

InputLayer	input:	(None, 32, 20, 20, 1)
	output:	(None, 32, 20, 20, 1)



Conv3D	input:	(None, 32, 20, 20, 1)
	output:	(None, 32, 20, 20, 16)



MaxPooling3D	input:	(None, 32, 20, 20, 16)
	output:	(None, 16, 10, 10, 16)



Conv3D	input:	(None, 16, 10, 10, 16)
	output:	(None, 8, 5, 5, 32)



Flatten	input:	(None, 8, 5, 5, 32)
	output:	(None, 6400)



Dense	input:	(None, 6400)
	output:	(None, 32)



Dense	input:	(None, 32)
	output:	(None, 16)



Dense	input:	(None, 16)
	output:	(None, 32)



Dense	input:	(None, 32)
	output:	(None, 6400)



Reshape	input:	(None, 6400)
	output:	(None, 8, 5, 5, 32)



Conv3DTranspose	input:	(None, 8, 5, 5, 32)
	output:	(None, 16, 10, 10, 32)



UpSampling3D	input:	(None, 16, 10, 10, 32)
	output:	(None, 32, 20, 20, 32)



Conv3DTranspose	input:	(None, 32, 20, 20, 32)
	output:	(None, 32, 20, 20, 1)