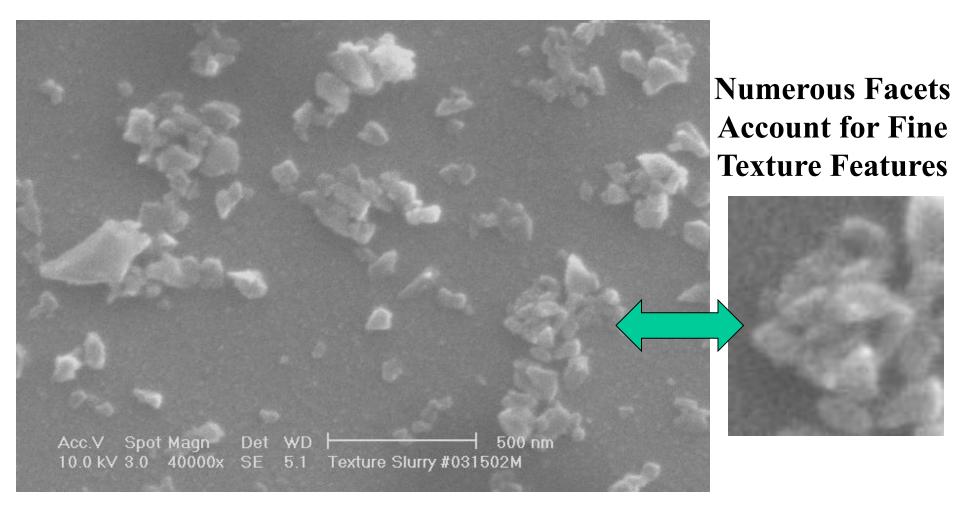
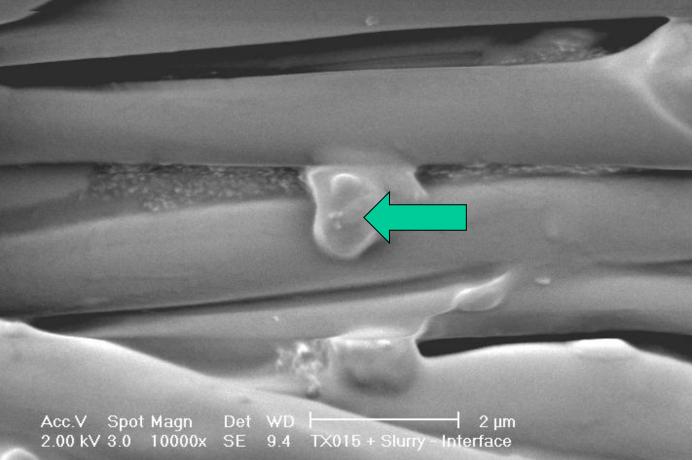
Texture-Induced hcp *c-axis* Alignment in Longitudinal Media

B. G. Demczyk

Texture Slurry



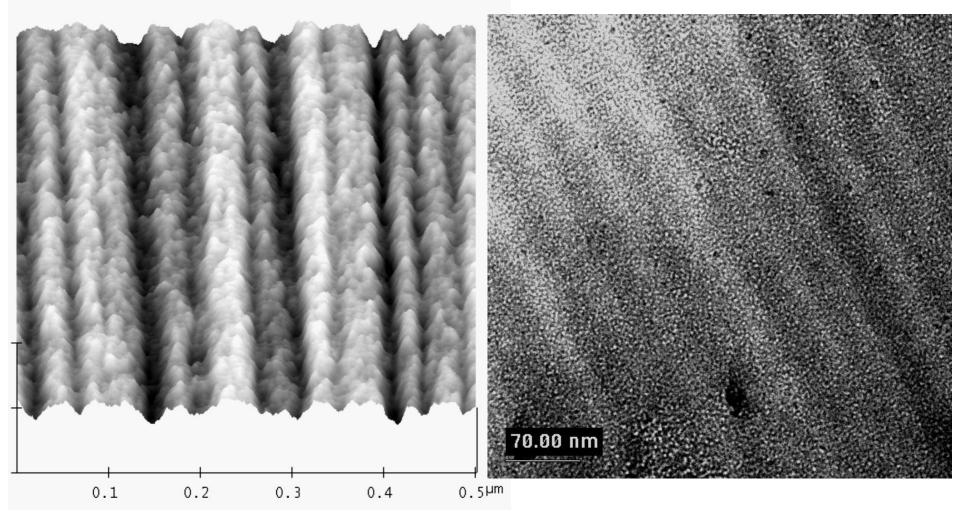
Texture Tape (with Slurry&Coolant)



Coolant "Encapsulates" Diamond Particle Aggregate

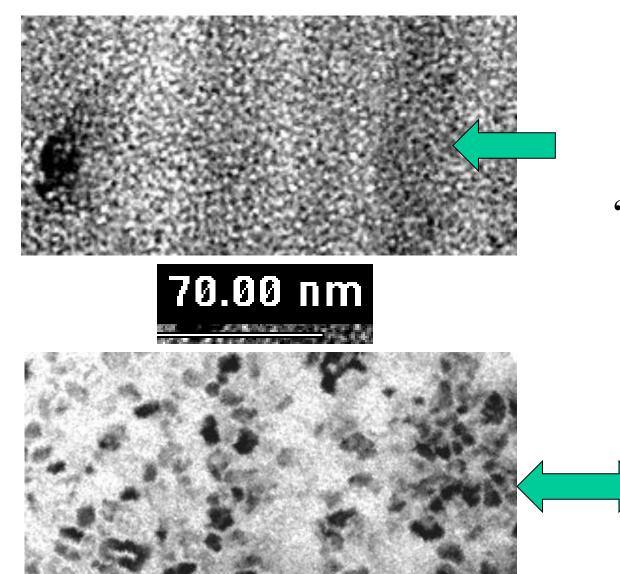


Textured NiP Substrate



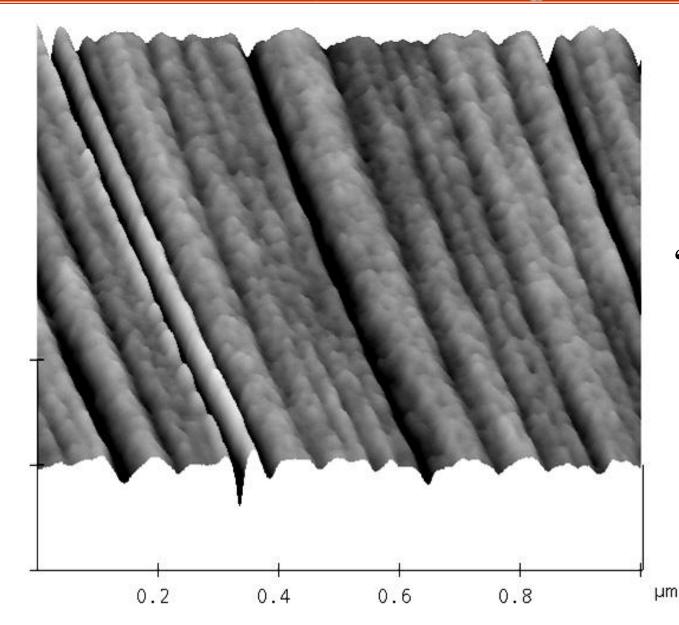
NiP-plated layer is "amorphous"

Textured NiP Substrate & Finished Disk



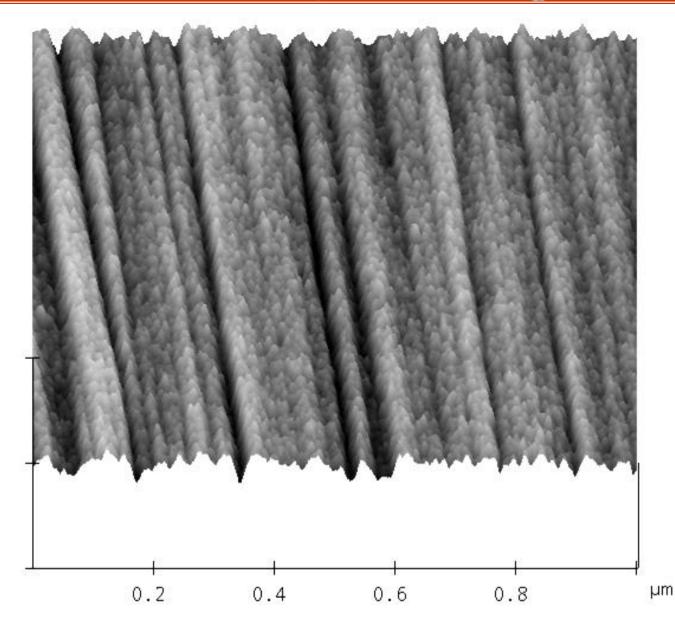
As many as 5+ Grains per "Texture Groove"

Finished Disk (OR=1.2; R_a = 0.40 nm)



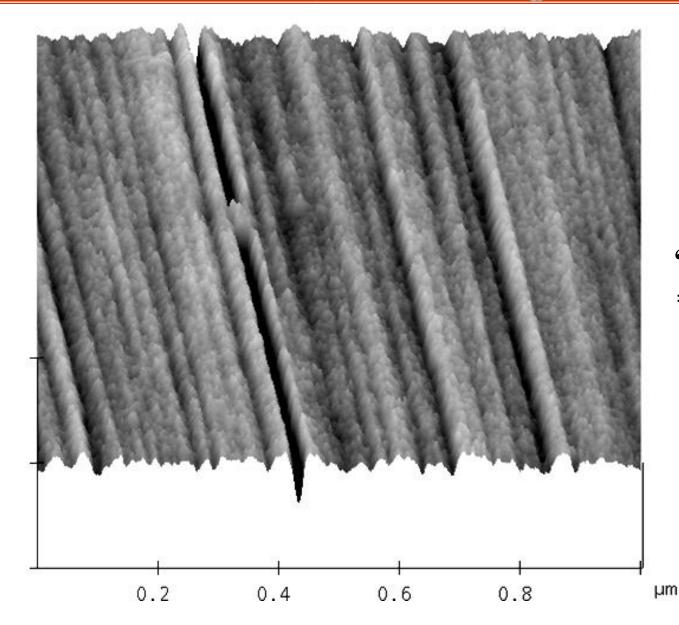
"Line Density" = "Low"

Finished Disk (OR=1.6; R_a = 0.42 nm)



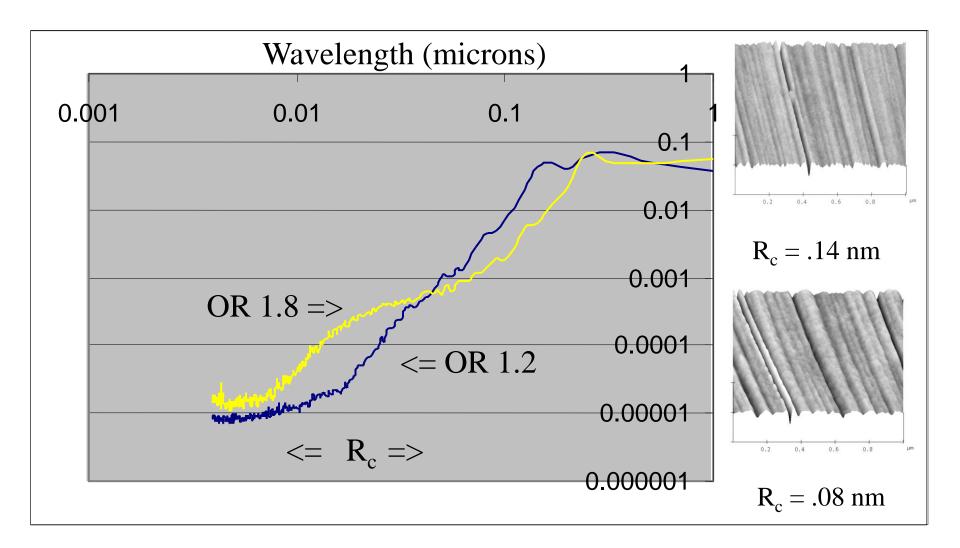
"Line Density" = "High"

Finished Disk (OR=1.8; R_a = 0.42 nm)

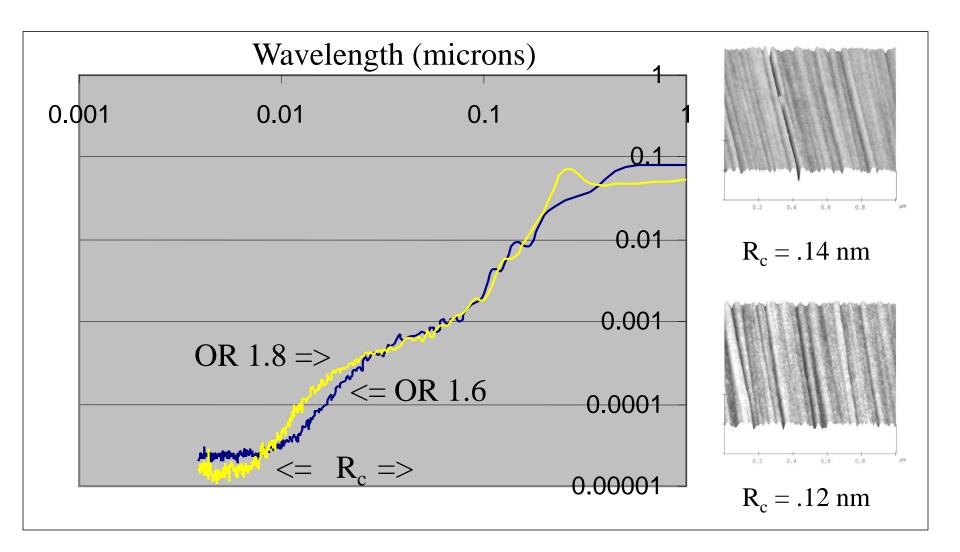


"Line Density"
= "High(er)?"

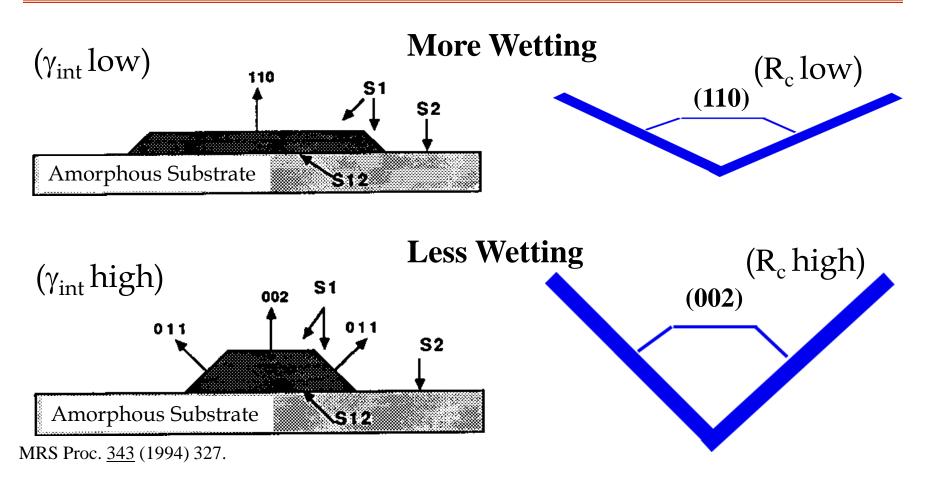
Circumferential PSD vs. OR ("Smooth" Disks)



Circumferential PSD vs. OR ("Smooth" Disks)

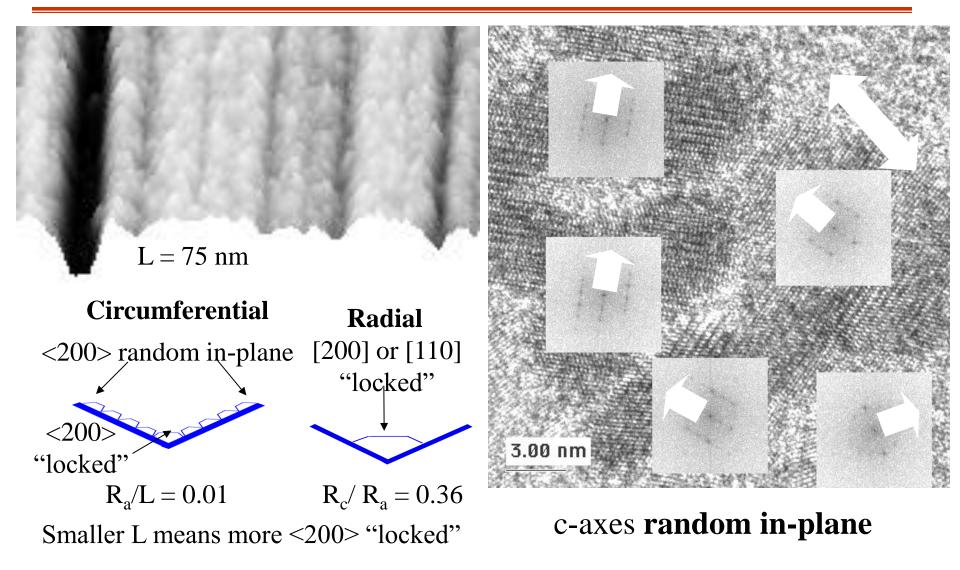


Growth - Cr Surface Energetics

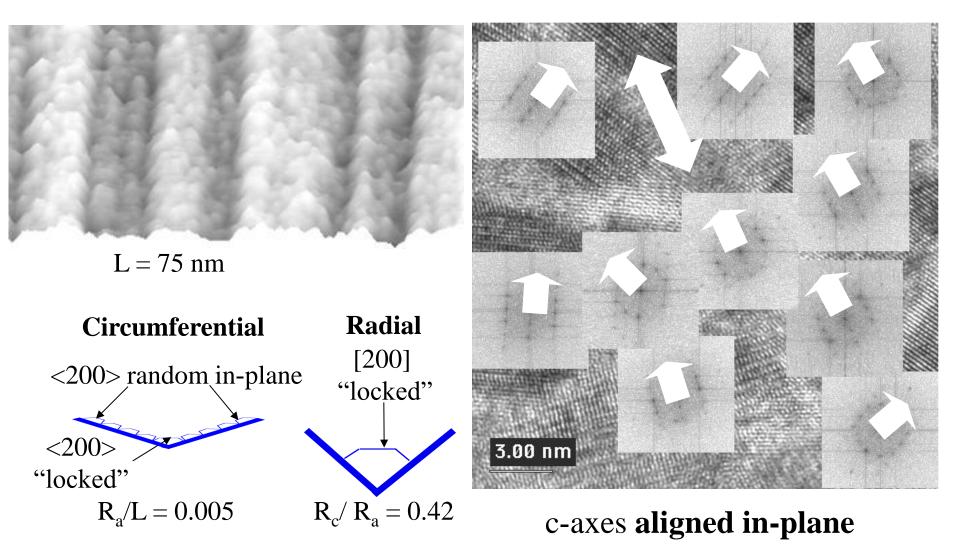


Higher (R_c) "locks in" Cr(002) => Co(11.0) to reduce surface energy.

C-axis Distribution (R_a = 0.8, OR = 1.4)



C-axis Distribution (R_a = 0.4, OR = 1.7)



Summary

- 2D R_a alone is not sufficient to describe "smooth" (R_a < 0.4 nm) surfaces
 - "Line Density" too arbitrary a metric
 Suffers from poor counting statistics (~10's)
 Does not explain *c-axis* alignment
- R_c more completely characterizes texture

 Better sampling statistics (~100's)
 Gauges tendency towards *c-axis* alignment



- Distinguishing disks with \triangle OR less than ≤ 0.1
 - Characterizing "ultrasmooth" (R_a < 0.3 nm) surfaces
 - =>May require higher resolution (not magnification) imaging and/or fractal dimensioning