

InputLayer	input:	(None, 35, 20, 20, 1)
	output:	(None, 35, 20, 20, 1)



Conv3D	input:	(None, 35, 20, 20, 1)
	output:	(None, 35, 20, 20, 16)



MaxPooling3D	input:	(None, 35, 20, 20, 16)
	output:	(None, 18, 10, 10, 16)



Conv3D	input:	(None, 18, 10, 10, 16)
	output:	(None, 17, 8, 8, 64)



MaxPooling3D	input:	(None, 17, 8, 8, 64)
	output:	(None, 9, 4, 4, 64)



Conv3D	input:	(None, 9, 4, 4, 64)
	output:	(None, 8, 2, 2, 256)



MaxPooling3D	input:	(None, 8, 2, 2, 256)
	output:	(None, 4, 1, 1, 256)



GlobalAveragePooling3D	input:	(None, 4, 1, 1, 256)
	output:	(None, 256)



Dense	input:	(None, 256)
	output:	(None, 32)



Dropout	input:	(None, 32)
	output:	(None, 32)



Dense	input:	(None, 32)
	output:	(None, 6)