```
base
```
│
xyz: 0 0 0
rpy: 0 -0 0
↓
(base_shoulder)
│
↓
```
shoulder
```
│
xyz: 0 0 0
rpy: 0 -0 0
↓
(shoulder_elbow)
│
↓
```
elbow
```
│
xyz: 0 0 0
rpy: 0 -0 0
↓
(elbow_wrist)
│
↓
```
wrist
```
│
xyz: 0 0 0
rpy: 0 -0 0
↓
(wrist_grabber)
│
↓
```
grabber
```