

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)



Conv3D	input:	(None, 32, 20, 20, 16)
	output:	(None, 16, 10, 20, 32)



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



Conv3DTranspose	input:	(None, 16, 10, 20, 32)
	output:	(None, 32, 20, 20, 32)



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