

InputLayer	input:	(None, 10, 8, 8)
	output:	(None, 10, 8, 8)



Reshape	input:	(None, 10, 8, 8)
	output:	(None, 10, 8, 8, 1)



ConvLSTM2D	input:	(None, 10, 8, 8, 1)
	output:	(None, 10, 7, 7, 4)



ConvLSTM2D	input:	(None, 10, 7, 7, 4)
	output:	(None, 10, 6, 6, 4)



Flatten	input:	(None, 10, 6, 6, 4)
	output:	(None, 1440)



Dense	input:	(None, 1440)
	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)