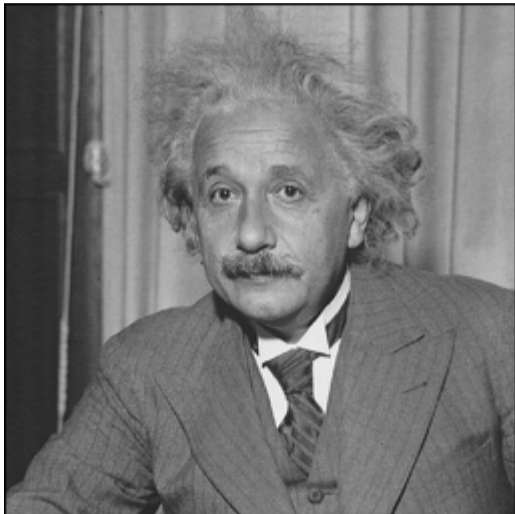


original

range: [3.9e-03, 1.0e+00]

dims: [256, 256] * 1



after convolution

range: [1.3e-01, 9.0e-01]

dims: [256, 256] * 1

