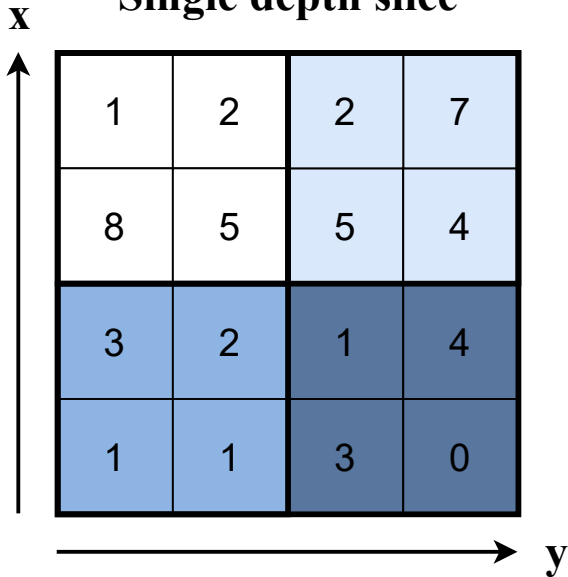


Single depth slice



Max pool

