**Report on Blender Physics Experiment**

**Objective:**  
The purpose of this project was to create a simple simulation of an object's movement in Blender 4.1.

**Steps:**

1. **Object Creation:** I started by adding a basic cube to the scene.
2. **Duplication:** I duplicated the cube several times along the X-axis to represent a sequence of positions over time.
3. **Animation Setup:** I used the Timeline to play the animation from frame 1 to frame 95, showing each step of the object’s movement.

**Observation:**  
This setup shows a basic simulation of movement along a straight line, allowing me to practice object duplication and simple animation.

**Conclusion:**  
This project helped me understand how to animate objects and create basic motion in Blender.