

Input image

range: [0.0e+00, 1.0e+00]

dims: [256, 256] * 1



Output Channel 0

range: [2.2e-02, 9.7e-01]

dims: [256, 256] * 1



Output Channel 1

range: [2.4e-02, 9.7e-01]

dims: [256, 256] * 1

