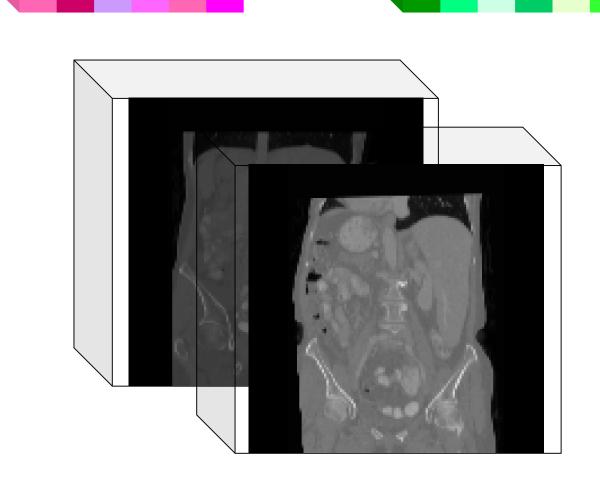
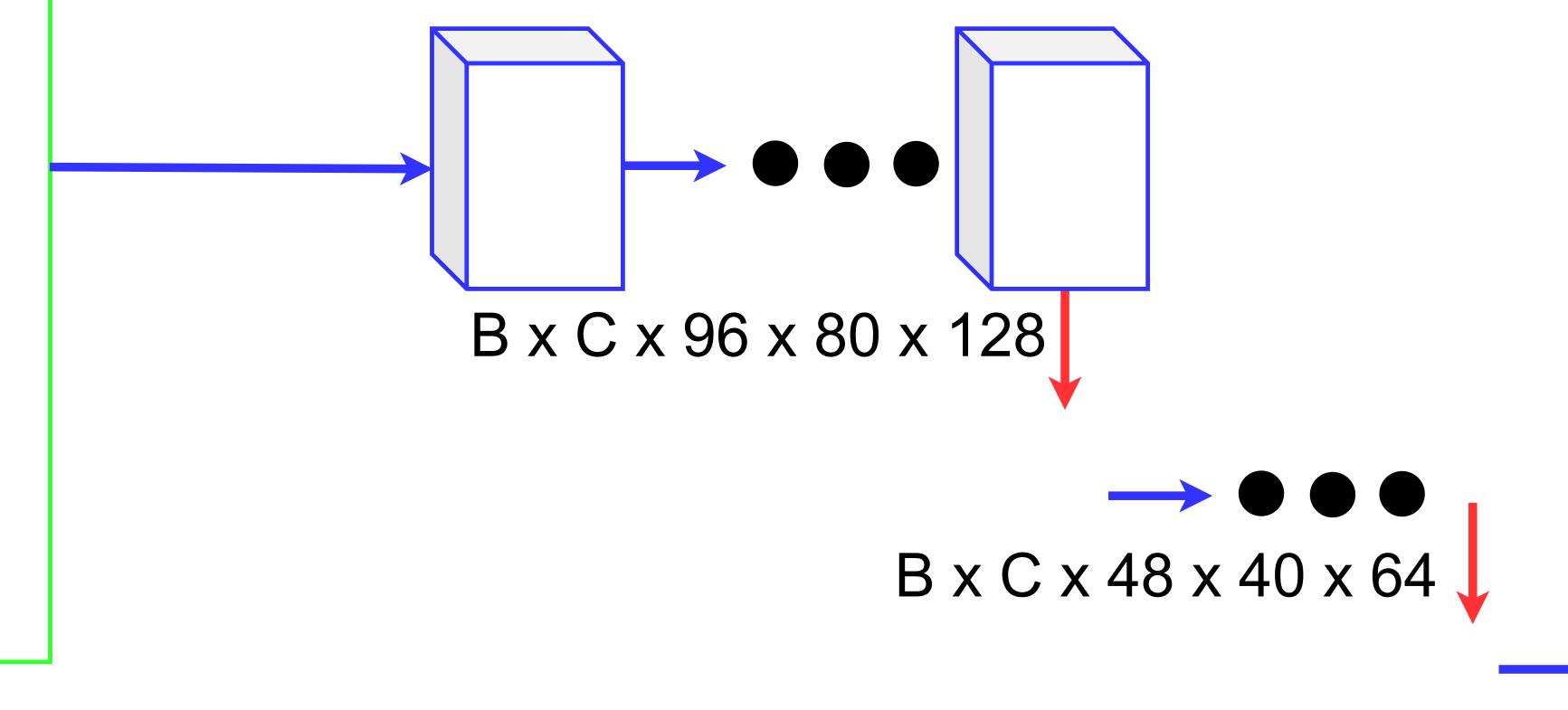


Fixed and Moving Image







Stridded Conv 3D + ReLU + Instance Norm

Conv 3D + TanH + multiplication by 0.4



