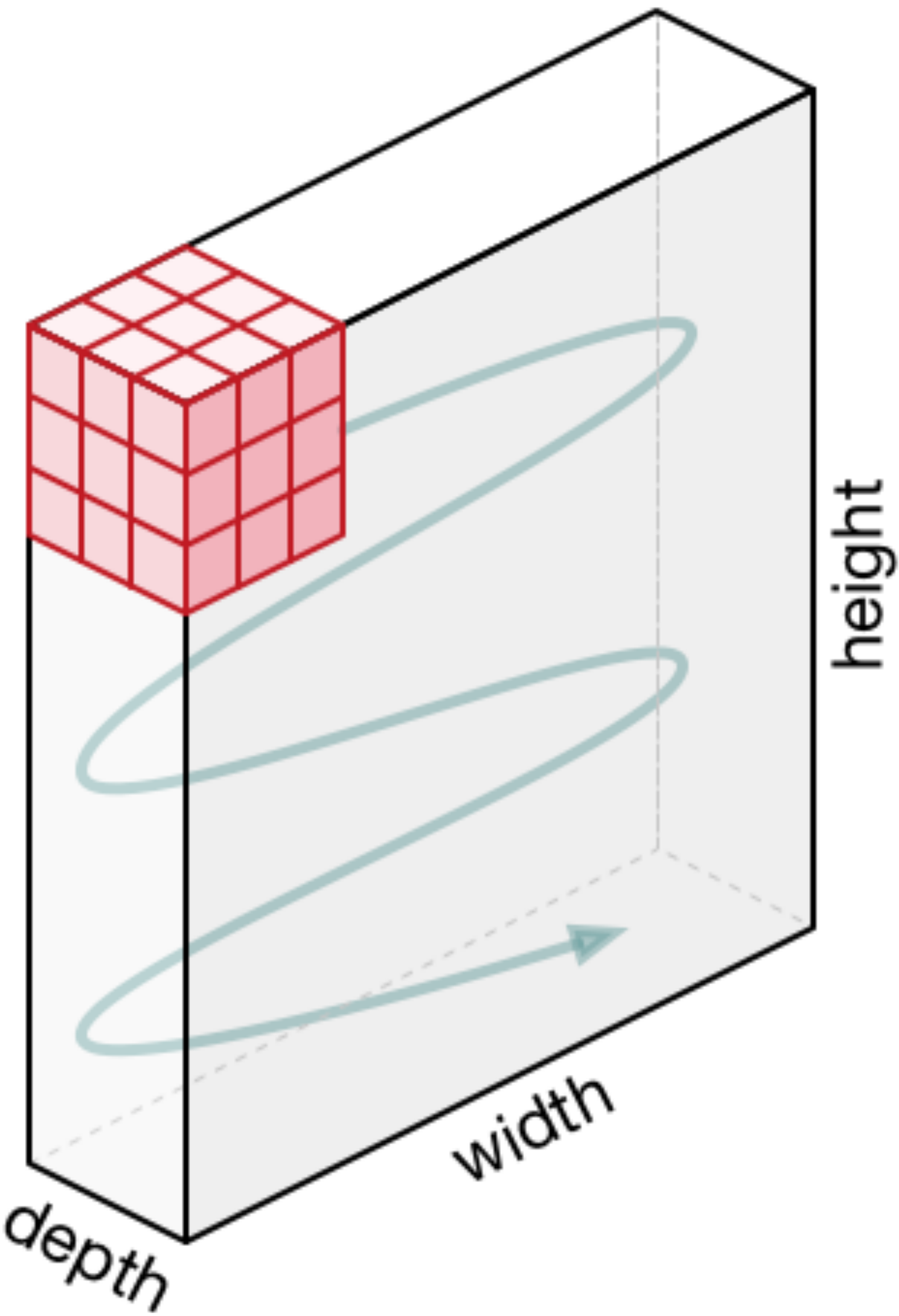
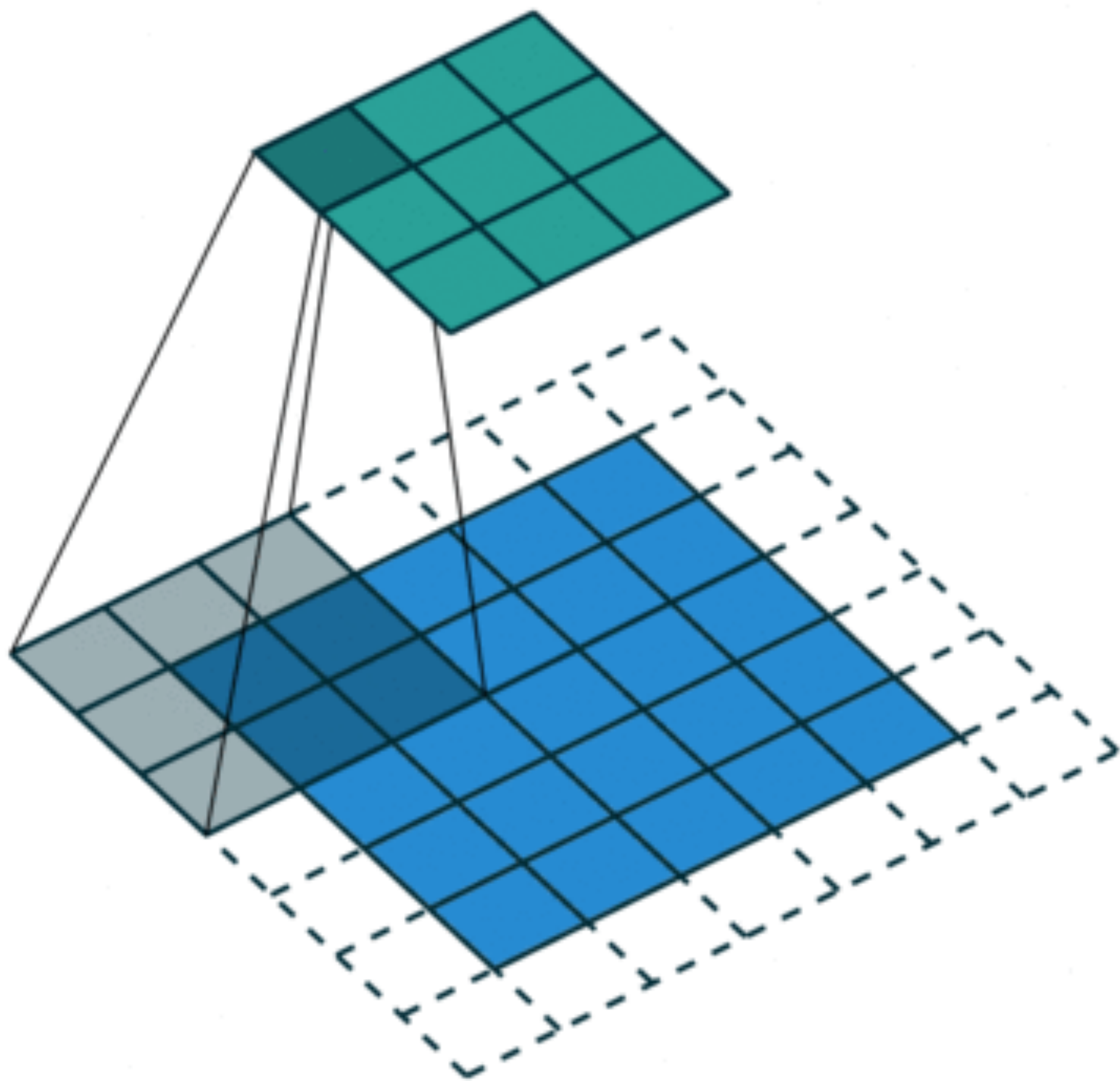


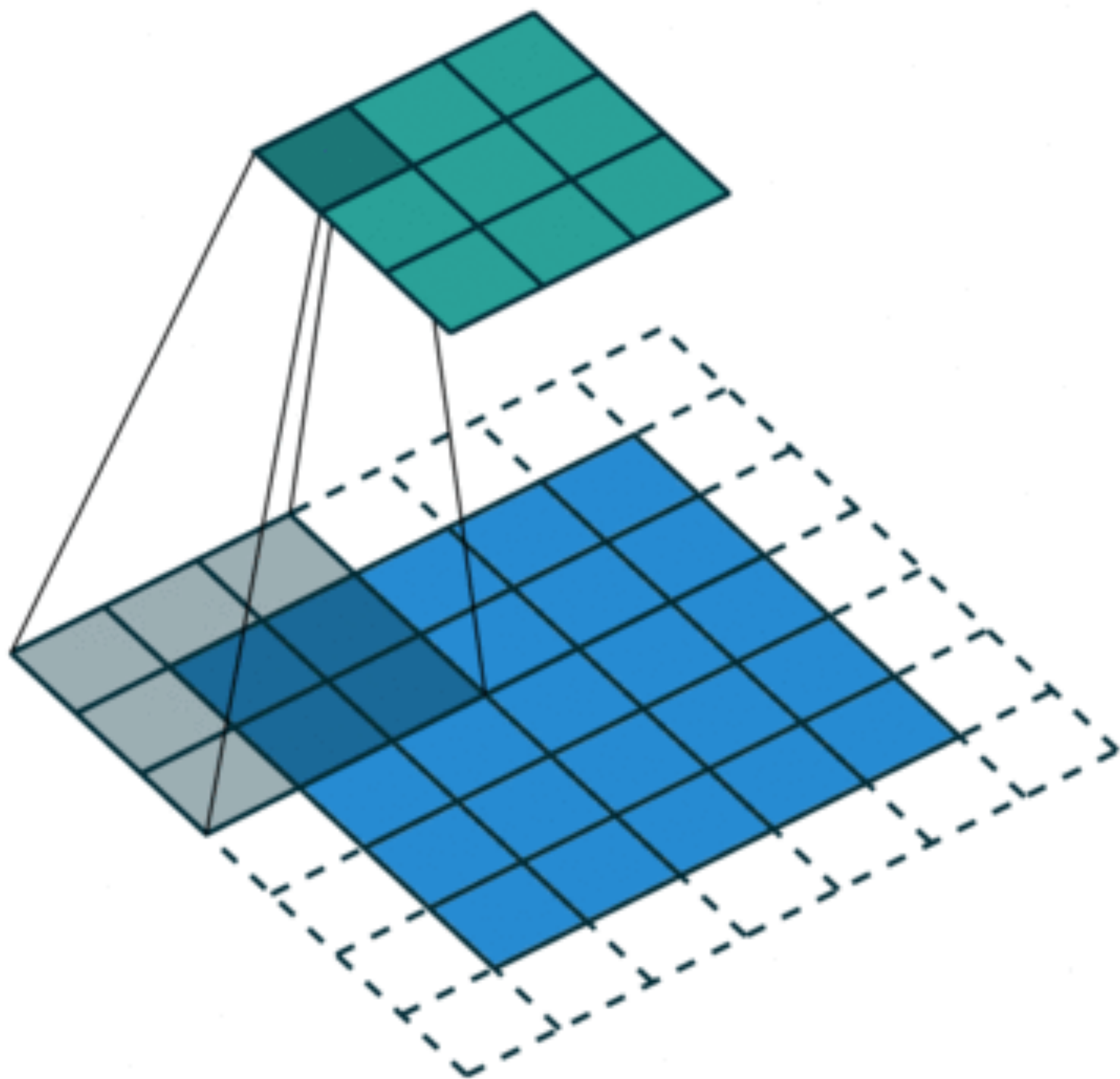
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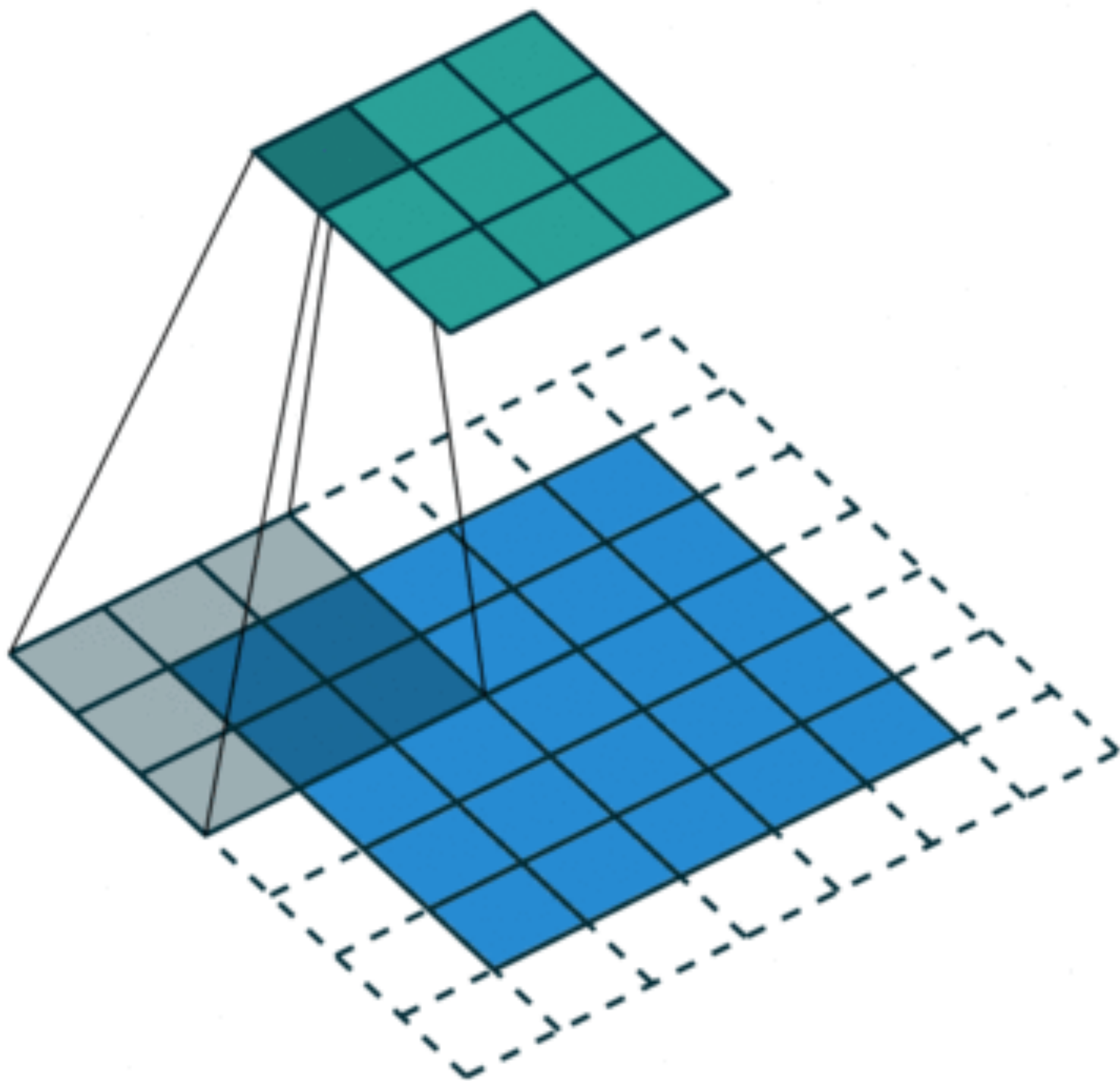
2D & 3D
Driver Auditions





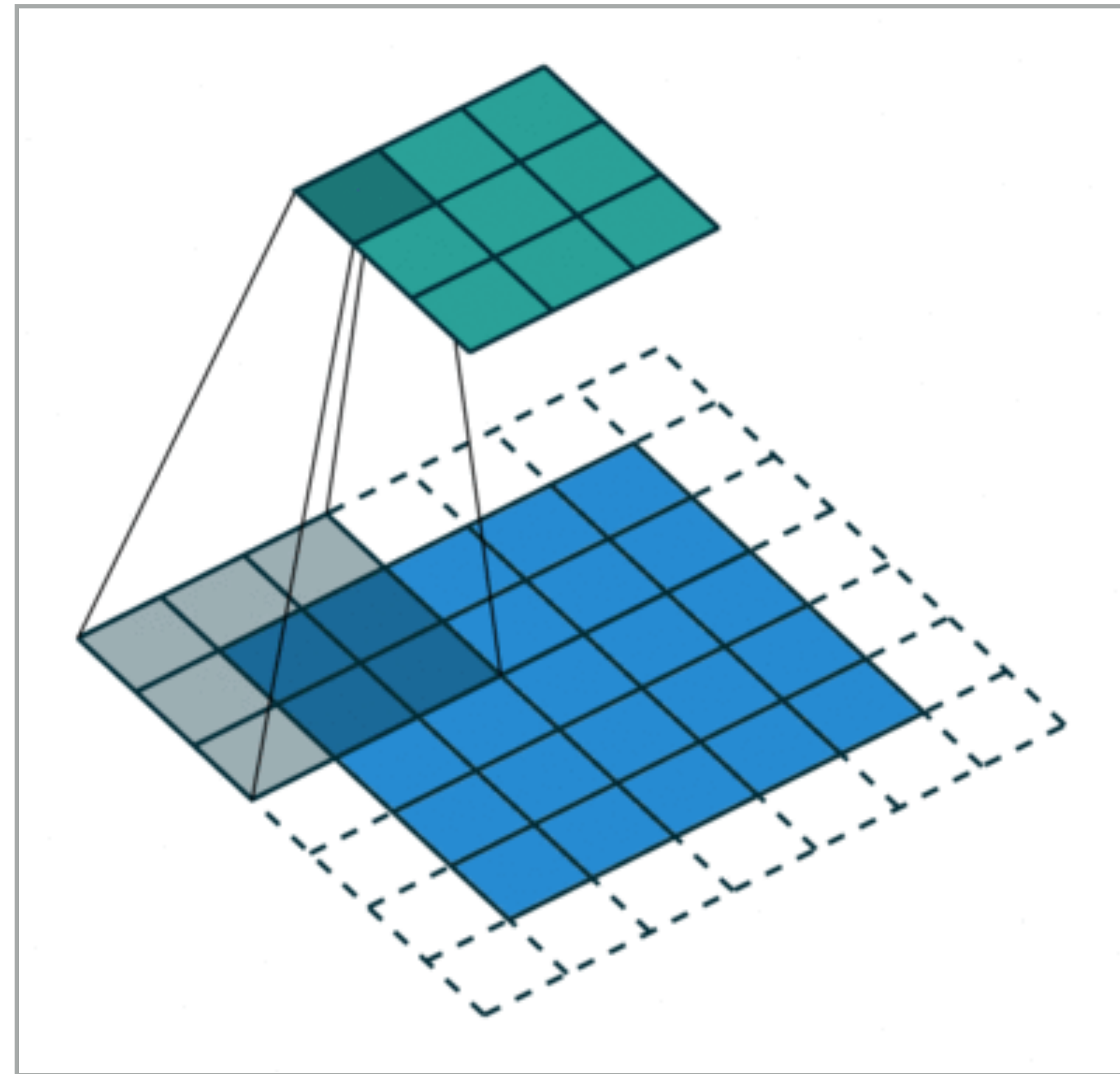
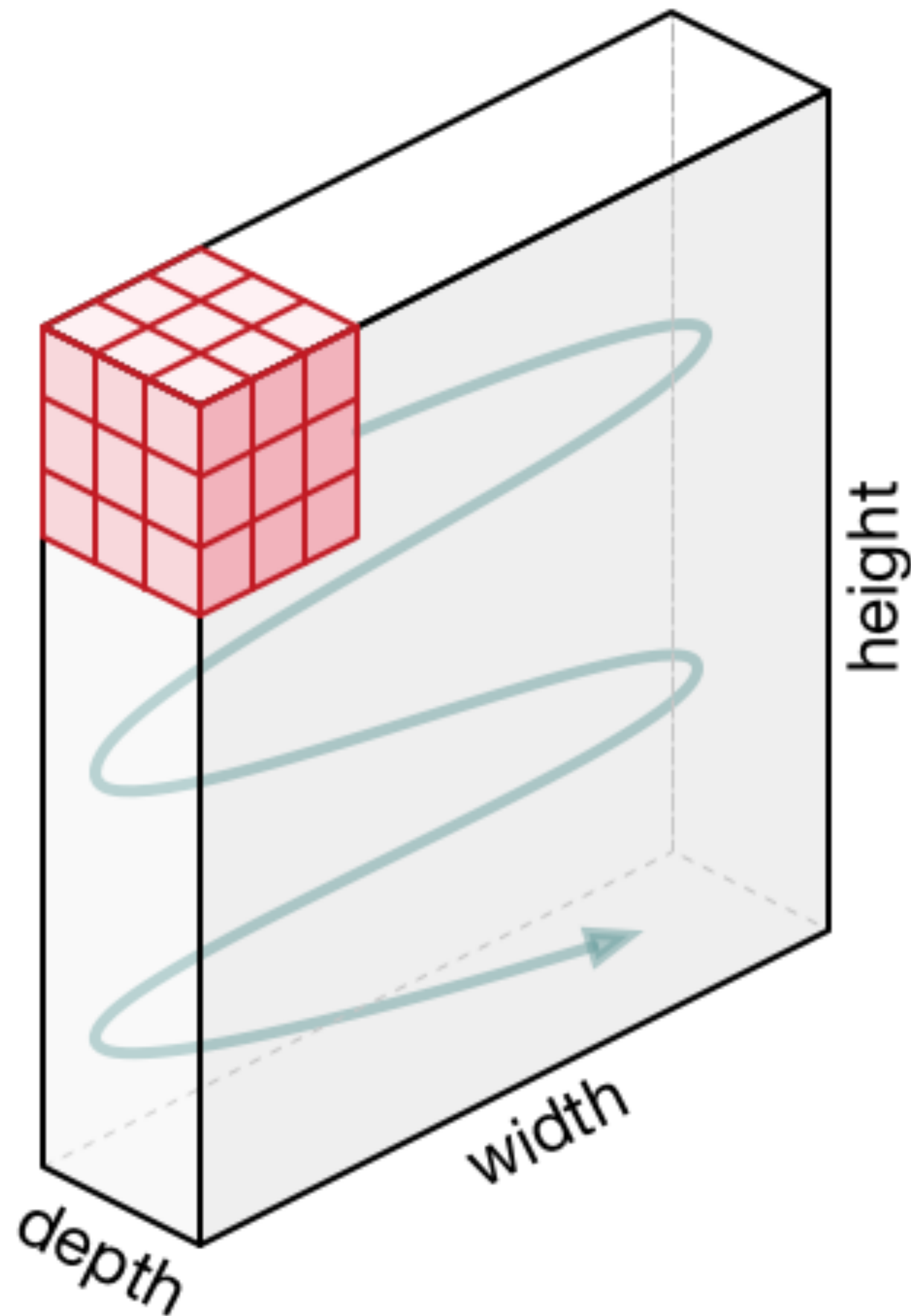


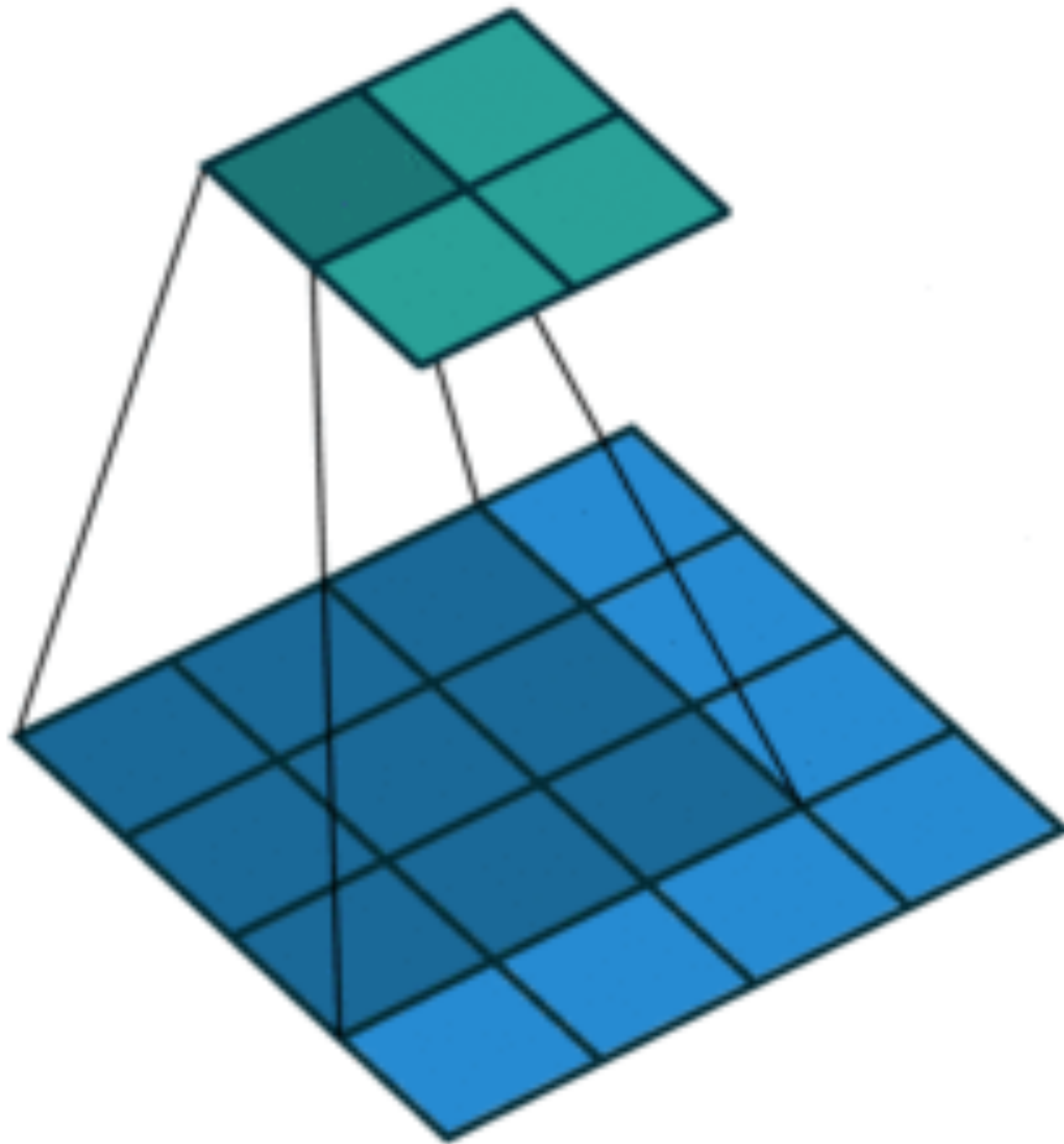






2D & 3D Convolutions





No Padding
No Striding
 $\mathbf{c} \in \mathbf{R}^{3 \times 3}$