

TMRJ-series Vacuum Homogenizing Emulsifying Mixer



Our Vacuum Homogenizing Emulsifying Mixing system is a complete system for making viscous emulsion, dispersion and suspension in small and large scale production, which are widely used for cream, ointment, lotion and cosmetics, pharmaceutical, food and chemical industries.

The advantage of the vacuum emulsifier is that the products are sheared and dispersed in a vacuum environment to achieve the perfect product of defoaming and delicate light feeling, especially suitable for good emulsion effect for materials which are of high matrix viscosity or high solid content.

Details

We have several designs to meet different products' requirement: top homogenizing, bottom homogenizing, and internal-external circular homogenizing etc;

- Facilitated with VFD for speed adjustment;
- Double mechanical sealing, max 2880rpm speed, the highest shear fineness can reach 2.5-5um:
- Vacuum defoaming makes the material meet the requirements of asepsis; vacuum is adopted especially good for powder materials;
- Lifting type cover, easy for cleaning;
- 3 layers of high quality stainless steel (SS304 or SS316);
- Jacket can be used for heating or cooling the materials;
- Heating can be of steam or electrical;
- Mirror polishing meets GMP requirement;
- Complete process of mixing, dispersing, emulsifying, homogenizing, vacuum, heating and cooling in one complete set.

Technical Parameters

Model		TMRJ100	TMRJ200	TMRJ300	TMRJ500	TMRJ1000	TMRJ2000
Capacity		100L	200L	300L	500L	1000L	2000L
Homogenizer	Motor kw	2.8-4	6.5-8	6.5-8	6.5-8	9-11	15
	Speed rpm	1440/2880	1440/2880	1440/2880	1440/2880	1440/2880	1440/2880
Stir	Motor kw	1.5	2.2	2.2	4	5.5	7.5
	Speed rpm	0-63	0-63	0-63	0-63	0-63	0-63
Dimension L mm		2750	3100	3500	3850	4200	4850
Dimension W mm		2700	3000	3350	3600	3850	4300
Dimension H mm		2250/3100	2500/3450	2650/3600	2750/4000	3300/4800	3800/5400
Steam Heating kw		13	15	18	22	28	40
Electrical Heating kw		32	45	49	61	88	
Vacuum Max Mpa		-0.09	-0.09	-0.085	-0.08	-0.08	-0.08