

InputLayer	input:	[(None, 4, 35, 30, 1)]
	output:	[(None, 4, 35, 30, 1)]



ConvLSTM2D	input:	(None, 4, 35, 30, 1)
	output:	(None, 32, 28, 4)



MaxPooling2D	input:	(None, 32, 28, 4)
	output:	(None, 16, 14, 4)



Flatten	input:	(None, 16, 14, 4)
	output:	(None, 896)



Dense	input:	(None, 896)
	output:	(None, 896)



Reshape	input:	(None, 896)
	output:	(None, 1, 32, 28, 1)



Conv3DTranspose	input:	(None, 1, 32, 28, 1)
	output:	(None, 4, 35, 30, 1)