```
AGG_TRANSFORM_NULL
                                              [-x, y]
AGG_TRANSFORM_REVERSE
                                                                    reverse direction of curve
                                             \mathbf{x}_0 + (\mathbf{x} - \mathbf{x}_0)\mathbf{R}^T
AGG_TRANSFORM_PLANE_ROTATE
                                                                    rotate about x_0
                                             \mathbf{x}_0 + s(\mathbf{x} - \mathbf{x}_0)
AGG_TRANSFORM_SHRINK
                                                                    scale about x_0
                                             \mathbf{x} + \Delta \mathbf{x}
                                                                    3D translation by \Delta x
AGG_TRANSFORM_SHIFT
AGG_TRANSFORM_SCALE
                                                                    global scale in plane
                                              SX
```

Table 1: Transforms in order of application to a shape

Closed curves ("shapes") used to define cross-sections are parameterized using x, $-1 \le x \le 1$ with x < 0 defining the lower portion of the curve and x > 0 the upper. The variable runs continuously from the trailing edge along the lower surface to the leading edge and back to the trailing edge. Coordinates are calculated as

$$y_U = x^{n_1} (1 - x)^{n_2} \sum_{i=0}^n s_i^{(U)} S_{n,i}(x), \tag{1}$$

$$y_L = -|x|^{n_1} (1 - |x|)^{n_2} \sum_{i=0}^n s_i^{(L)} S_{n,i}(|x|).$$
 (2)

"Aerofoils" are defined similarly but in terms of the thickness distribution, the trailing edge thickness, and the camber line.

Definition of a sphere of unit diameter centred at [0, 0, 1/2]:

$$x = 2u^{1/2}(1-u)^{1/2}(|v|-1/2);$$
 (3a)

$$y = \operatorname{sgn}(v)2u^{1/2}(1-u)^{1/2}|v|^{1/2}(1-|v|)^{1/2};$$
 (3b)

$$z = u, (3c)$$

0 < u < 1, -1 < v < 1.

To generate using AGG:

```
global {
# syntax: <identifier> = "<expression>" (quotes required)
# diameter of sphere
   D = 1.0
   n1 = 0.5
   n2 = 0.5
}
distribution("sphere", 0, 1, 24, 9, 17, "cosine", "cosine", "cosine")
{
```

```
shape("ellipse", -1, 1, n1, n2)
transform("shrink", 0.5, 0.0, "sqrt(t*(1-t))")
transform("scale", "2*D")
transform("shift", "-D", 0.0, "D*t")
}
```