



# Stick Water Evaporation

**RB - General Industry and Power Generation**

## Rendering Process

Rendering is a process for separating fat from animal tissue. Rendering serves the invaluable function of converting what would be otherwise a waste materials into useful products. The remaining liquid from rendering process, called "stick water", contains the protein materials. The stick water is typically evaporated and added to animal feed. Stick water from the rendering process is concentrated into a suitable dry product suitable for drying and hence a conversion to a saleable product.



## Application : Stick Water Evaporation

PUMP: RBB 200-45CR 6C75 C126 3  
 PERFORMANCE: Flow 510 m<sup>3</sup>/h – head 10 m – NPSHr 1 m  
 LIQUID: meat and offal stick water 95°C viscosity 250 cP – s.g. 1,1 – NPSHr 1 m

Multiple effect evaporator operates under vacuum to lower the boiling point temperature, with steam used as the indirect heat source to facilitate the evaporation. The circulation pumps are one of the key points of the plant as they must ensure the movement of the product in heavy conditions, in terms of vacuum, viscosity and specific gravity of the product (in particular for the final product).

## RB SERIES

Impeller type: **channel**.  
 Discharge sizes: **from DN 65 to DN 300**.  
 Maximum working pressure: **10 bar**  
 Flow rate: **up to 2400 m<sup>3</sup> /hr**.  
 Differential head: **up to 70 m**.  
 Impeller with special blades geometry for low NPSH and high free passage.

