**Explanations**

1. **Transparent Plane:** The plane where all of the objects sit.
2. **Blue Cube:** This is a static shape. It doesn’t collide with any objects and has no gravity so it stays in the position it’s in.
3. **Red Sphere 1:**The red sphere1 initially drops because gravity is enabled. Since isKinematic is not enabled, the orange sphere then collides with red sphere1, knocking it off of the plane.
4. **Red Sphere 2:** This is a static shape. It doesn’t collide with any objects and has no gravity so it stays in the position it’s in.
5. **Green Capsule:** The green capsule is below the plane so even though it has gravity enabled, it doesn’t fall. It doesn’t have isKinematic enabled so in theory it should move when collided with but since no shape collides with it, it doesn’t move.
6. **Yellow Cylinder:** This is a static shape. It doesn’t collide with any objects and has no gravity so it stays in the position it’s in.
7. **Orange Sphere:** Since the orange sphere has iskinematic enabled, any collisions with other shapes will not affect the orange sphere. A script, MoveIt, is also enabled on the orange sphere causing the shape to move repeatedly between the vectors (3, 1, 0) and (-3, 1, 0), moving 1 unit per second.
8. **Purple Cube:** The purplecubeinitially has a rotation of 45 degrees in the x,y, and z access. The purple cube also has a script called ResizeIt on it which makes the cube scale up to 4 times its original size, and then back down to its original size, repeatedly. Since the purple cube does not have a rigidbody, it doesn’t interact with any of the other shapes.
9. **White Sphere 1:** This is a static shape. Since isKinematic is enabled, It doesn’t collide with any moving objects. It also has no gravity so it stays in the position it’s in.
10. **White Sphere 2:** The white sphere2 initially drops because gravity is enabled. Since isKinematic is not enabled, when the orange sphere collides with white sphere2, it moves it but bumps off of the yellow cube.
11. **Grey Sphere:** The grey sphere falls onto the plane because it has gravity and a sphere collider enabled.
12. **Black Sphere:** The black sphere falls through the plane because it has gravity enabled but no sphere collider.
13. **Yellow Cube:** the yellow cube has the RotateIt script on it which makes the cube rotate (30, 60, 90) per second.
14. **Black Cube:** The black cube has an initial rotation of 45 at the z axis. When pushed by white sphere 2, the black cube will be moved as iskinematic is not enabled.