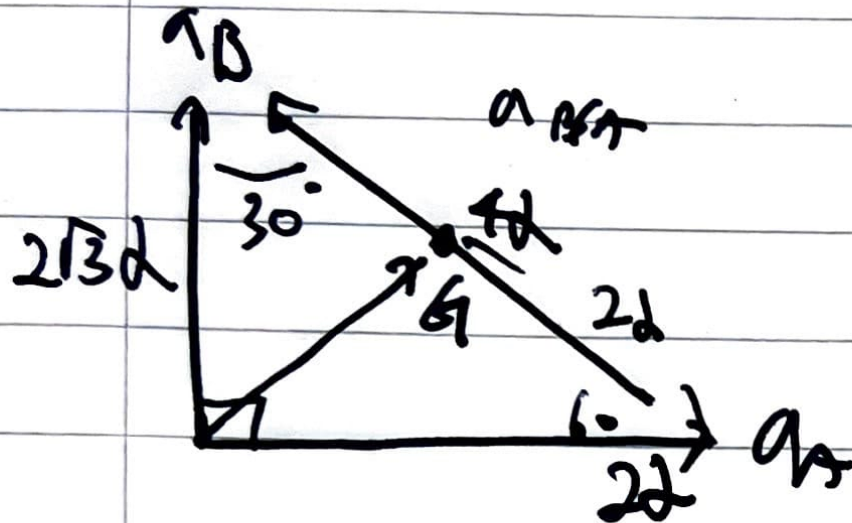


$a_A \rightarrow a_B \uparrow$ 직각이동.
 구속조건 활용

$$\begin{bmatrix} a_B = a_A + a_{B/A} \\ a_G = a_A + a_{G/A} \end{bmatrix}$$



4점가산 $a_A = 2d\omega$