

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



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



BatchNormalization	input:	(None, 22, 64, 64, 64)	(None, 22, 64, 64, 64)
	output:		



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



Dropout	input:	(None, 7, 21, 21, 64)	(None, 7, 21, 21, 64)
	output:		



Conv3D	input:	(None, 7, 21, 21, 64)	(None, 7, 21, 21, 128)
	output:		



Conv3D	input:	(None, 7, 21, 21, 128)	(None, 7, 21, 21, 128)
	output:		



BatchNormalization	input:	(None, 7, 21, 21, 128)	(None, 7, 21, 21, 128)
	output:		



MaxPooling3D	input:	(None, 7, 21, 21, 128)	(None, 2, 7, 7, 128)
	output:		



Dropout	input:	(None, 2, 7, 7, 128)	(None, 2, 7, 7, 128)
	output:		



Flatten	input:	(None, 2, 7, 7, 128)	(None, 12544)
	output:		



Dense	input:	(None, 12544)	(None, 10)
	output:		