

# **3D** scanning in SEM

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### Why 3D scan in SEM?



Stereoscopy, topography, photogrammetry and related 3D shape techniques have a long history in SEM.<sup>1</sup> Main motivations are

- Modelling
  - Analysis: 3D distances, volume, texture, morphology...
  - Animation: nature/science documentaries, game characters
- Visualisation
  - 3D screen/headset: present or publish complex shape information
  - 3D print: natural interaction with microscopic shapes
- Resolution
  - Light-based 3D scanning: resolution limited to sub-millimeter range
  - TEM tomography: thickness limited sub-micron range

<sup>1</sup> A Boyde and H F Ross, The Photogrammetric Record 8 (1975) p. 408

#### **SEM stereoscopy: technique**



Provides illusion of depth from pairs of SE images at slightly different tilt – only illusion



- 1. Two images are taken at slightly different tilt (stage or detectors).
- 2. Left and right images are delivered to left and right eye, respectively.
- 3. Illusion of depth is achieved naturally perception.

## **SEM stereoscopy: example**







### Nanoflight: technique

Provides the impression of a slow-motion fight around nano-scale objects – only illusion



- 1. Multiple on- and off-axis BSE images are acquired simultaneously
- 2. Images are colour mixed each detector is assigned a single colour
- 3. Sample is rotated/translated on a calculated trajectory
- 4. Illusion of flight is achieved naturally perception

## Nanoflight: nanoflight<sup>®</sup> movie, S. Diller





## **SEM photogrammetry: technique**

Provides 3D models from SE images at different tilt and rotation – limited by edge effects, charging, long working distance



- 1. Sample is mounted on stub, titled, rotated and imaged
- 2. Acquisition geometry is determined from point matching in SE images
- 3. Fine points/mesh are extracted/calculated from SE images
- 4. Texture is extracted from SE signal

![](_page_7_Picture_0.jpeg)

#### **SEM photogrammetry: example**

![](_page_7_Figure_2.jpeg)

Lionel C Gontard et al., Ultramicroscopy 169 (2016) p. 80

-1.80

0.06

z

4.6

## SEM topography: technique

![](_page_8_Picture_1.jpeg)

Provides measurements of depth from BSE images at different view angles – only 2½D

![](_page_8_Figure_3.jpeg)

- 1. Acquisition geometry is calibrated (mag., working distance, detector)
- 2. Simultaneous images are acquired from 4-quadrant BSE detector
- 3. Surface normal at each scan point is calculated by image photometry
- 4. Height is reconstructed by assembling all surface normals

## **SEM topography: example**

![](_page_9_Picture_1.jpeg)

![](_page_9_Figure_2.jpeg)

#### Surface topography of W nanoprobe tip

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## **3D scanning: SEM photogrammetry, but no SE**

'3D scanning' term is used to distinguish from SE-based techniques

![](_page_10_Figure_2.jpeg)

- 1. Sample is mounted on a nanotip, titled, rotated and imaged
- 2. Acquisition geometry is determined from point matching in BSE images
- 3. Fine points/mesh are extracted/calculated from the BSE images
- 4. Texture is extracted from BSE signal

### **EBAC signal: resolution**

![](_page_11_Picture_1.jpeg)

Electron Beam Absorbed Current (EBAC) is a common signal for failure analysis of CMOS devices. Example below is from a W nanoprobing tip

![](_page_11_Picture_3.jpeg)

- Good resolution is maintained even at very long working distance
- Contrast is independent from working distance
- Signal is quantitative (nA, pA, fA)

## **EBAC signal: edge effects**

![](_page_12_Picture_1.jpeg)

EBAC signal has a uniform apparent illumination, as there is no added contribution from detector geometry

![](_page_12_Figure_3.jpeg)

- There is no apparent side illumination
- Edge effects appear to be similar to those of IL signal
- Background is entirely removed from images

## **3D scanning: SEM photogrammetry, but no SE**

'3D scanning' term is used to distinguish from SE-based photogrammetry

![](_page_13_Figure_2.jpeg)

- 1. Sample is mounted on a nanotip, titled, rotated and imaged
- 2. Acquisition geometry is determined from point matching in EBAC images
- 3. Fine points/mesh are extracted/calculated from the raw EBAC images
- 4. Texture is extracted from BSE signal

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#### **3D scanning: experimental**

Uncoated Portland cement powder is used here as a test case, as it has particles of complex 3D shapes on a wide range of dimensions, and it is prone to charging.

- SEM
  - upgraded DSM982 Zeiss FEG-SEM
  - sample on nanoprobe needle
  - 20kV accelerating voltage
  - 20mm working distance
- BSE detector
  - 4-quadrant Si sensor
  - SUM signal (compo. mode)
- Quantitative EBAC electronics
  - 10<sup>7</sup> V/A in-situ preamplifier gain
  - 0.1...100 ex-situ amplifier

- Stage controller
  - Automated XY placements
  - Automated 360° R with 15° steps
  - Manual 80° tilt
- Image acquisition DISS5
  - min. 2x simultaneous signals
  - min. 1,024 x 1,024 pixels
  - 12-bit digitization, 16-bit TIF files
- Agisoft PhotoScan Standard
  - Manual input of pixel size and focus
  - Complete automated reconstruction

![](_page_14_Picture_25.jpeg)

## Raw images: SE (317.5µm FOV, 310nm/pixel)

![](_page_15_Picture_1.jpeg)

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## Raw images: EBAC (317.5µm FOV, 310nm/pixel)

![](_page_16_Picture_1.jpeg)

¢

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## Raw images: BSE (317.5µm FOV, 310nm/pixel)

![](_page_17_Picture_1.jpeg)

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e

#### **Acquisition geometry: automatic**

![](_page_18_Picture_1.jpeg)

![](_page_18_Figure_2.jpeg)

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## **Points cloud: EBAC**

![](_page_19_Picture_1.jpeg)

![](_page_19_Picture_2.jpeg)

## **Points cloud: BSE**

![](_page_20_Picture_1.jpeg)

![](_page_20_Picture_2.jpeg)

## Wireframe: EBAC

![](_page_21_Picture_1.jpeg)

![](_page_21_Picture_2.jpeg)

## Wireframe: BSE

![](_page_22_Picture_1.jpeg)

![](_page_22_Picture_2.jpeg)

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## **Texture: BSE**

![](_page_23_Picture_1.jpeg)

![](_page_23_Picture_2.jpeg)

![](_page_24_Picture_0.jpeg)

![](_page_24_Picture_1.jpeg)

![](_page_24_Picture_2.jpeg)

## **Texture: EBAC**

![](_page_25_Picture_1.jpeg)

![](_page_25_Picture_2.jpeg)

## **EBAC data**

![](_page_26_Picture_1.jpeg)

![](_page_26_Picture_2.jpeg)

#### Conclusions

![](_page_27_Picture_1.jpeg)

A simple and robust approach to 3D scanning in SEM is detailed, taking advantage of established light-based photogrammetric reconstruction

- SEM signals
  - SE is less suitable for 3D work
  - BSE and EBAC signals are more resilient to charging and edge effects
- 3D model can be reconstructed automatically
  - Very high density points cloud and wireframe
  - BSE texture adds density/atomic number contrast
  - EBAC mesh brings higher resolution than BSE
- SEM distortions/aberrations can be determined with photogrammetry
  - Centre of projection
  - Radial distortions
  - Tangential distortions

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![](_page_29_Picture_0.jpeg)

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