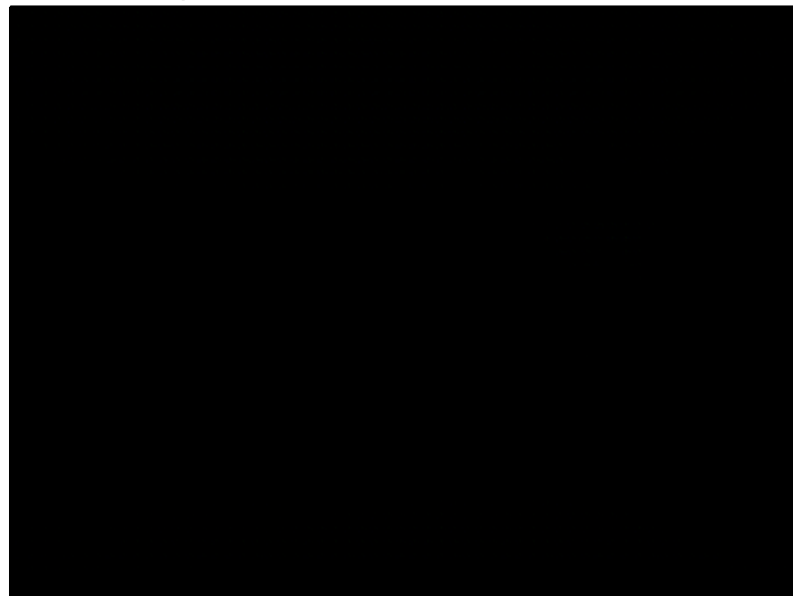


Target image



transposed conv (default initialization)



transposed conv (orthogonal initialization)

