

input_1: InputLayer	input:	(None, 1, 3, 9600, 3600)
	output:	(None, 1, 3, 9600, 3600)



conv3d_1: Conv3D	input:	(None, 1, 3, 9600, 3600)
	output:	(None, 32, 3, 2400, 1800)



max_pooling3d_1: MaxPooling3D	input:	(None, 32, 3, 2400, 1800)
	output:	(None, 32, 3, 599, 899)



conv3d_2: Conv3D	input:	(None, 32, 3, 599, 899)
	output:	(None, 64, 3, 300, 450)



max_pooling3d_2: MaxPooling3D	input:	(None, 64, 3, 300, 450)
	output:	(None, 64, 3, 149, 224)



conv3d_3: Conv3D	input:	(None, 64, 3, 149, 224)
	output:	(None, 128, 3, 75, 112)



max_pooling3d_3: MaxPooling3D	input:	(None, 128, 3, 75, 112)
	output:	(None, 128, 3, 37, 55)



conv3d_4: Conv3D	input:	(None, 128, 3, 37, 55)
	output:	(None, 512, 1, 19, 28)



max_pooling3d_4: MaxPooling3D	input:	(None, 512, 1, 19, 28)
	output:	(None, 512, 1, 9, 13)



conv3d_5: Conv3D	input:	(None, 512, 1, 9, 13)
	output:	(None, 1024, 1, 3, 5)



max_pooling3d_5: MaxPooling3D	input:	(None, 1024, 1, 3, 5)
	output:	(None, 1024, 1, 1, 1)



flatten: Flatten	input:	(None, 1024, 1, 1, 1)
	output:	(None, 1024)



dropout_1: Dropout	input:	(None, 1024)
	output:	(None, 1024)



dense_1: Dense	input:	(None, 1024)
	output:	(None, 2048)



dropout_2: Dropout	input:	(None, 2048)
	output:	(None, 2048)



dense_2: Dense	input:	(None, 2048)
	output:	(None, 10)