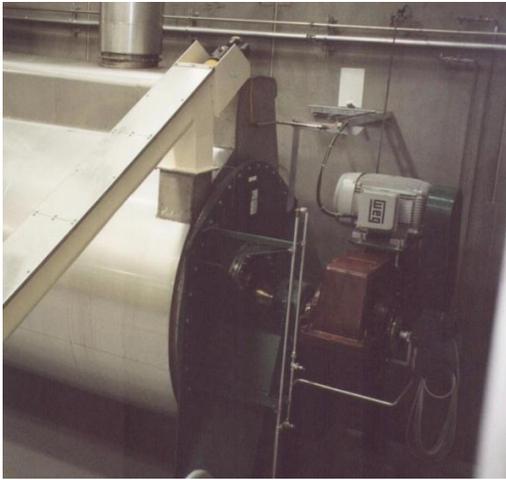


## CONTINUOUS DRY RENDERING



The **Rendertech** Continuous Dry Rendering System (**CDR**) is a dry rendering process suitable for plant capacities of above 2t/hr. It handles a wide range of raw materials, is a simple but flexible process. Compared to batch systems, the Rendertech system can significantly reduce energy and labour requirements.

### FEATURES

- Simple to operate
- Handles difficult and sticky products
- Lower power consumption
- No fat recycle required
- Low product agitation reduces generation of 'fines'
- Low maintenance costs.

### PROCESS DESCRIPTION

Raw Material Preparation - Raw material is reduced in size in a **prebreaker**. The pre- broken material is conveyed to the **Cooker**.

Rendering - The raw material is continuously fed to the **Cooker**. In the cooker it is heated by contact with the steam heated discs. The heating breaks down the cellular structure, frees the fat, and also dries the product. The cooked material (crax), containing fat and protein solids, is continuously discharged from the cooker and enters the **Percolator**. In the Percolator the free fat is drained

off. The solids are conveyed to the expeller **Press** where the remaining fat is pressed out. The de-fatted solids, meal, is ready for milling and screening.

The fat from the **Press** and **Percolator** is pumped to the **Decanter** where the fine solids are separated. These fine solids are mixed with the 'crax' before pressing and the fat is pumped to the **Separator** where it is 'polished' by removal of remaining moisture and fine solids. The polished tallow is pumped to storage.

### ANCILLARY EQUIPMENT

**Rendertech** can provide ancillary equipment to suit the specific requirements of the site including raw material conveying, preparation and storage, meal handling, tallow storage, steam generation, heat recovery, odour control and wastewater treatment.

