

*FS: 512x512*

Convolution

*S:3x3, F:8*



Convolution

*S:3x3, F:16*



Convolution

*S:3x3 F:16*



*FS: 256x256*

Convolution

*S:3x3, F:32*



Convolution

*S:3x3 F:32*



*FS: 128x128*

Convolution

*S:3x3, F:64*



Convolution

*S:3x3 F:64*



*FS: 64x64*

Convolution

*S:3x3, F:128*



Convolution

*S:3x3 F:128*