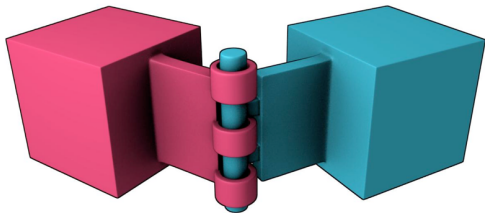


Single 6DOF Rigid  
Body and pair-wise  
constraints

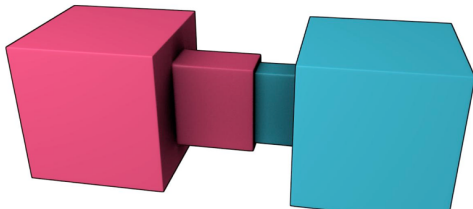
Multibody with child  
links and mobilizers

Hinge constraint  
removing 5DOF



Revolute joint  
adding 1  
DOF  
(mobilizer)

Slider constraint  
removing 5DOF



Prismatic joint  
adding 1 DOF  
(mobilizer)