

InputLayer	input:	(None, 60, 8, 8)
	output:	(None, 60, 8, 8)



Reshape	input:	(None, 60, 8, 8)
	output:	(None, 60, 8, 8, 1)



ConvLSTM2D	input:	(None, 60, 8, 8, 1)
	output:	(None, 60, 7, 7, 4)



ConvLSTM2D	input:	(None, 60, 7, 7, 4)
	output:	(None, 60, 6, 6, 4)



Flatten	input:	(None, 60, 6, 6, 4)
	output:	(None, 8640)



Dense	input:	(None, 8640)
	output:	(None, 128)



Dense	input:	(None, 128)
	output:	(None, 32)



Dense	input:	(None, 32)
	output:	(None, 256)



Reshape	input:	(None, 256)
	output:	(None, 4, 8, 8)