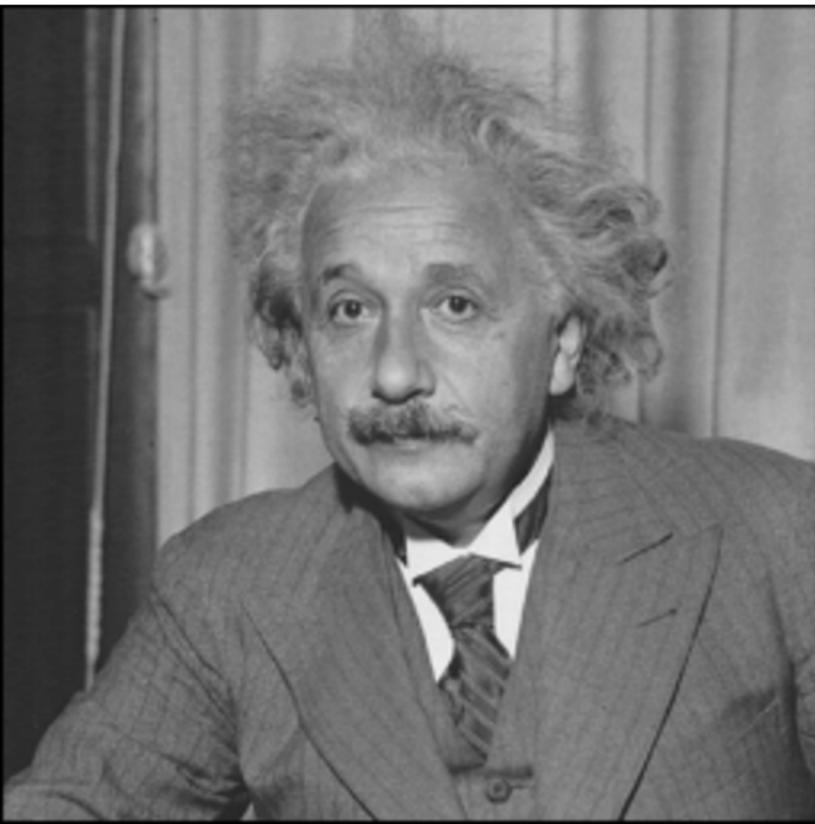


range: [3.9e-03, 1.0e+00]

dims: [256, 256] * 1



range: [-1.1e+00, 2.1e+00]

dims: [256, 256] * 1

