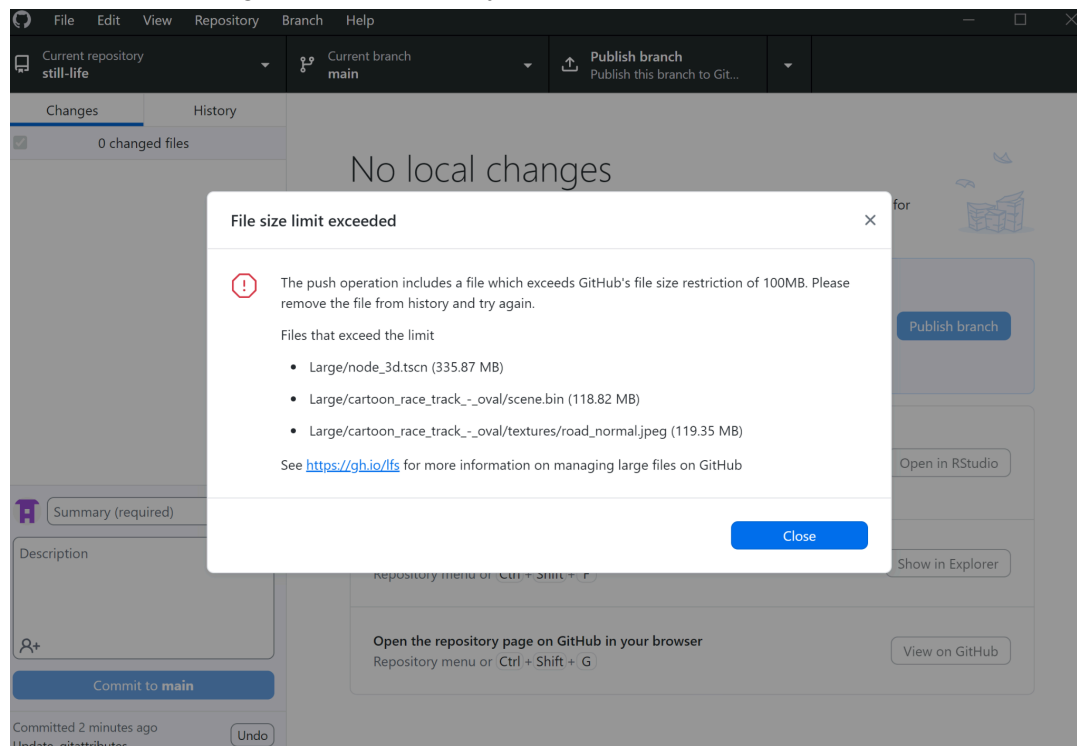
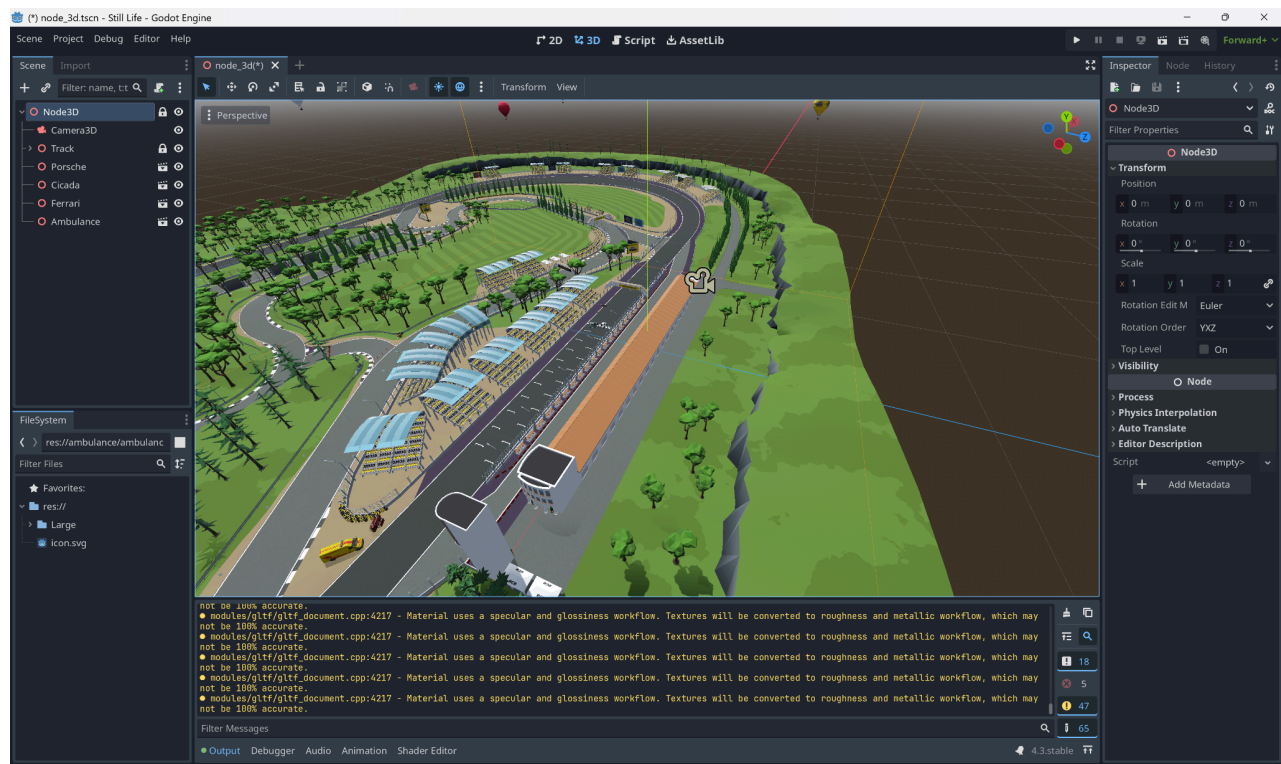


I've tried to push this to github both with and without using git lfs, but I haven't figured out how to do either and I have no clue what else I can do, so I'm submitting the homework like this. Below is the error message for the repository that I was unable to publish.



This is how the still life looks in the godot editor



This is how the still life shot should look.

