

# Analogue Block Cheese

## Ingredients used

EmulPro™ B 200

## Recipe suggestion

Cheese analogues are products used as culinary replacements for cheese and widely used in the food service industry. Analogue cheese with EmulPro™ B 200 gives an excellent texture of the cheese. Using EmulPro™ B 200 as replacement of sodium caseinate will give a very attractive cost-in-use benefit. The functionality and organoleptic characteristics are comparable to other analogue cheeses.

| Ingredient(s)        | Percentage    |
|----------------------|---------------|
| Water                | 51.65         |
| Akoroma R            | 24.00         |
| Rennet casein        | 4.00          |
| Joha PZ7             | 0.50          |
| Salt                 | 1.00          |
| Citric acid          | 0.10          |
| Potassium sorbate    | 0.15          |
| Sodium caseinate     | 12.00         |
| Skimmed milk powder  | 4.00          |
| Flavour              | 0.60          |
| EmulPro™ B 200       | 2.00          |
| Colour               | 0.00          |
| <b>Total recipe:</b> | <b>100.00</b> |

**Production procedure:**

1. Scale all ingredients.
2. Premix starch and protein in one blend, and salt melting salt and sorbate in another.
3. Add water, fat, and salt/melting salt/sorbate into the thermomixer.
4. Set the time for 60 min, temperature to 100°C, knives going forward and speed 2.
5. Mix for 2-3 min until the fat is melted.
6. Add the mix of powders and continue mixing now at speed of 4.5.
7. Continue heating until 85°C. Reduce temperature setting to 90°C and continue for 2 min.
8. Measure pH and adjust to 5.8 – 6.0 by citric acid.
9. Continue to mix 1 min.
10. Pour the cheese into 2 plastic trays. Put on a lid and refrigerate right away.

Total time for the cook is typically 9-10 min.

25 drops of Annatto color A-320-WS dosed by the small and very fine pipette found in the lab.

The flavour is a blend of

0,30% Natural Cheddar Type Flavour 1412271 and

0.30% Natural Cheddar Type Flavour 1411344 from Edlong, Ireland