

InputLayer	input:	[(None, 22, 64, 64, 1)]	[(None, 22, 64, 64, 1)]
	output:		



Conv3D	input:	(None, 22, 64, 64, 1)	(None, 22, 64, 64, 48)
	output:		



MaxPooling3D	input:	(None, 22, 64, 64, 48)	(None, 7, 21, 21, 48)
	output:		



Conv3D	input:	(None, 7, 21, 21, 48)	(None, 7, 21, 21, 256)
	output:		



MaxPooling3D	input:	(None, 7, 21, 21, 256)	(None, 2, 7, 7, 256)
	output:		



Conv3D	input:	(None, 2, 7, 7, 256)	(None, 2, 7, 7, 512)
	output:		



Conv3D	input:	(None, 2, 7, 7, 512)	(None, 2, 7, 7, 512)
	output:		



Flatten	input:	(None, 2, 7, 7, 512)	(None, 50176)
	output:		



Dense	input:	(None, 50176)	(None, 10)
	output:		