

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



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



ConvLSTM2D	input:	(None, 10, 10, 10, 1)
	output:	(None, 10, 9, 9, 4)



Flatten	input:	(None, 10, 9, 9, 4)
	output:	(None, 3240)



Dense	input:	(None, 3240)
	output:	(None, 32)



Dense	input:	(None, 32)
	output:	(None, 400)



Reshape	input:	(None, 400)
	output:	(None, 4, 10, 10)