

raw_image: InputLayer	input:	(None, 256, 256, 3)
	output:	(None, 256, 256, 3)

mask: InputLayer	input:	(None, 256, 256, 1)
	output:	(None, 256, 256, 1)

glcic_completion: Model	input:	[(None, 256, 256, 3), (None, 256, 256, 1)]
	output:	(None, 256, 256, 3)

bounding_box: InputLayer	input:	(None, 4)
	output:	(None, 4)

glcic_discriminator: Model	input:	[(None, 256, 256, 3), (None, 4)]
	output:	(None, 1)

