

# Commercialization of an Ultra-Thin, Bendable, High Efficacy OLED Light Engine



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# **ACKNOWLEDGEMENTS**

Funding provided by DOE Office of Science, SSL R&D Product Development Award Phase II <u>DE-SC0017726</u>

## **PROJECT OPPORTUNITY**

- Efficacy gap with LED. Best bendable OLED panels only 63 lm/W.
- 2. Too few lumens per panel and too high \$/klm compared to LED.
- 3. Limited options for form factors and sizes compared to LED.
- 4. Driver costs too high compared to LED.
- 5. OLED too complicated for creative small companies.

# **PROJECT OBJECTIVES**

- 1. Increase bendable OLED lighting panel efficacy to >90 lm/W and lifetime to >100,000 hr.
- 2. Decrease \$/klm by increasing yield for > 150 cm2 OLED lighting panels.
- 3. Develop a one-time bendable ultra-thin OLED panel frame sub-assembly.
- 4. Develop one or more low cost drivers for controlling one or more OLED lighting panels.
- 5. Combine above technologies to develop a commercially viable ultra-thin, bendable, high efficacy OLED light engine.

#### **APPROACH**

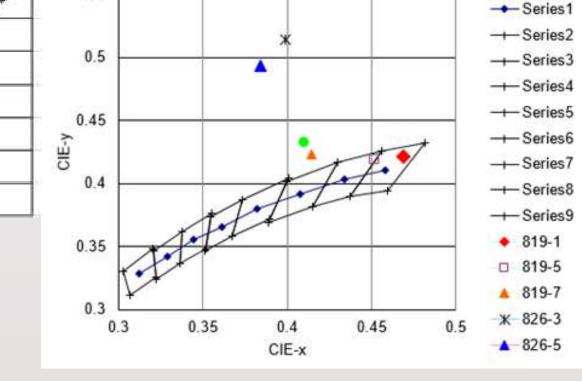
- Evaluate printable, bendable Internal Light Extraction Layer (ILEL) combined with bendable Willow™ glass, patterned ITO and patterned isolation layer.
- 2. Test new phosphorescent blue emitters and hosts in an all phosphorescent white OLED formulation.
- 3. Test new methods for preventing or reducing the frequency of "Hot Spots" (see Penn State DOE project).
- 4. Design and test metal and/or plastic sub-assemblies
- 5. Test linear constant current drivers instead of switching constant current drivers for lower cost.
- 6. Combine optimal results from above approaches to create ultra-thin, bendable, high efficacy OLED light engine.

# **CURRENT RESULTS**

# 2 Stack Phosphorescent White Development

- . Difficult to meet color point target (Duv target between -0.004 to -0.001 and CCT target 3000K).
- 2. For most devices, voltage is too high for high efficacy.
- Lifetime at 3000 cd/m² too low due to poor phosphorescent blue lifetime.
- 4. All phosphorescent OLED not currently viable for commercial products. Need improved phosphorescent blue

Device	V	cd/A	lm/W	CIE x	CIE y	Peak, nm	EQE,%	cd/m2	сст,к	Duv	CRI_Ra	LT70, hrs*
819-1	6.8	166.2	77.3	0.4685	0.4213	614	85.2	2975	2665	0.0032	79	6000
819-5	7.1	118.8	52.5	0.4521	0.4185	615	63.9	2993	2875	0.0037	75	2000
819-7	10.5	161.3	48.5	0.4146	0.4232	616	86.1	2985	3548	0.0116	68	2000
826-3	6.5	250.3	120.3	0.3989	0.514	546	84.1	2979	4264	0.0479	53	7000
826-5	9.8	296.5	94.8	0.3842	0.4937	546	109	2995	4456	0.0452	61	5252
826-10	10.2	233.8	72.1	0.4105	0.4325	614	115	2992	3684	0.0162	76	2590

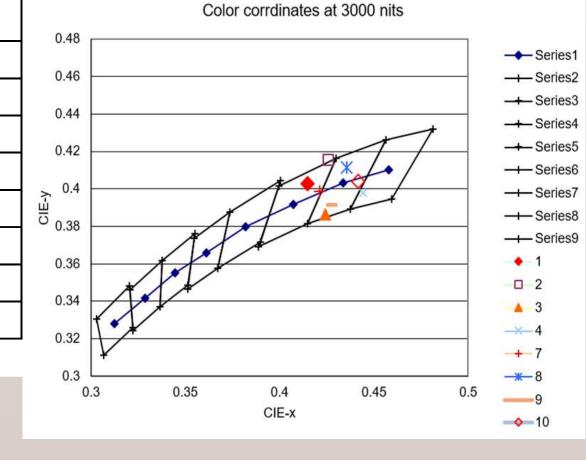


All data at 3000 cd/m<sup>2</sup>, including LT70

# 3 Stack Hybrid (Fluorescent Blue/Phosphorescent Red & Green) White Development

- . Very close to target efficacy (90 lm/W) with good CCT and Duv.
- 2. Some trade-offs between efficacy, CRI and lifetime.
- 3. Further optimization and lifetime improvement is needed, but very close to meeting objective.
- 4. Hybrid OLED known to be viable for commercial products.

OLED	V	cd/A	lm/W	CIE x	CIE y	EQE,%	ССТ	Duv	CRI	LT70, hrs *	LT70, hrs**
1	9.1	254.4	88.2	0.4147	0.4029	113	3402	0.0033	83	632	30,000
2	9.3	252.8	85.8	0.4257	0.4156	111	3289	0.0064	83	145	
3	9.4	230.9	77.4	0.4241	0.3865	113	3083	-0.0054	92	545	21,000
4	8.4	232.2	87.0	0.4442	0.398	115	2832	-0.0033	93	230	
7	8.9	252.0	88.5	0.4214	0.3988	112	3240	0.0003	84	576	25,000
8	9.1	250.8	86.8	0.4357	0.4114	111	3081	0.0031	84	105	
9	8.9	241.2	85.2	0.4276	0.3915	112	3062	-0.0038	88	630	25,200
10	8.8	242.7	86.5	0.4416	0.4038	111	2922	-0.0007	87	535	
	-									*at 10 mA/cm2	** at 3000 cd/m2



All data at 3000 cd/m<sup>2</sup>, except 10mA/cm<sup>2</sup> LT70 column

### **Internal Light Extraction Development**

- 1. Tested two bendable IEL types (found baking conditions to remove water before OLED coating).
- 2. Performance at 3000 cd/m<sup>2</sup> gave 2.3-2.4x light extraction.
- 3. Up to 2.5x light extraction has been demonstrated in a separate project.
- 4. Gen2 and Gen2.5 substrates coated and tested in Rochester and Aachen production facilities.

	No External Light Extraction							With External Light Extraction							
IEL Type	Voltage	cd/amp	Lm/watt	CIE x	CIE y	EQE	Voltage	cd/amp	Lm/watt	CIE x	CIE y	EQE			
Α	8.6	225	82.0	0.430	0.420	99.2	8.6	221	80.7	0.431	0.421	97.8			
В	8.8	187	66.9	0.428	0.398	86.4	8.6	230	83.7	0.424	0.410	103			
None	8.7	73.5	26.4	0.447	0.335	44.4	8.7	156	56.3	0.428	0.38	75			

## Large Panel Development

- 1. 376mm x 80mm panel
- 2. Hot spot reduction process developed and demonstrated to increase yield of large panels.



## **One-time Bendable Sub-assembly Development**

 A hybrid polymer/Aluminum sub-assembly has been developed.

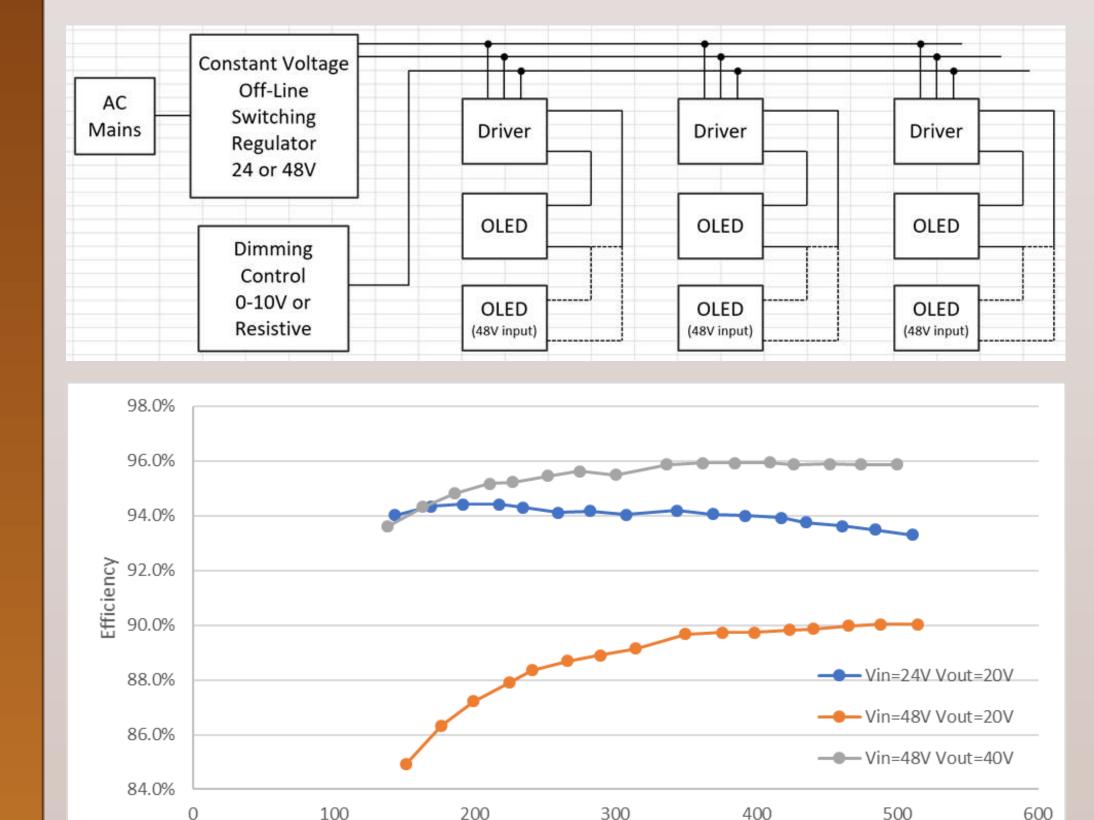


## **Lower Cost Driver Development**

Re-evaluated driver concept. Returned to traditional architecture.

#### Features Include:

- 1. Small size 67 x 7.7mm. Long / thin shape allows the driver to be covered in shrink tubing and incorporated into the wiring harness.
- 2. Selectable outputs End user can set output current from 140 to 520mA.
- 3. Insulation displacement input connector makes wiring multiple drivers together quick and easy.
- 4. 24 or 48 volt input. 48 volt input allows two OLEDs to be driven from a single driver, reducing system cost.
- 5. Flexibility OLEDs of various sizes and types can be used in a single fixture.
- 6. High Efficiency DC to DC efficiency of >95%.
- 7. Low cost Expectations of < \$6 per driver (<\$3 per OLED when driven from 48V)



## **SUMMARY**

- Development of high brightness panel is focused on hybrid white OLED formulation and bendable internal light extraction.
- 2. Close to target efficacy (90 lm/W) with good CCT and Duv.
- 3. Further OLED formulation optimization and lifetime improvement is needed.
- 4. Bendable IEL has been demonstrated including baking conditions to remove water before OLED coating.
- 5. Hot spot reduction process demonstrated to increase yield of large panels (376mm x 80mm).
- 6. A hybrid polymer/Aluminum sub-assembly has been developed. Electrical contacting method still in development.
- 7. Lower cost, small form factor driver has been developed and prototyped.
- 8. Combining all sub-tasks into ultra-thin, bendable, high-efficacy OLED light engine is primary remaining task.