

Input image
range: [0.0e+00, 1.0e+00]
dims: [256, 256] * 1



On-center/off-surround
range: [-4.1e-01, 4.2e-01]
dims: [256, 256] * 1



Off-center/on-surround
range: [-4.2e-01, 4.1e-01]
dims: [256, 256] * 1

