stacks

$j = 0 \ldots (\text{#stacks - 1})$
$v = j/(\text{#stacks - 1})$

slices

$i = 0 \ldots (\text{#slices - 1})$
$u = i/\text{#slices}$

(u,v) to Cylindrical Coordinates
$\varphi = 2\pi u$
$z = v$

Cylinderical to Cartesian Coordinates
$x = r \cos(\varphi)$
$y = r \sin(\varphi)$
$z = z$