

input_1	InputLayer	float32	input:	[(None, 6000, 4000, 3)]
			output:	[(None, 6000, 4000, 3)]



resnet152v2	Functional	float32	input:	(None, 6000, 4000, 3)
			output:	(None, 188, 125, 2048)



global_average_pooling2d	GlobalAveragePooling2D	float32	input:	(None, 188, 125, 2048)
			output:	(None, 2048)



dense	Dense	float32	input:	(None, 2048)
			output:	(None, 128)



dense_1	Dense	float32	input:	(None, 128)
			output:	(None, 3)