RGB Input
Channels: 3

Conv
In Channels: 3
Out Channels: 6
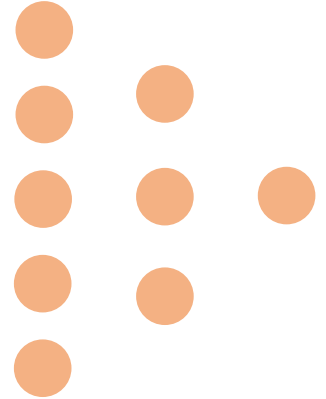Kernel Size: 5
Stride: 1

ReLU

Max Pooling
Kernel Size: 2
Stride: 2

Conv
In Channels: 6
Out Channels: 16
Kernel Size: 5
Stride: 1

ReLU

Max Pooling
Kernel Size: 2
Stride: 2

Fully Connected Layers