard (GS)**
5. Nibs or Scatts and distribution
6. Slurry Solids (76%)/pH
7. Rheology
8. Grit (wt.%)

# Effect of % TiO<sub>2</sub> (alumina treated) on Hiding



<b>% Min. TiO<sub>2</sub></b>	<b>Oil Abs. (lb/ 100 lb)</b>	<b>20° Enamel Gloss</b>	<b>Average Hiding Low PVC</b>	<b>Average Hiding High PVC</b>	<b>Relative Chalk Resistance</b>	<b>Use</b>
95	12	70	100	90	Good	General – High gloss
91	13	67	95	100	Very Good	Universal Interior/ Exterior
89	17	60	90	95	Excellent	Exterior Durable
80	32	45	85	115	Good	Flat

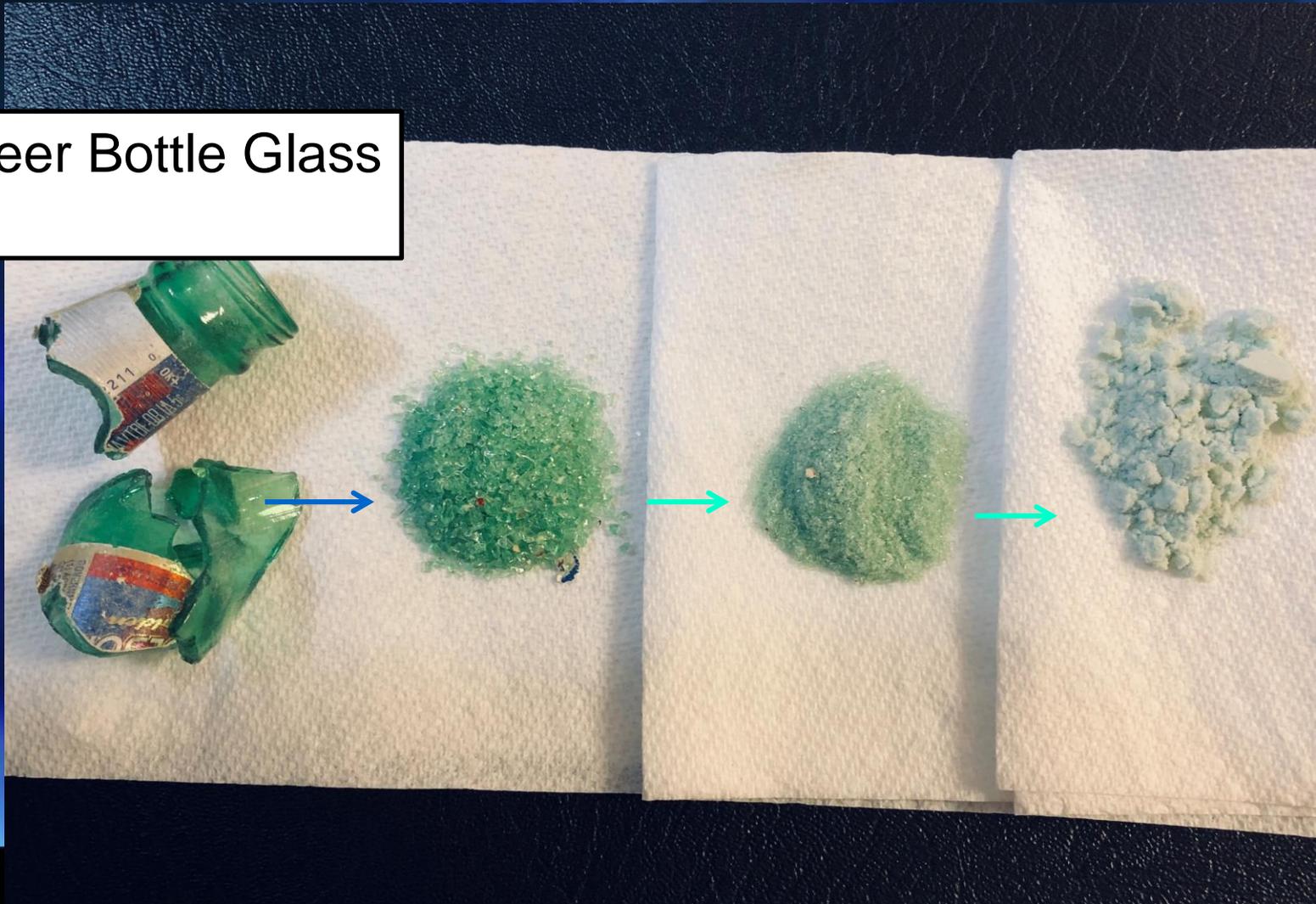
# High Opacity & Whiteness by Spacing



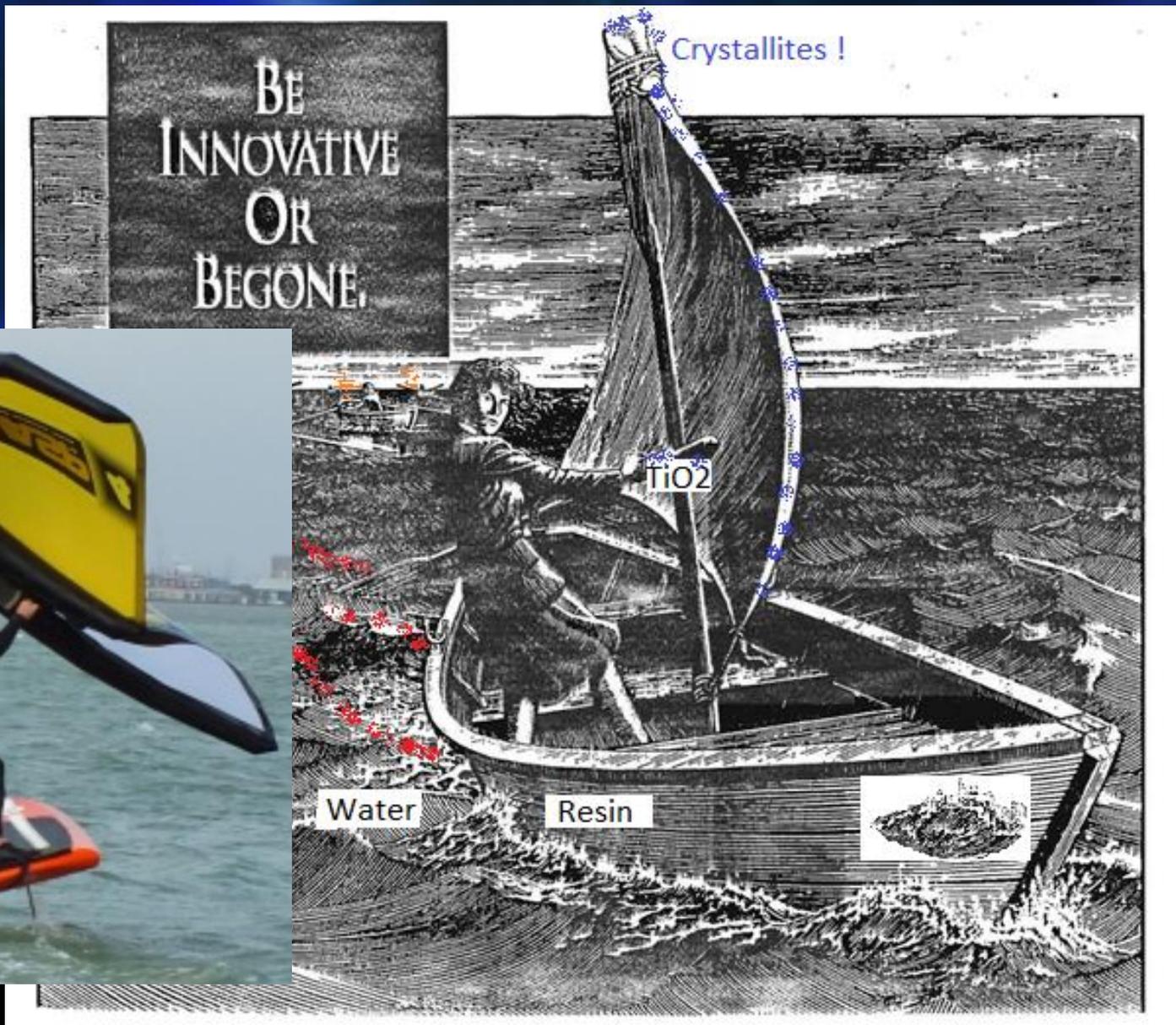
# Green Glass Loses Color and Becomes Whiter by Grinding & Sieving to 2mm

850  $\mu\text{m}$   $\rightarrow$  177  $\mu\text{m}$   $\rightarrow$   $\mu$

Beer Bottle Glass

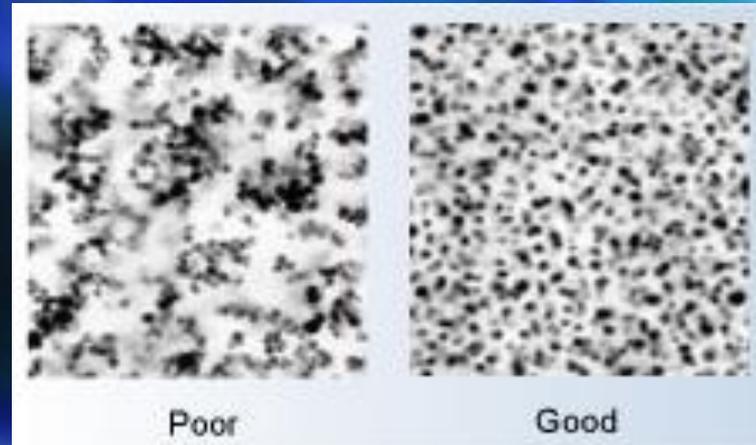
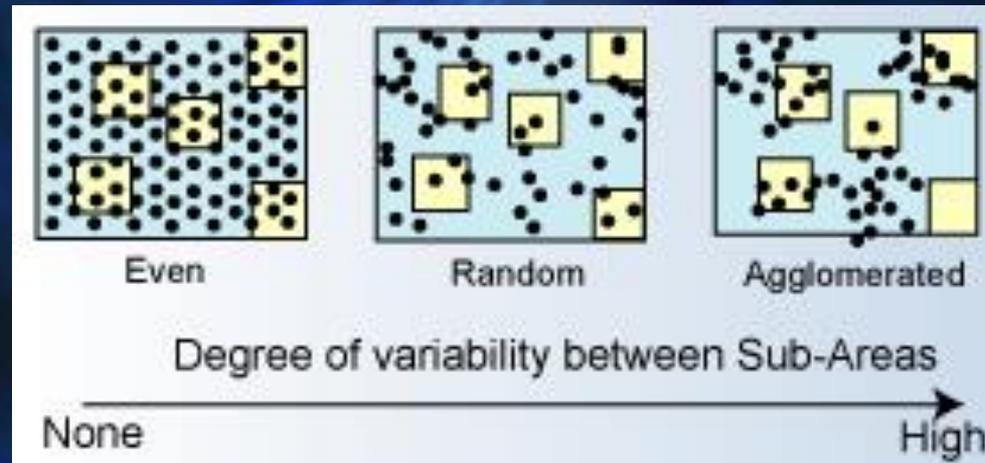


# Basic Paint : Water, Resin & $\text{TiO}_2$



# Ideal Dispersion is Better than Random

(Ref: Diebold (2005))



# **NEED** Dispersion Dispersion Dispersion

- **BEST Dispersible & Durable R706 type coating alumina/silica better than SuperDurable – eg Roof Coatings**
- **BEST Gloss**
- **Effects Tint Strength, Contrast Ratio, Hiding Power, Whiteness**

# CHALKING

1. Light Degrades Resin Binder
2. Works with water, acid rain, environmental deposits and UV
3. Worst case Oxygen Free in the film



a) Particle size CONTROLLED

Sulfate = Hydrolysis

Chloride = Oxidation/ Pressure

b) Grind: Steam /Pigment control

c) High density  $\text{TiO}_2$  spacing

# TiO<sub>2</sub> for Low VOC Paint

TiO <sub>2</sub> Grade #	Slurry Viscosity @ 80 wt. % (low Cp)	Particle % > 0.5 um (low %)	Median Particle Size & GSD	Draw Down Particle Size & # Particles (low #)	Resin & HEUR Comp.	Gloss (high)	Optical: Con. Ratio, Color Comp. & Tint S (high)
#3 GS	++	+	++	+	++	++	+
#3	-	-	0	--	0	-	-

# Lab Equipment Need For $\text{TiO}_2$ Optimization

- **Zeta Potential / pH Meter**
- **Rheometer**
- **Particle Size Analyzer**

# Zeta for TiO<sub>2</sub> :

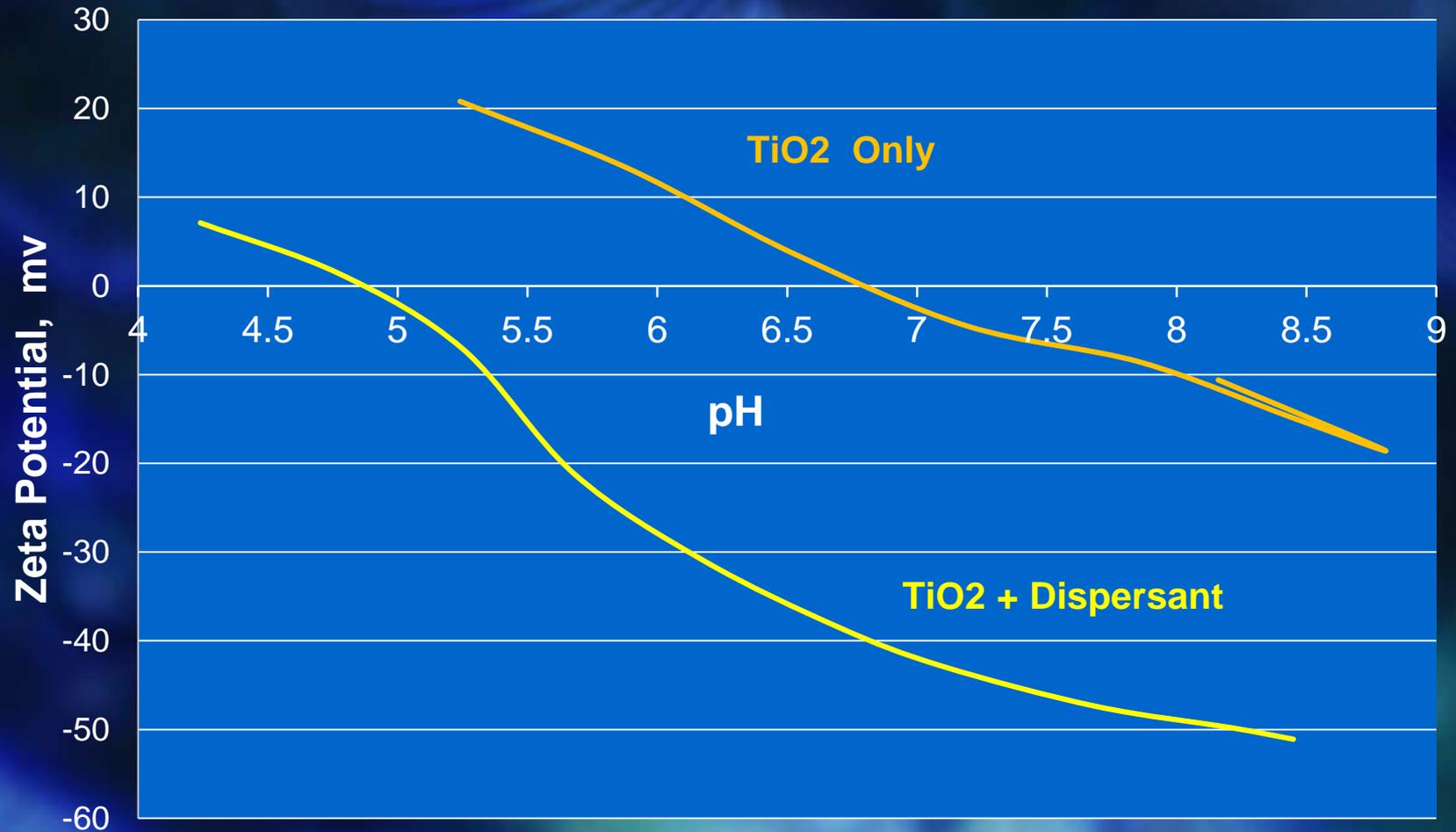
- In Paint: Avoid Dangerous pH Zones
- In Pigment Grind: Shift IEP w/ Dispersants
- Disperse Near IEP

**Table 3—Characteristics of Different Surface-Treated TiO<sub>2</sub> Pigments<sup>a</sup>**

Sample #	Isoelectric Point (IEP)	Surface Area (m <sup>2</sup> /g)	Description of TiO <sub>2</sub> Pigments (Surface Concentration wt%)
1 .....	9.0	15	4.5 Al <sub>2</sub> O <sub>3</sub>   TiO <sub>2</sub>
2 .....	6.3	15	3.6 Al <sub>2</sub> O <sub>3</sub> – 6.5 SiO <sub>2</sub>   TiO <sub>2</sub>
3 .....	4.51	12.2	1.25 ZrO <sub>2</sub>   2.0 Al <sub>2</sub> O <sub>3</sub>   6.0 SiO <sub>2</sub>   TiO <sub>2</sub>
4 .....	6.36	14.3	2.0 Al <sub>2</sub> O <sub>3</sub>   0.5 ZrO <sub>2</sub> –2.0 SiO <sub>2</sub>   TiO <sub>2</sub>
5 .....	8.49	14.1	2.0 Al <sub>2</sub> O <sub>3</sub>   0.5 ZrO <sub>2</sub> –1.0 Al <sub>2</sub> O <sub>3</sub>   TiO <sub>2</sub>
6 .....	8.28	15.0	1.0 ZrO <sub>2</sub> –1.0 Al <sub>2</sub> O <sub>3</sub>   TiO <sub>2</sub>

(a) Surface composition of inorganic oxides is described according to the order of surface treatment, see text.

# Universal Grade $\text{TiO}_2$ Slurry Zeta Potential as a Function of pH



# Lab Equipment Need For TiO<sub>2</sub> Optimization

- Zeta Potential / pH Meter
- Rheometer
- Particle Size Analyzer

# Horiba PSD Plots: iPhone Video Tracking TiO<sub>2</sub> Spacer Composite Agglomeration

Effect of mixing TiO<sub>2</sub> slurry with CaCO<sub>3</sub> coated TiO<sub>2</sub>

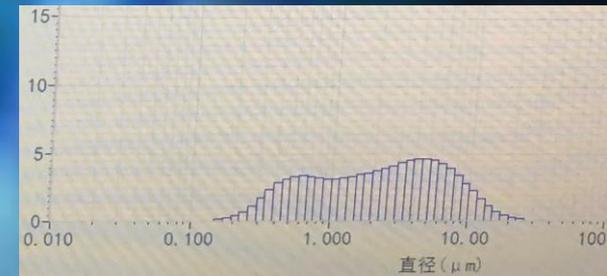
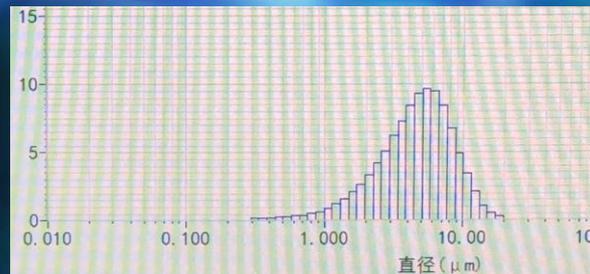
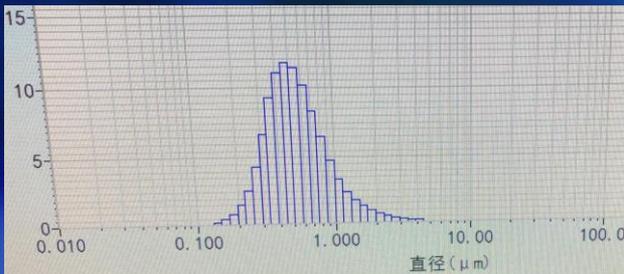
Demonstrate

- Real Time Particle Growth
- GSD Peak Broadening
- Final Finger Print

GSD 1.7 @ 0 min.

GSD 2.2 @ 11 min.

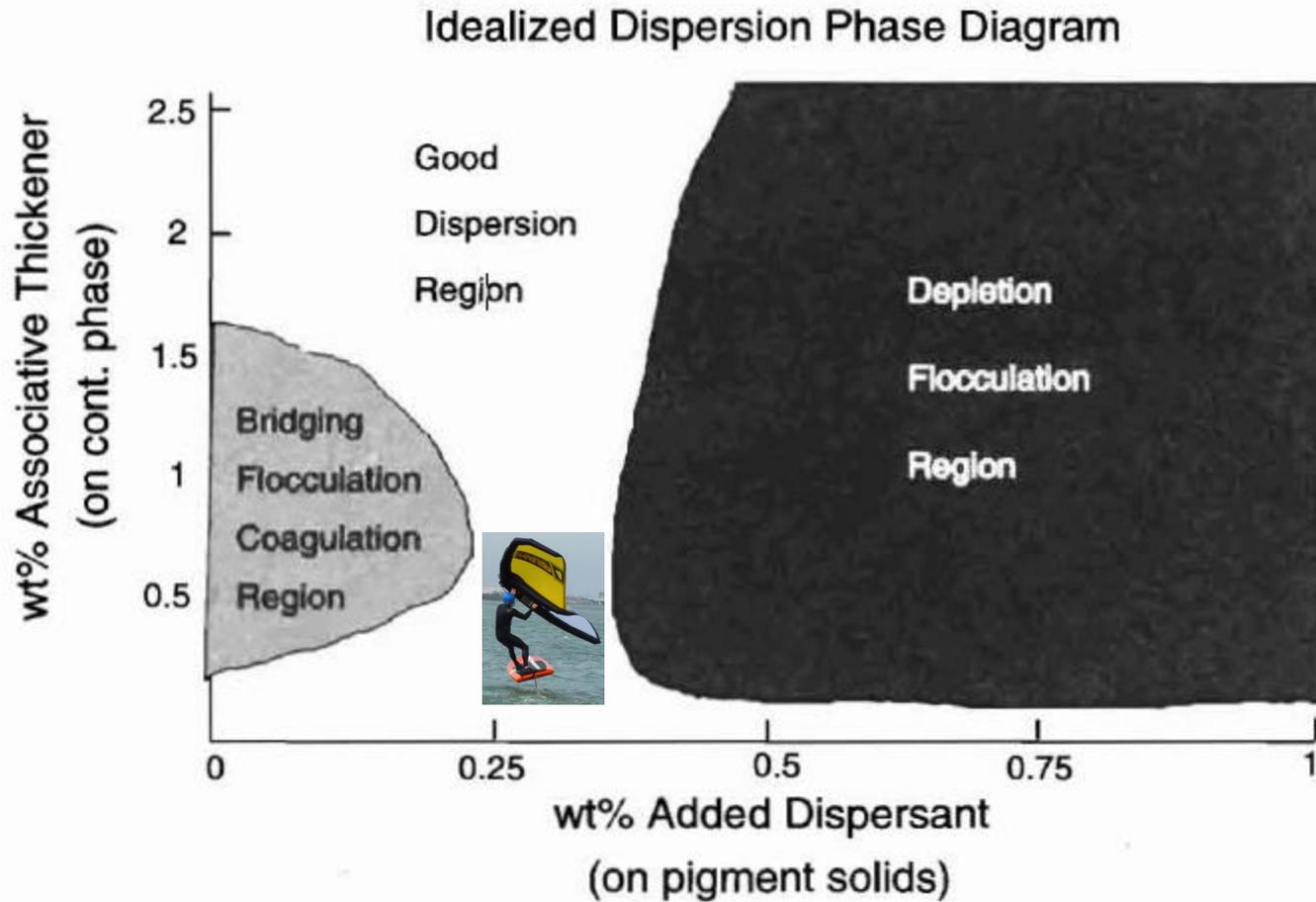
GSD 4.5 @ 45 min.



# Two Types of Flocculation

- 1. Bridging:** Polymer Molecules Connect  $\text{TiO}_2$  Particles.
- 2. Depletion:**  $\text{TiO}_2$  get squeezed out of the thickener solution
  - a) Lower Gloss & CR
  - b) Poorer Film Strength
  - c) Poorer Adhesion

# Rheology Modifier / TiO<sub>2</sub> Dispersant Phase Diagram



# Great GSD needs a hydrophobic micro-codispersant (Helps Rheology Chemicals)

JCT Research, Vol. 3, No.3, July 2006

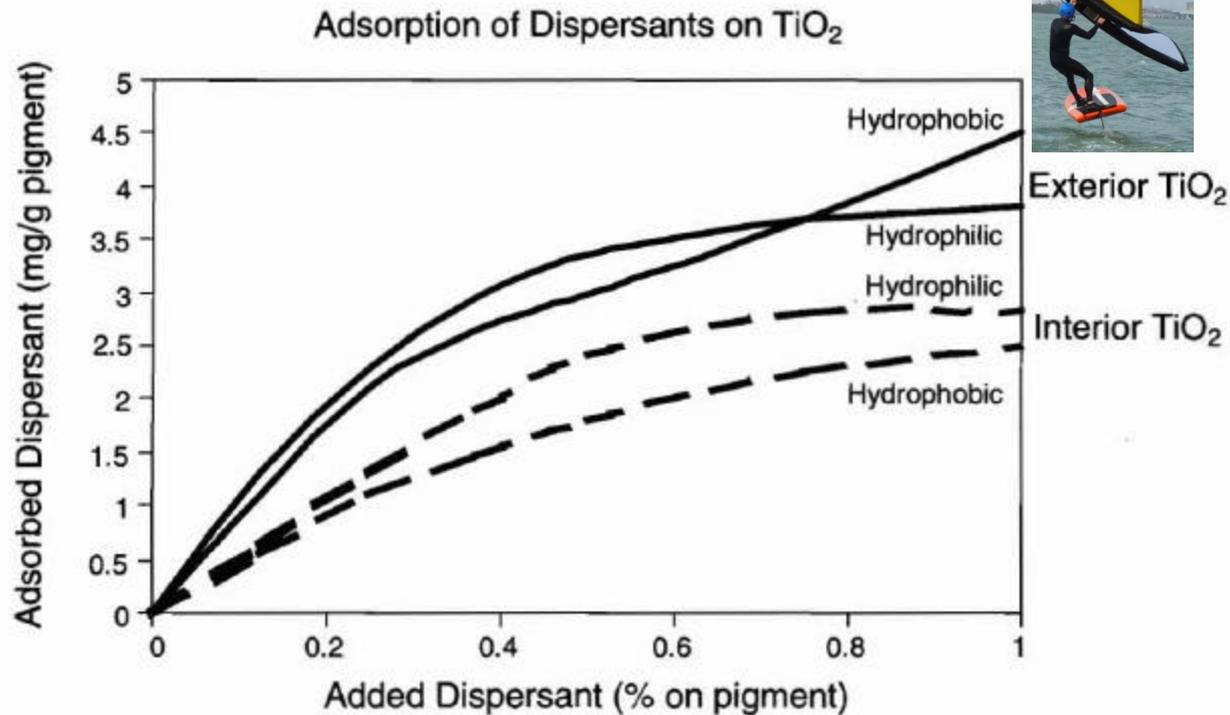
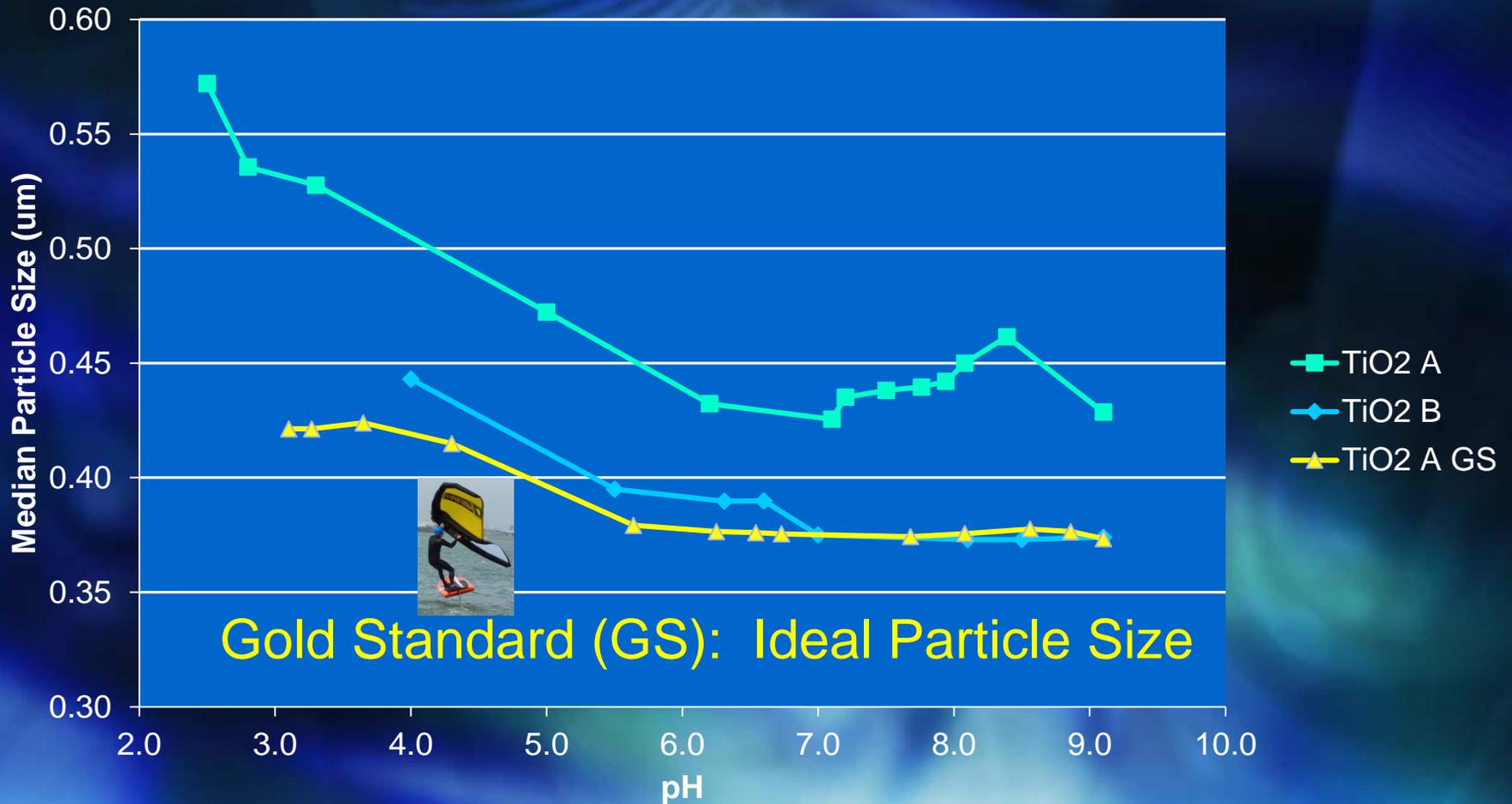


Figure 2—Adsorption isotherms of hydrophilic and hydrophobic dispersants on interior and exterior TiO<sub>2</sub>. Exterior TiO<sub>2</sub> adsorbs more dispersant, probably because of a higher surface area. Surfaces are close to being saturated at the 0.6–0.8% dispersant level.

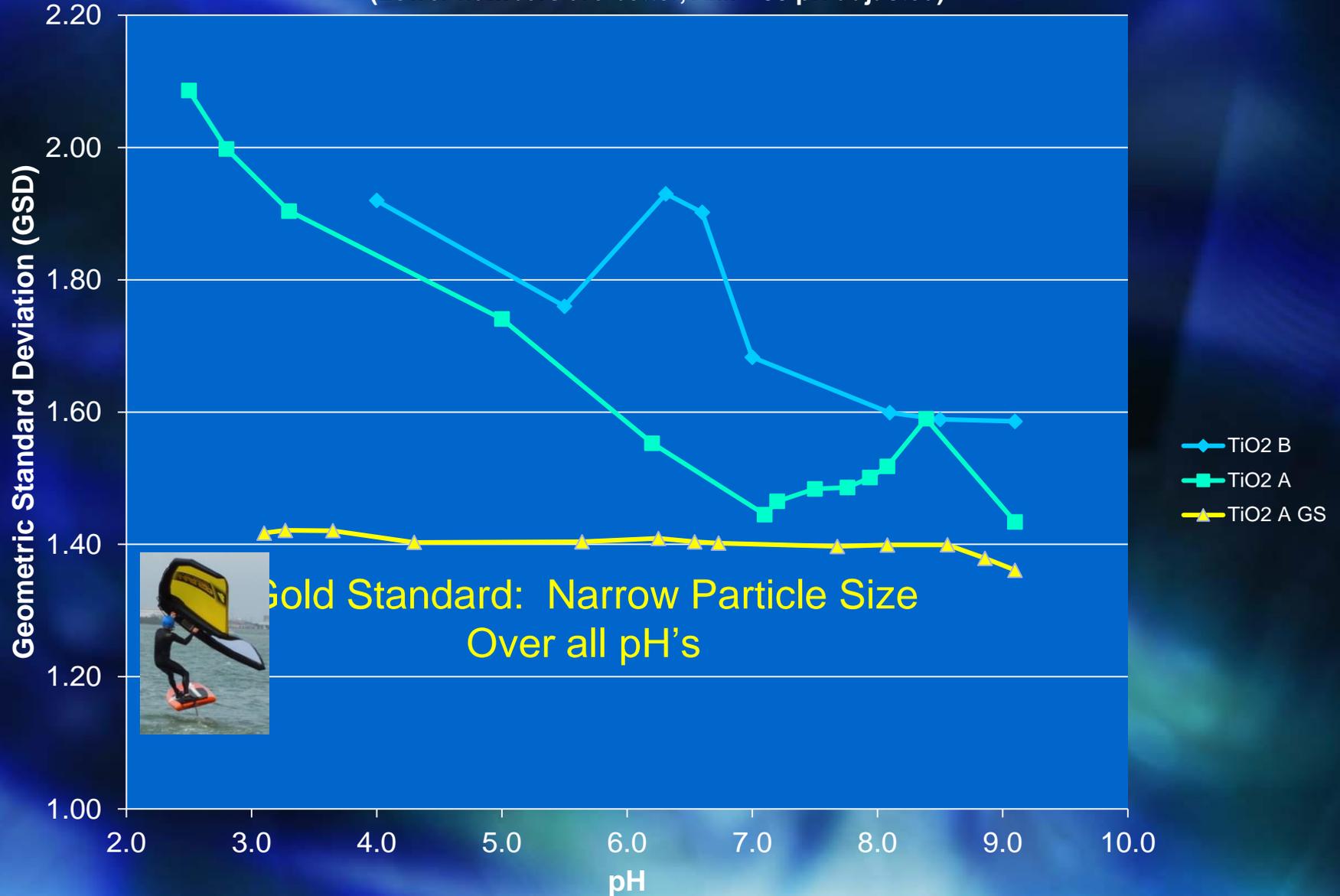
# Effect of pH on TiO<sub>2</sub> Median Particle Size

(Better is < 0.4um, AMP-95 pH adjusted)



# Effect of pH on TiO<sub>2</sub> Particle Size GSD

(Lower numbers are better, AMP- 95 pH adjusted)



Gold Standard: Narrow Particle Size  
Over all pH's

# High Opacity VOC Paints Requirements

- Minimize Thickeners & Surfactants
- High Solids Filler Slurries
  - ✓ Target : 70 wt. % solids (min.)
- TiO<sub>2</sub> Slurry Properties
  - 1) Small Particle Size vs. pH
  - 2) Narrow – GSD vs. pH
  - 3) Zeta Potential vs. pH
  - 4) High Solids / Low Viscosity: 380-480 Cp @ 79% Solids (Brookfield : #3 spindle, 100 rpm)
  - 5) Compatibility Tests & Phase Diagrams