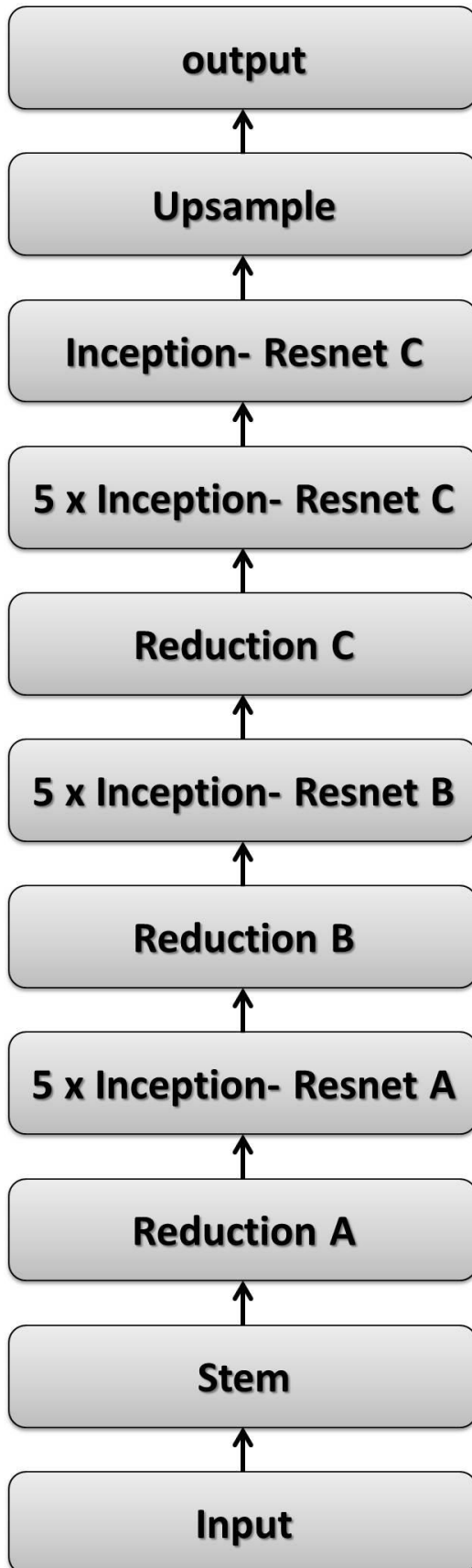


3D Inception-Resnet modified



The main structure of our 3D model is based on 2D the [Inception-Resnet paper v2](#) and [code](#).

To reduce parameter count, the # of repetitions of each block was reduced to 5.

An upsampling block was added in order to train on pixelwise segmentation tasks.