

# Multi-level skin modelling for skin-product interaction

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#### **About Reden**

Engineering consultancy company

Specialisation in Modelling and Simulation (physics based models in the Digital Twin)

SME: approx. 20 engineers







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- Skin
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- Summary





#### Introduction



Industries of the VMAP consortium

- Wide range of markets
- Very different products
- Large diversity in processes

#### Nonetheless:

We all use virtual engineering to do process design and enhance product quality

We need interoperability in the virtual domain > Multi-vendor > Multi-physics

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#### Introduction Objective of VMAP



Interoperability  $\rightarrow$  seamless transfer of information



Usually the creation of a custom data conversion is not done therefore chain simulation is not performed:

- $\rightarrow$  Time consuming
- → Requires specialists



#### Introduction Objective of VMAP



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Interoperability  $\rightarrow$  seamless transfer of information



Software A output is software B input:

- $\rightarrow$  no conversion needed
- $\rightarrow$  Software A and B interchangeable by C, D, E = **Flexibility**

#### Introduction



#### **UseCase:** Hybrid Plastic-Metal products



### Philips OneBlade











# Skin

- Multi-layer system to
  - project against outside world
  - regulate heat, moisture
  - sense







# Skin

#### • Epidermis

- Stratum corneum
- Living epidermis
- Stratum corneum
  - "dead-cell" layer on top, contains furrows
  - 0.1-0.2 mm thickness
  - CONFOCAL IMAGING forearm (left)
- Living epidermis
  - contains nerve ends, hair, etc.
  - 0.2-1.0 mm thickness



File Name: v0000000.bmp Lesion: onderarm links suction 10x t=2 Patient: Reden BV x: -2.39 mm y: -2.26 mm z: 0.00 um Laser Power: 0.6 mW L1: 830 nm





# Skin

#### • Dermis

- Ligaments of collagen and elastine
- Hypodermis
  - Fatty layer

Which slide on top of

- Muscles
  - Controls movement



ADF Films-productions and Cerimes, **Promenades sous la peau**, https://www.youtube.com/watch?v=eW0lvOVKDxE



- Properties vary widely between persons:
  - Age
  - Diseases
- With environment:
  - Humidity





- In-plane properties vary in:
  - Direction
  - As a function of strain (non-linear)
- "roughness" reduces with strain increase



Ferguson & Barbenel, 1981



- In-plane compression tests show complex wrinkling behaviour
- At small in-plane compression strains small high frequency wrinkles occur
- Larger in-plane compression strain give larger wrinkles with smaller wrinkles superimposed







- Out-of-plane measurements (compression) show indenter size dependent properties (spherical indenters)
- Lower stiffness at larger indenter sizes





- Relevant for usecase
  - detail during shaving
  - where is the skin supported, and how
  - pressure distribution of product on skin

- Large scale differences
  - Micro near head
  - Macro to "fix" the skin





000 We 000 understand 000 innovation

#### Skin model

 Skin is modelled as a multi-layered (5) solid with varying material properties for each layer.

Material properties fitted from in-plane tensile tests and out-of-plane compression tests:

- While maintaining correct wrinkling behaviour
- incorporation size effects on stiffness
- Stiff on top, less stiff below





#### Skin model

Surface texture in model

Unit cell based approach







## Skin doming

- Validation of skin doming
  - Suction test on skin (forearm)
- Varying
  - Cup size (D = 8 18 mm)
  - Pressure (0 100 mbar suction)
- Aramis system used to measure strain distribution at surface resulting in 3D strain field. Measured @Philips







## Skin doming

- · Validation measurements skin doming
  - Principal strain upto approximately 10%
  - Height approximately 3-4 mm









#### Model setup skin doming







The problem that we try to solve in VMAP is the problem of scale:

Detailed geometry should be taken into account to get correct mechanical skin behaviour.

A large part of the geometry should be taken into account to get correct boundary conditions.

This leads to prohibitively large simulations and long run times.

#### Solution:

Start with a coarse (locally refined) model Apply coarsening/refinement during the simulation where applicable





• The model problem is shown below in 2D plane strain: a rigid indenter is pressed into a block of elastic material and moved towards the left. Only the region below the indenter is meshed fine.





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Strategy: Moving local refined mesh with shaver head





Strategy: Moving local refined mesh with shaver head







Strategy: Moving local refined mesh with shaver head







Edwin Lamers

Strategy: Moving local refined mesh with shaver head







This simulation includes the relevant steps: Creating a new mesh where the appropriate region is coarsened/refined Mapping the solution from the old mesh to the new Continuation of the simulation



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#### Philips **Oneblade**

Teeth locally slide over skin

Distance between teeth small compared to size of human head (or arm)

Use of dummy blade teeth in this presentation to show the concept of the simulation strategy







Local refinement and coarsening for Oneblade example





## Summary

Modelling skin:

- Multi-layer approach is required
- Large property differences between layers
- Since so many parameters are involved, several different test are required to create sensible material fits
- Still dedicated models for specific applications are required

Benefits:

- Communication with different software packages possible through VMAP standard
- Reduced simulation throughput time for problems where multi-scale moving phenomena play an important role



#### Outlook

Strategy works

Next step: apply strategy to forearm, and validate for demonstrator case

Feedback results for Philips optimisation case and close loop



#### Acknowledgements









Ministerie van Economische Zaken









# Thank you for your attention Questions?

Specialists in product development & virtual testing

