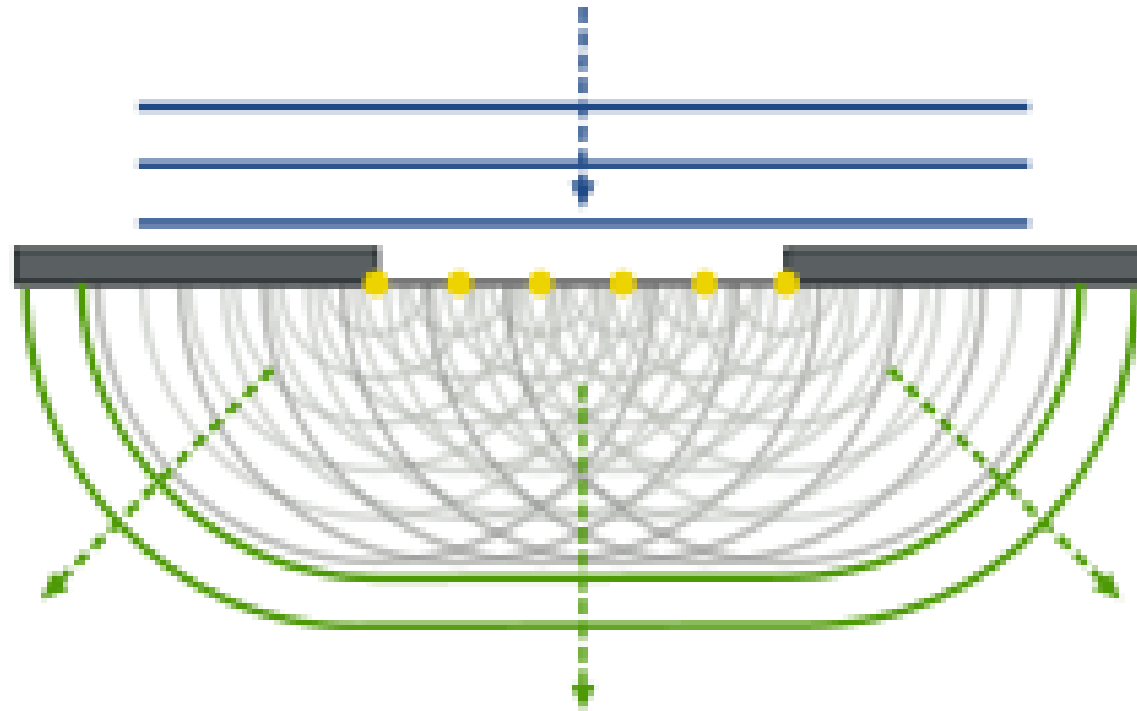
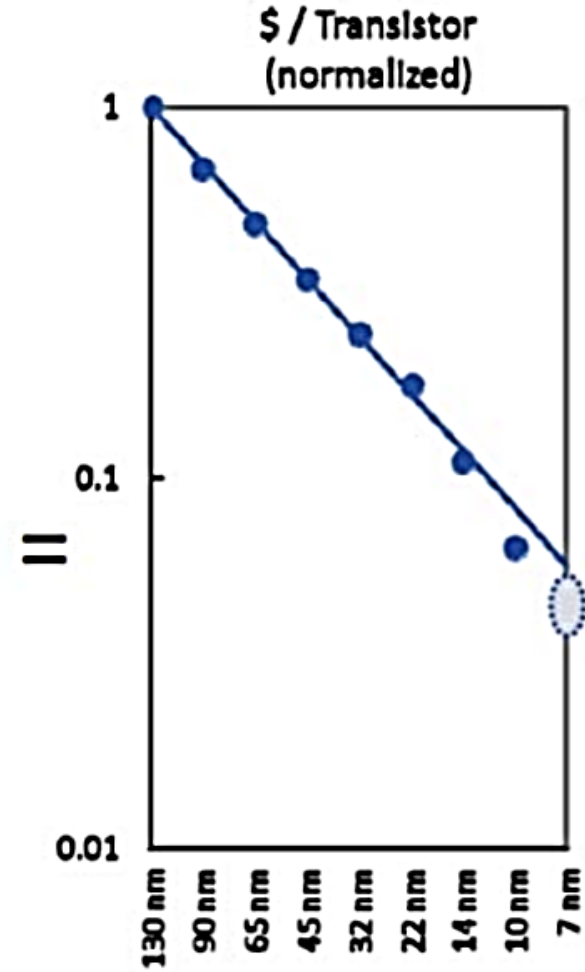
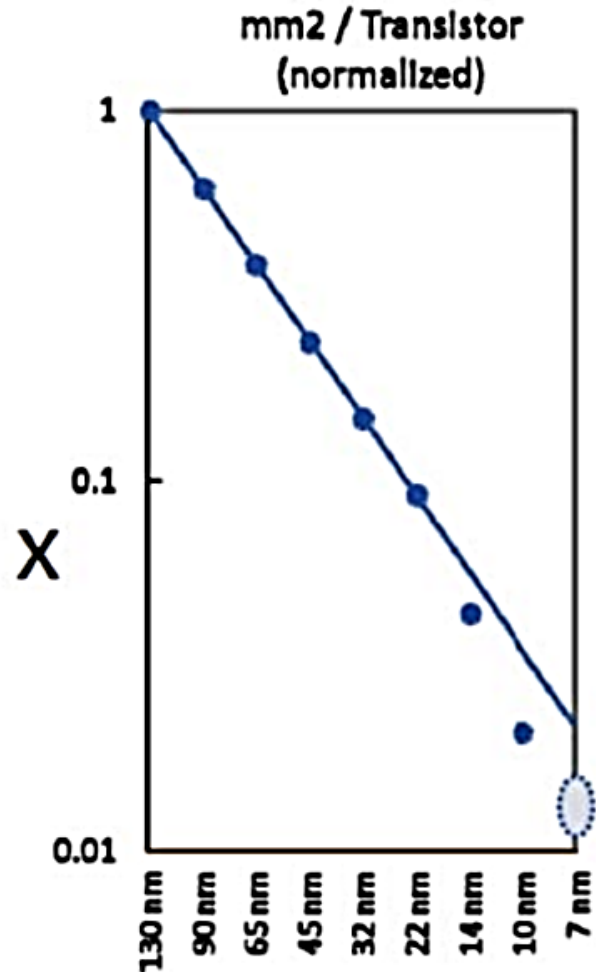
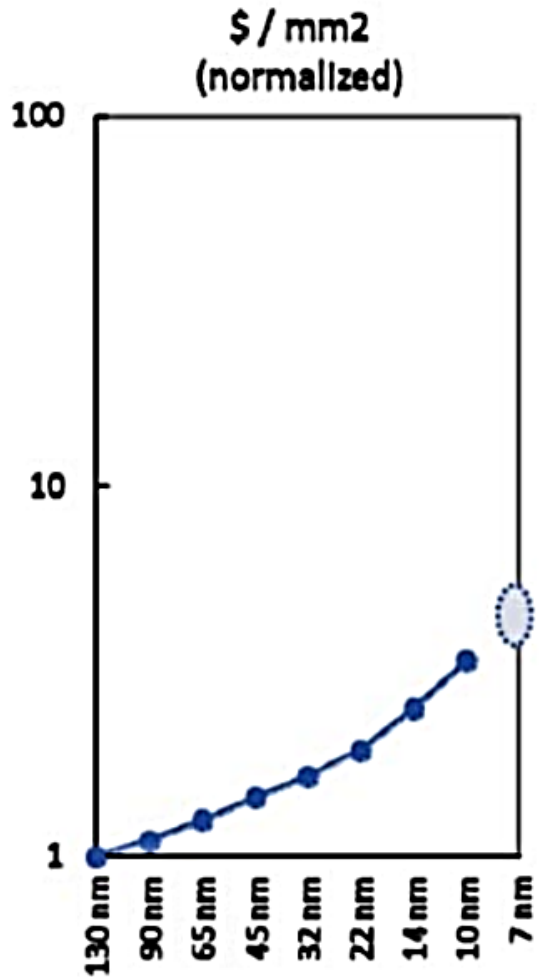


Lecture 3

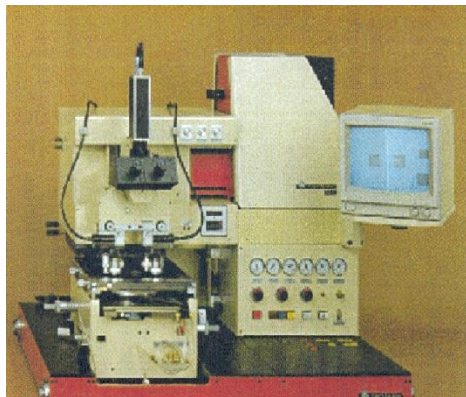
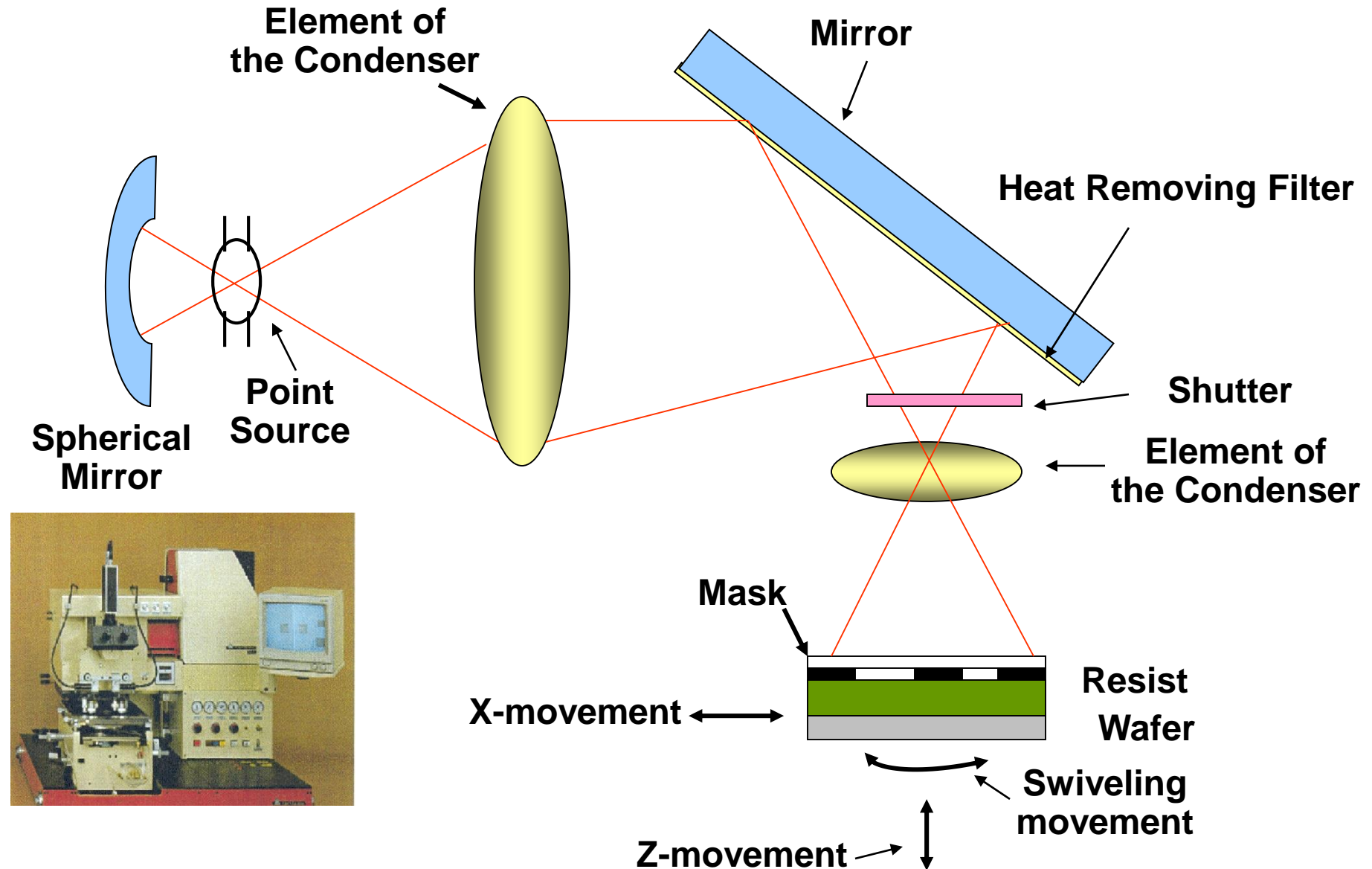
Chemical Engineering for Micro/Nano Fabrication



How to Continue Moore's Law



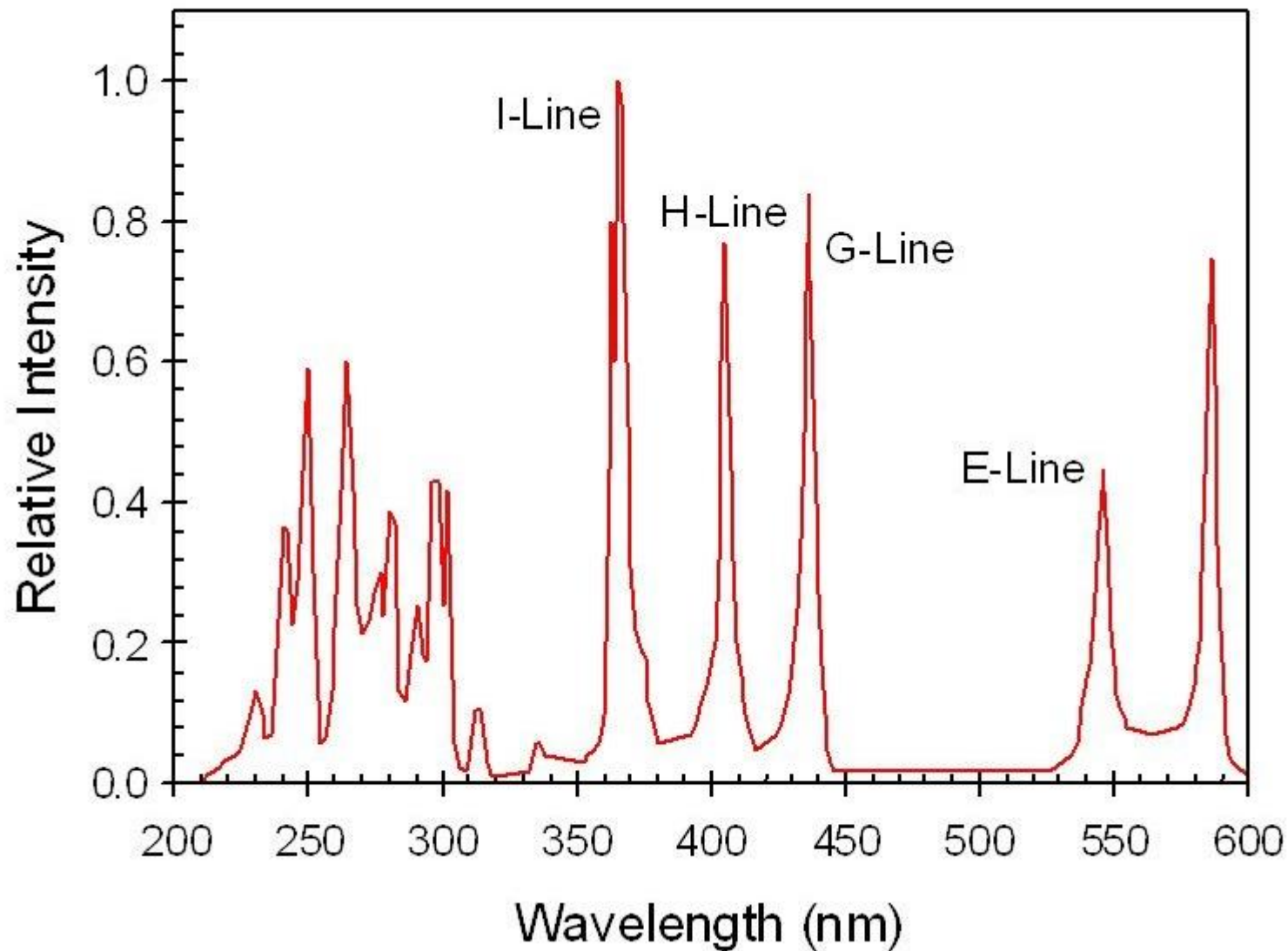
It all Started With Contact Printing

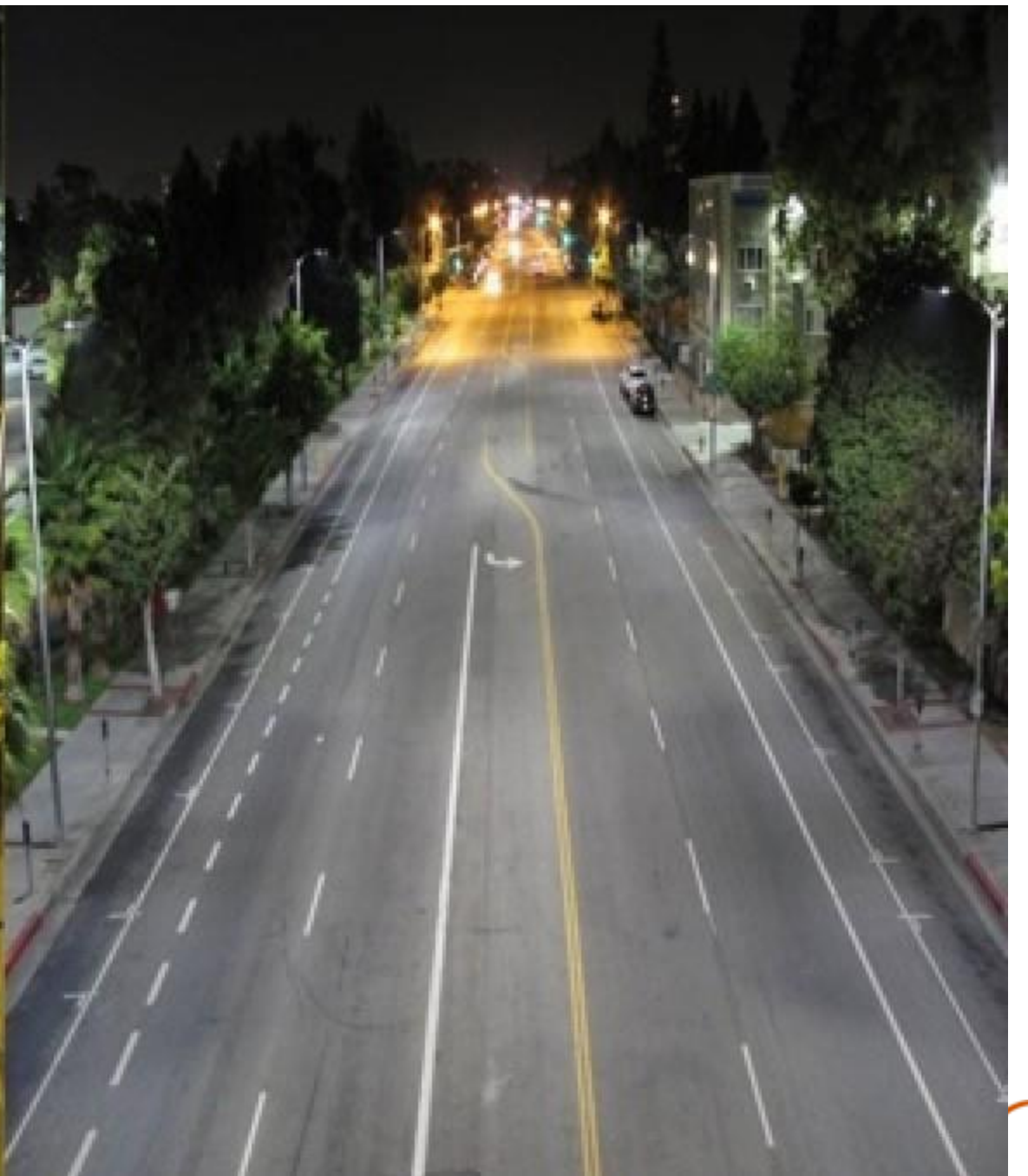


High Pressure Hg Lamp

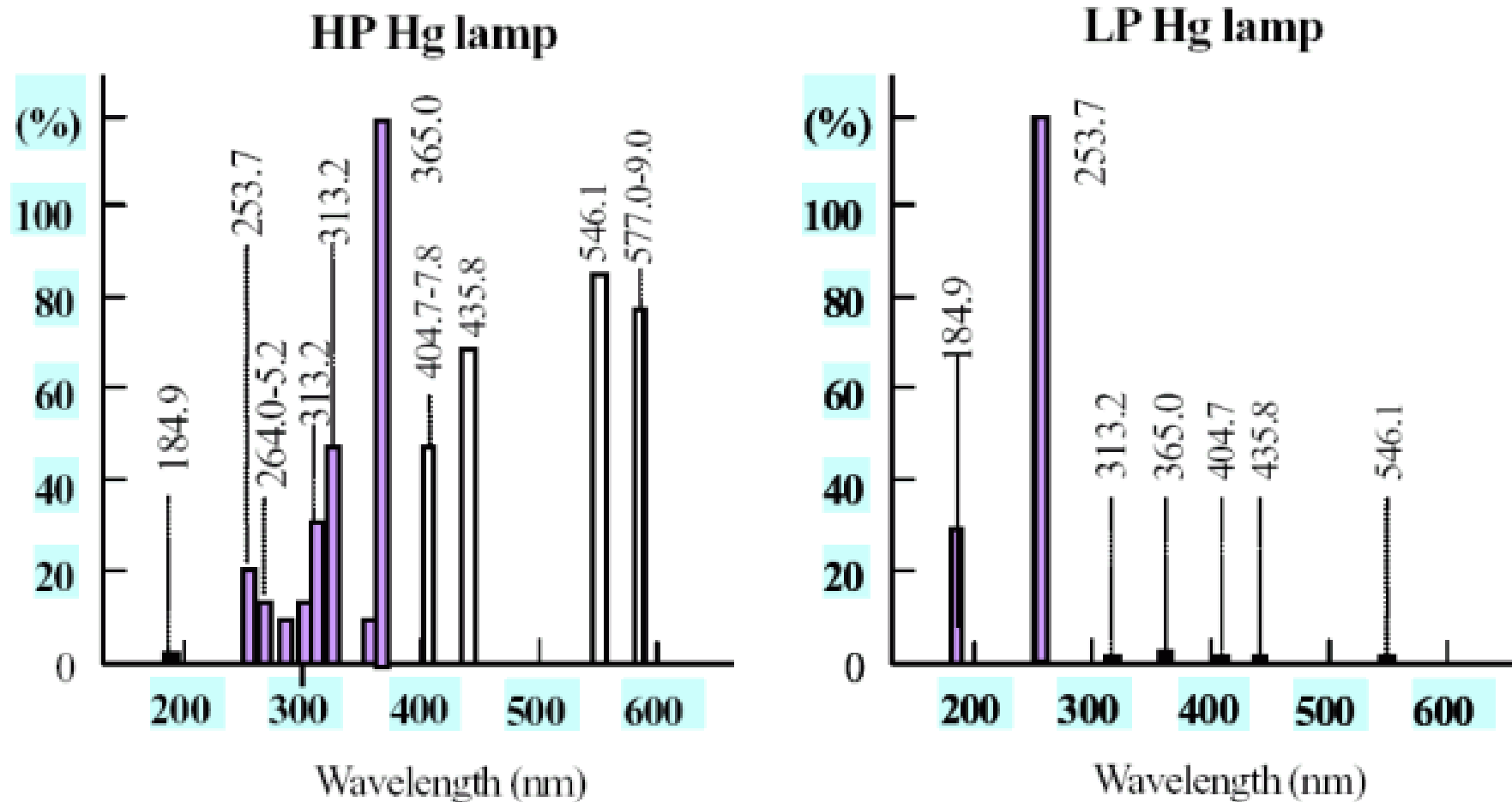


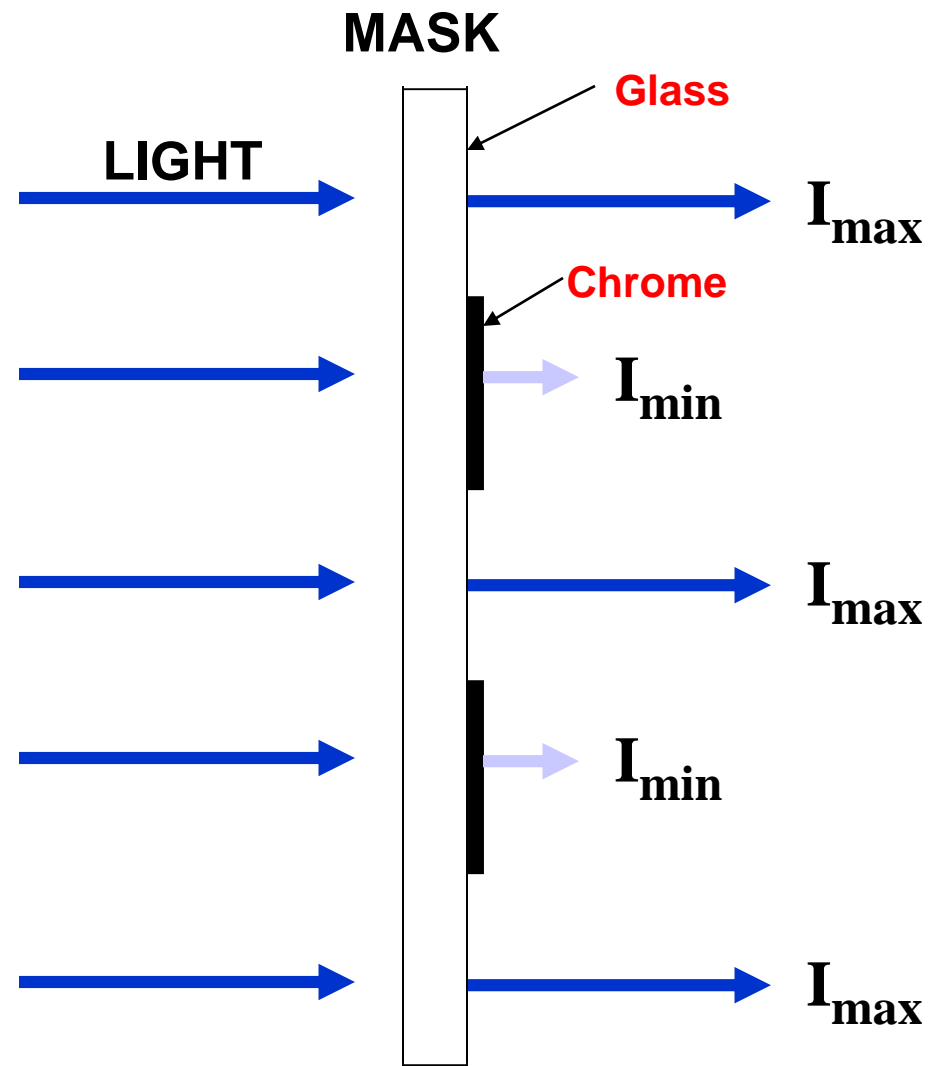
High Pressure Hg Lamp Output





High and Low Pressure Hg Lamps

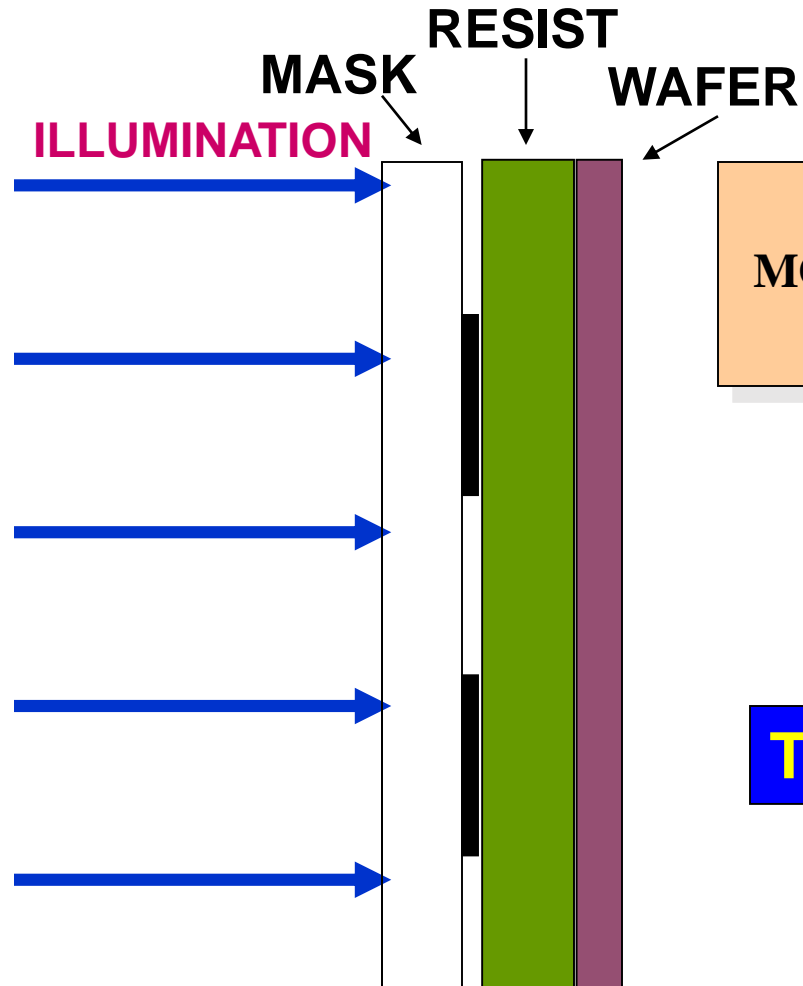




$$\text{MODULATION} = \frac{I_{\max} - I_{\min}}{I_{\max} + I_{\min}}$$



Modulation in Contact Printing



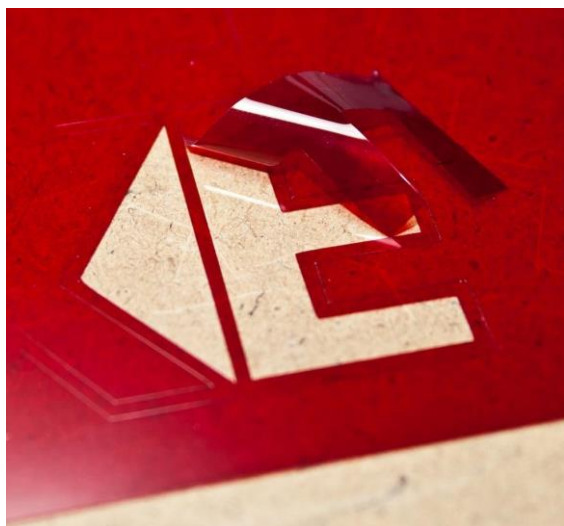
$$\text{MODULATION} = \frac{I_{\max} - I_{\min}}{I_{\max} + I_{\min}}$$

- Modulation of the mask is 1
- Modulation of the image is ~ 1

The image is almost perfect!



Rubylith Mask Making

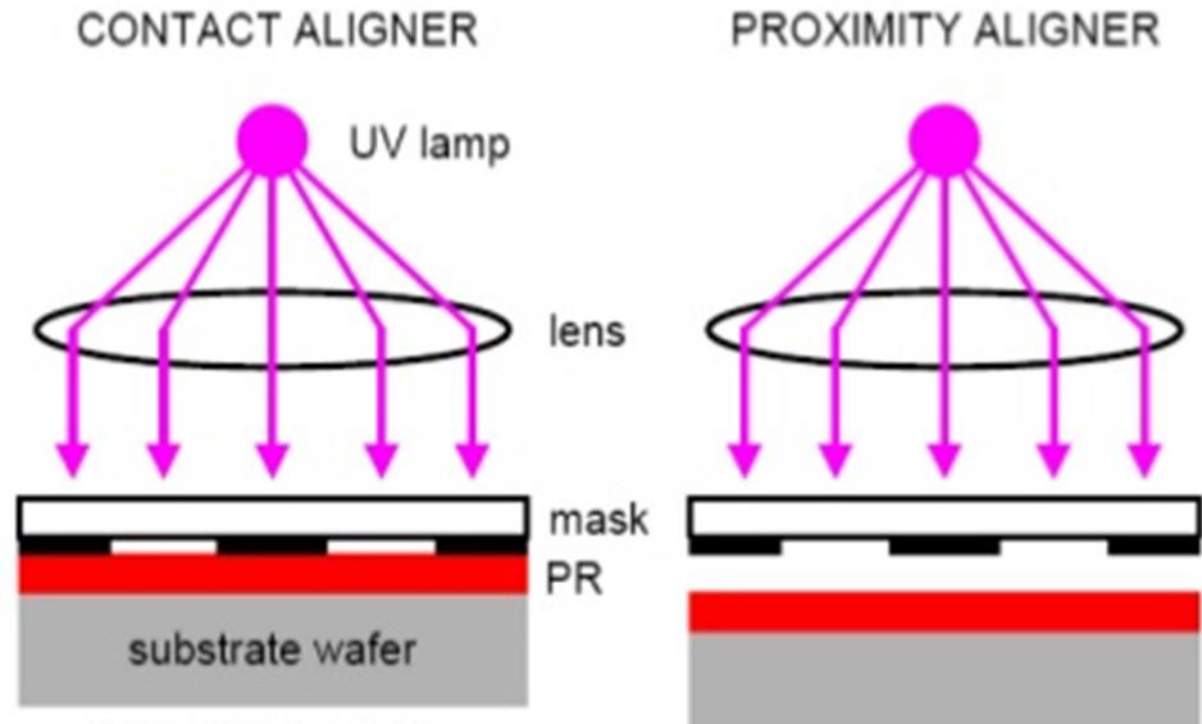


This was Successful but....For Contact Printing...

- As dimensions decrease, so do yields!
- Serious Problems with Mask Contamination
 - Rubber resist and Emulsion Masks
 - Introduction of Chromium on glass masks
- Alignment was done external to the Exposure system
 - Slow production and low yield = 😞
- Just move the mask away and do...
 - **“Proximity Printing”**

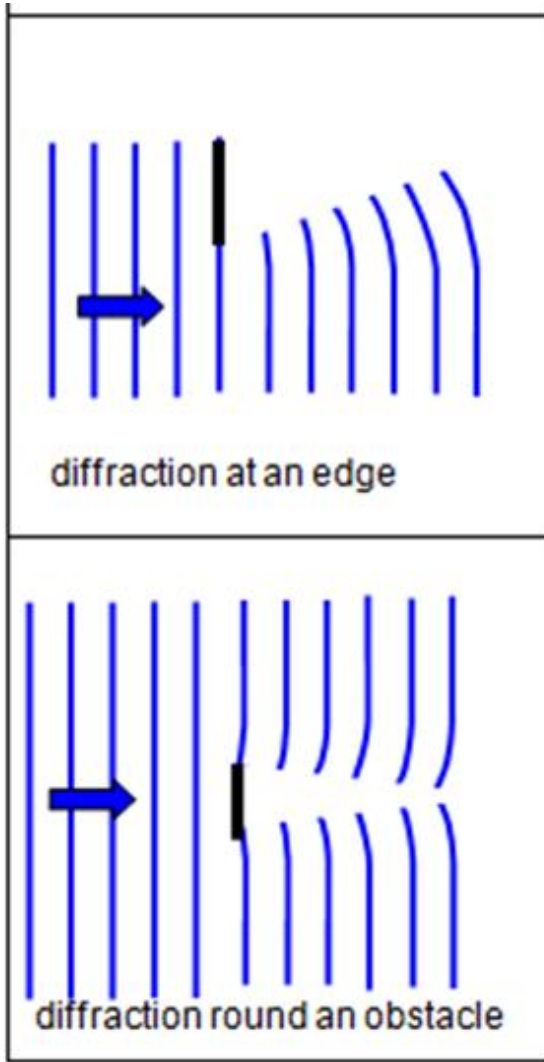


Nothing is Simple



Nothing is Simple...it seems

Newton vs Fresnel Diffraction rears it's head



Diffraction effects at an edge

Diffraction round a sphere

Figure 2(a)

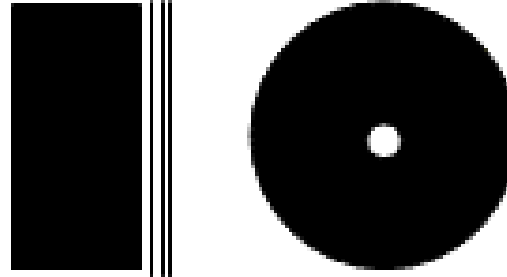
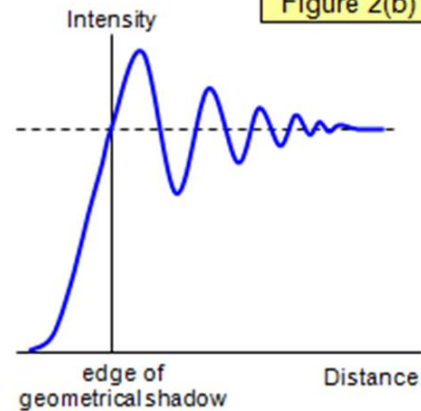
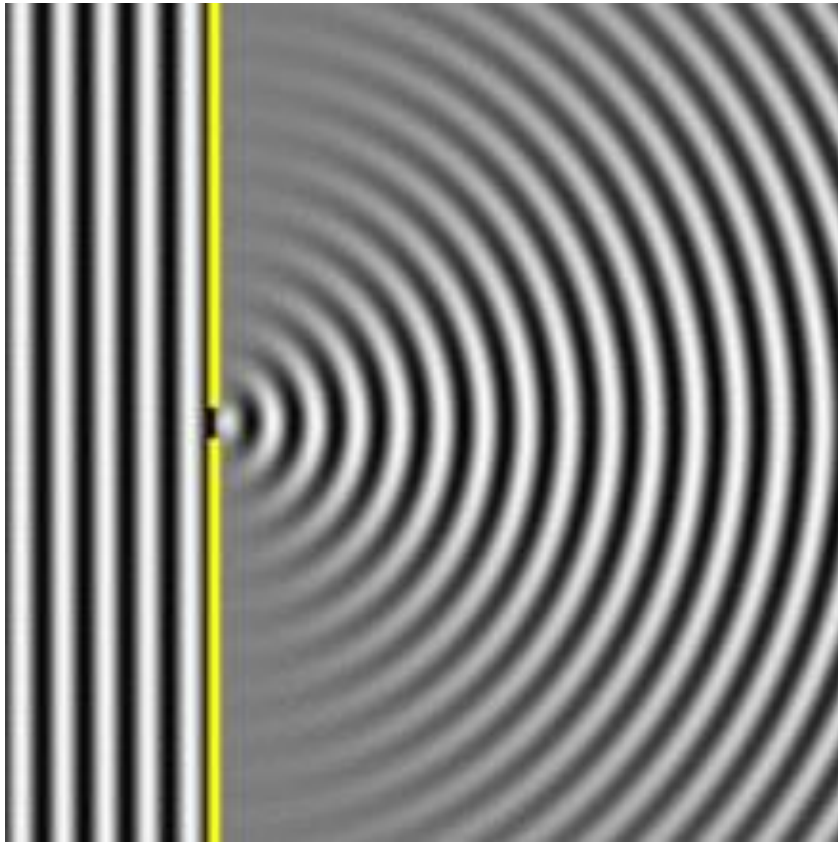


Figure 2(b)

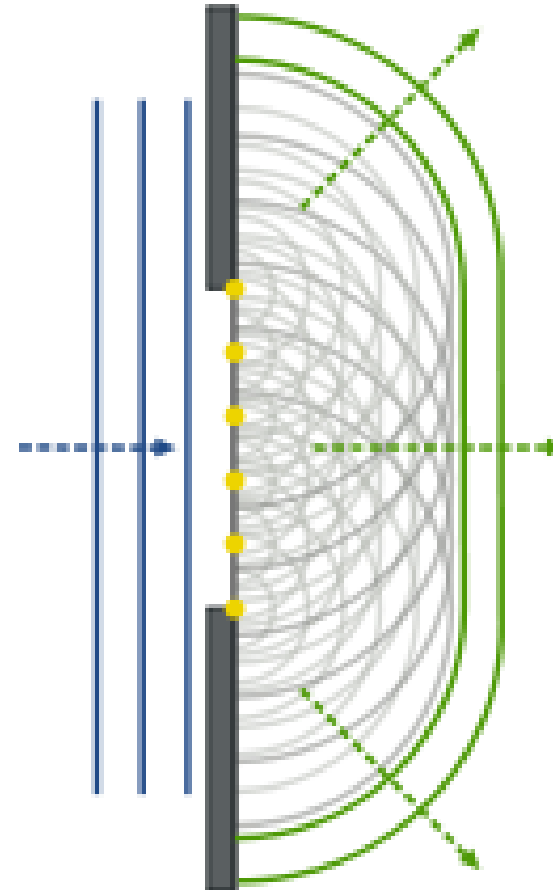


Huygens' Theory

When $w = \lambda$ 1 wavelet

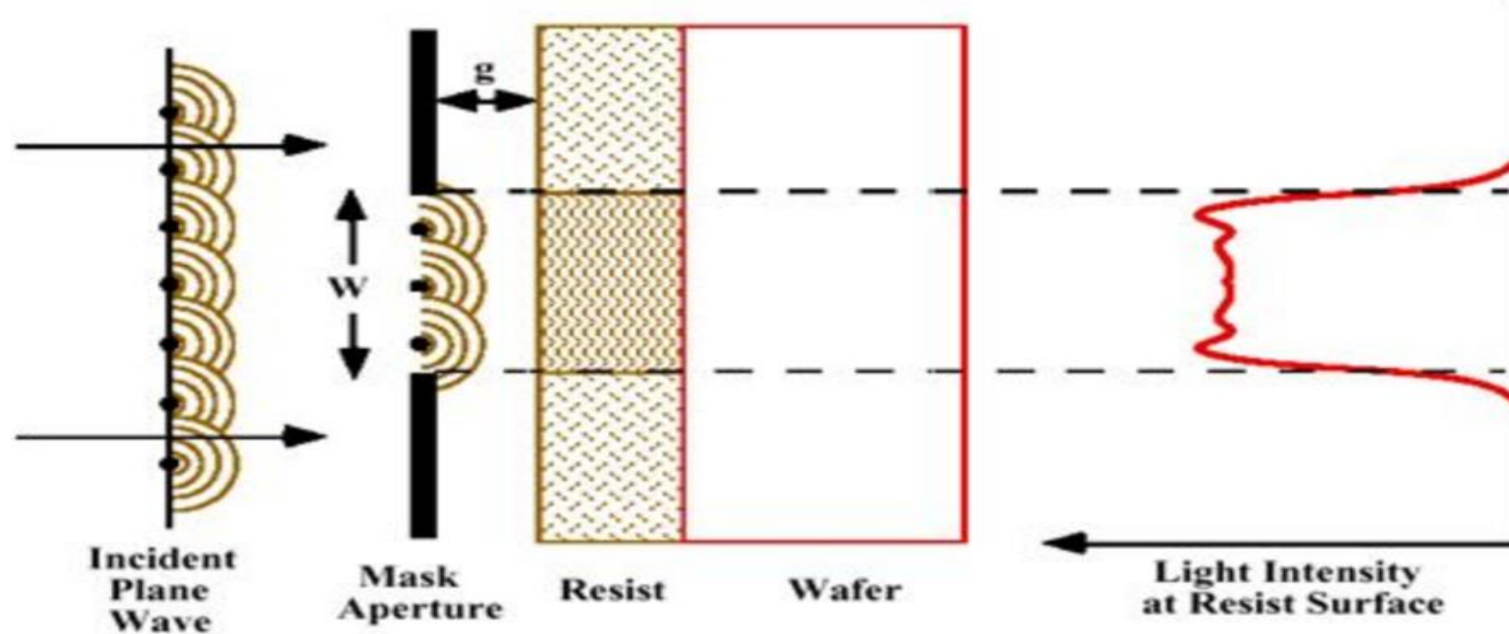


Many wavelets that interact



Fresnel Diffraction in Proximity Printing

Near field or Fresnel Diffraction Regime When $g < W^2/\lambda$

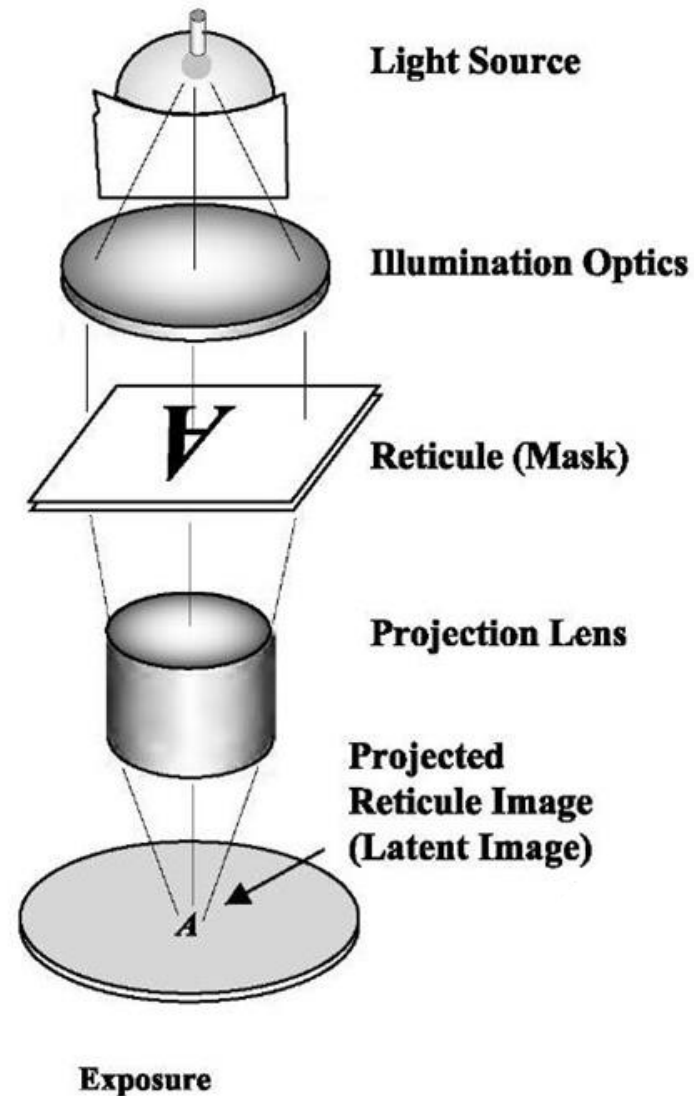


- Image can be constructed from point sources of spherical wavelets in the opening (Huygens' Theory)
- There is interference between these waves that causes “ringing”
- Here the minimum feature size is $W \sim \sqrt{\lambda g}$
- For $g = 20 \mu\text{m}$ and 365 nm light, W is on the order of $2.7 \mu\text{m}$



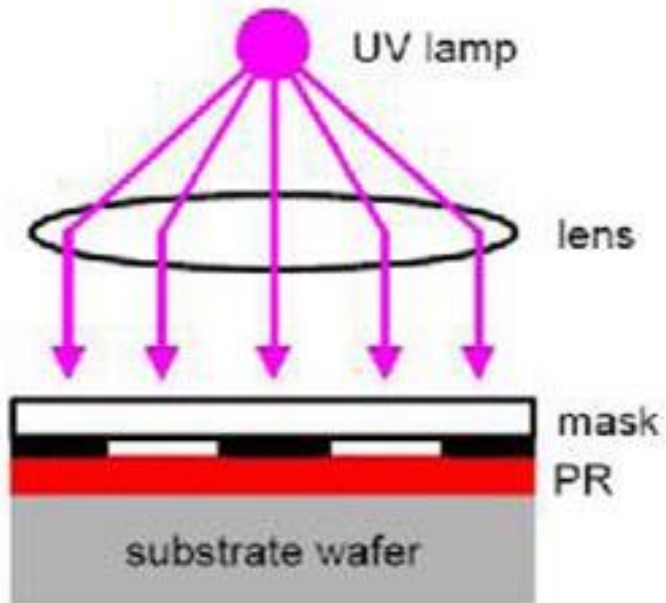
So...when the with is small the gap must be small

- So we can do projection printing
And get the mask far away from the wafer



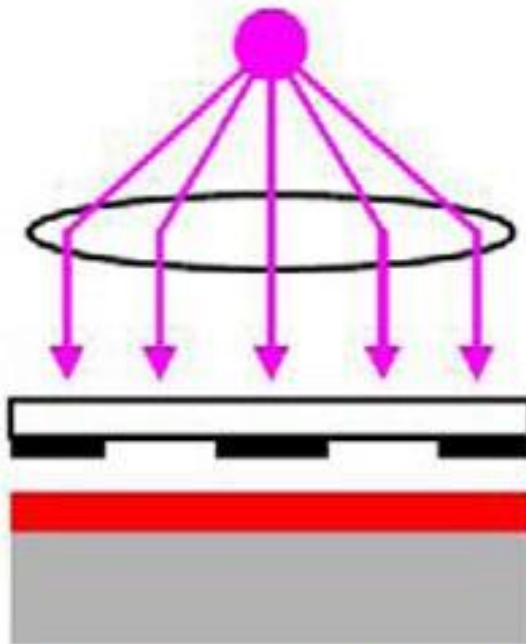
Optical Aligner Design Principles

Contact aligner



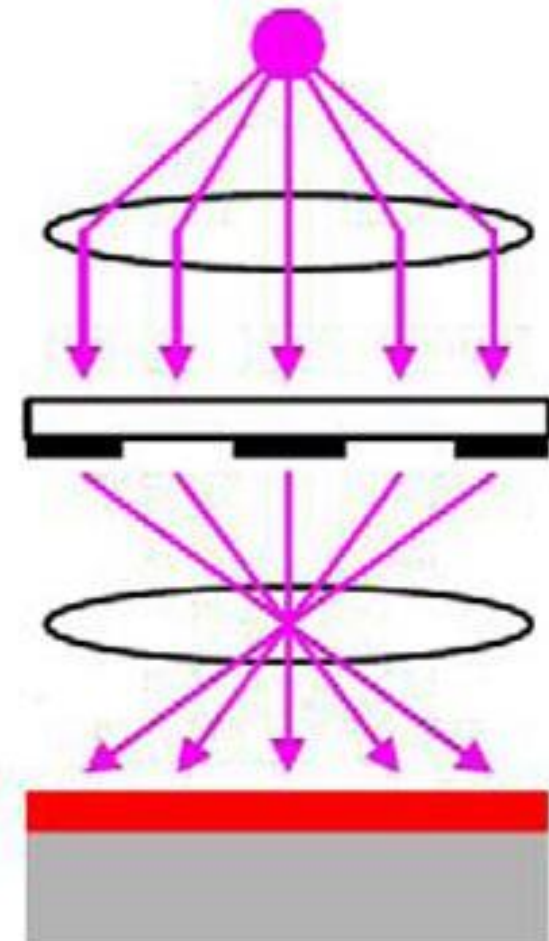
Mask in contact with photo-resist film
(Gap = $0 \mu\text{m}$)

Proximity aligner



Gap (order $10 \mu\text{m}$)
between mask
photoresist

Projection aligner

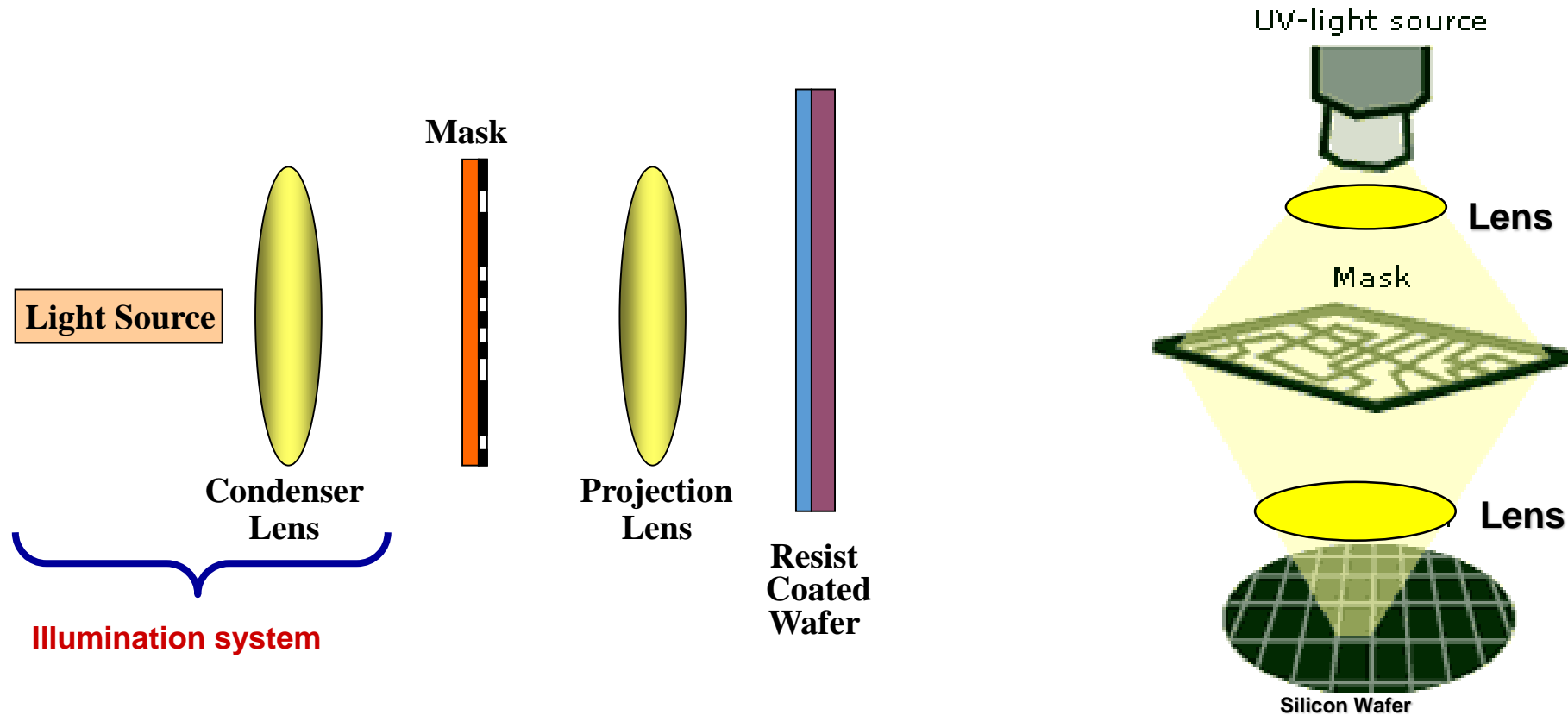


Advantages of Projection Printing

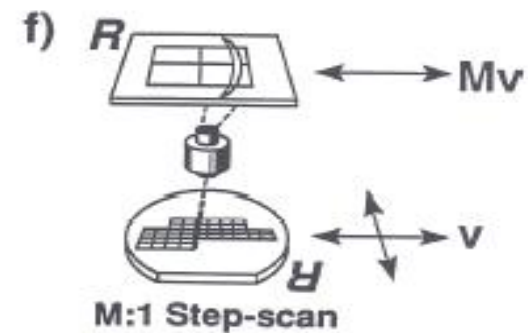
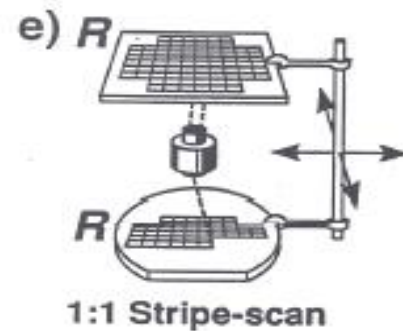
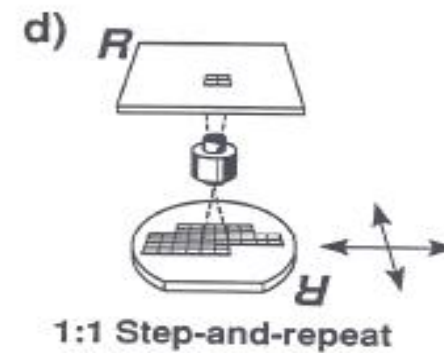
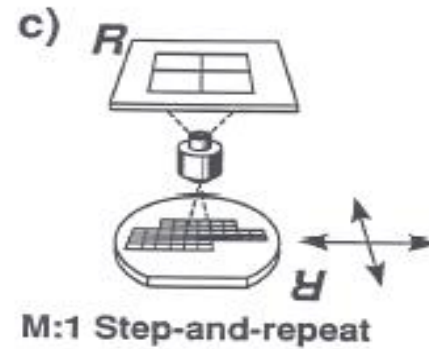
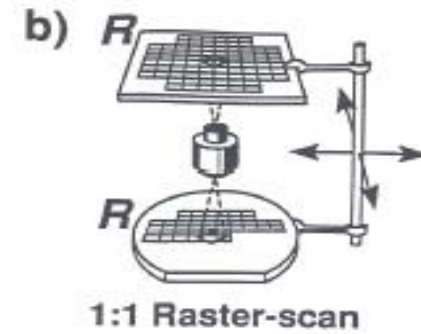
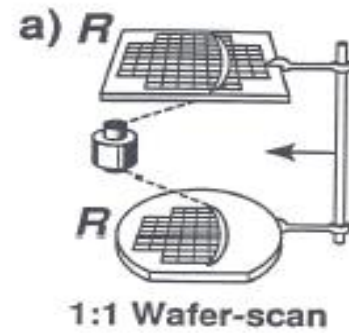
- ❑ Non-contact operation which prevents the mask from introducing defects and wearing out.
- ❑ No need for replacement masks.
- ❑ Wafer images are potentially more uniform because a single “mask” is used for all of them.
- ❑ Improved alignment accuracy – no need to move the wafer after alignment.
- ❑ Reduction capability makes masks easier to fabricate and repair.
- ❑ Mask can be protected with a pellicle



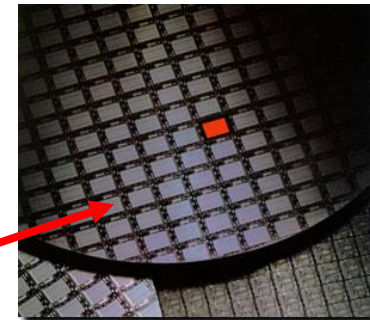
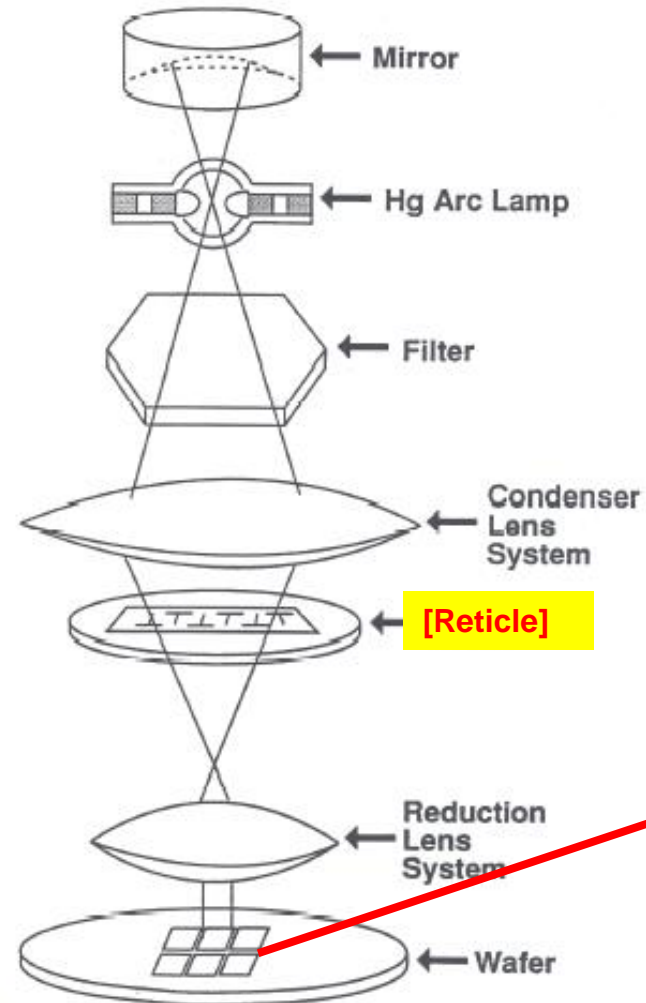
The Basic Components of a Generic Optical Projection System



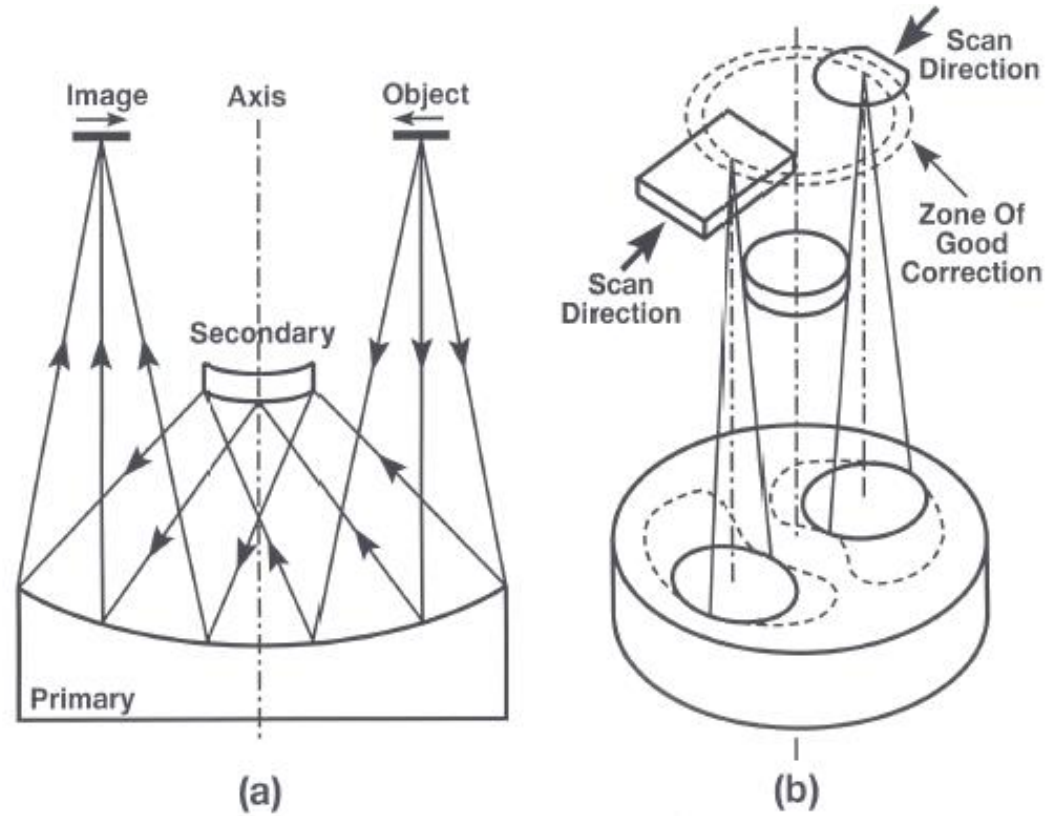
Many Projection Design Options



Step and Repeat Principle



Principle of the Micralign® Scanner System



Micralign Full Wafer Scanner Design

