

original

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

dims: [256, 256] * 2

expanded

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

dims: [512, 512] * 1

blurred

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

dims: [512, 512] * 1

