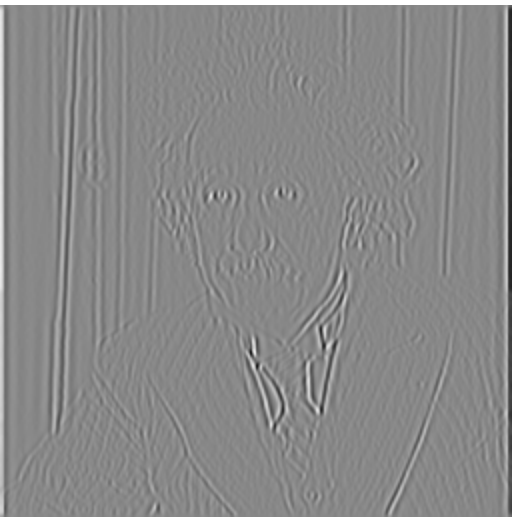
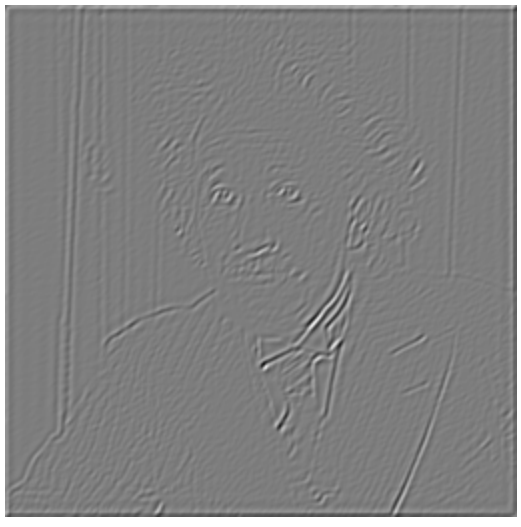
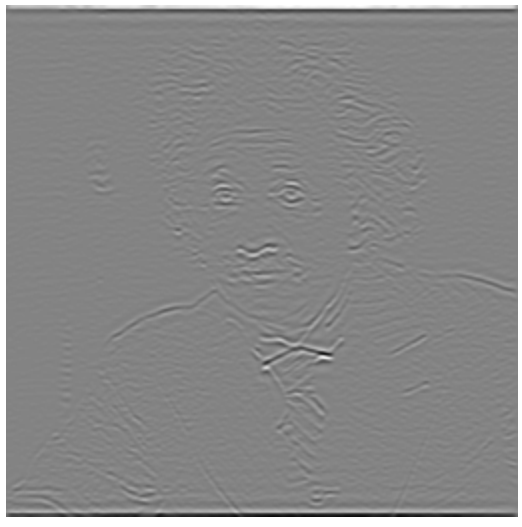
height 00, band 00
range: [-2.0e-01, 1.8e-01]
dims: [256, 256] * 1



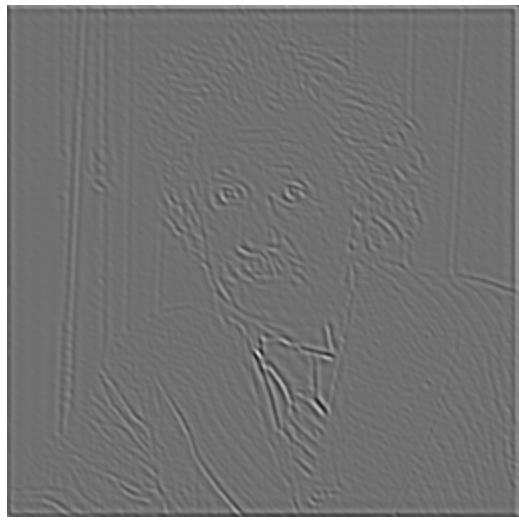
height 00, band 01
range: [-2.0e-01, 2.1e-01]
dims: [256, 256] * 1



height 00, band 02
range: [-2.3e-01, 2.1e-01]
dims: [256, 256] * 1



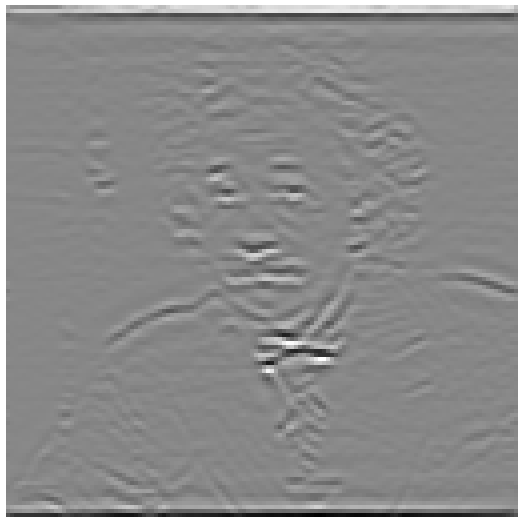
height 00, band 03
range: [-1.9e-01, 2.4e-01]
dims: [256, 256] * 1



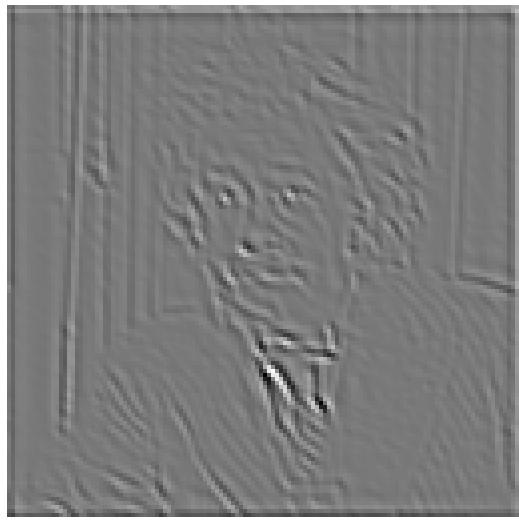
height 01, band 00
range: [-7.4e-01, 7.0e-01]
dims: [128, 128] * 2

height 01, band 01
range: [-8.4e-01, 7.8e-01]
dims: [128, 128] * 2

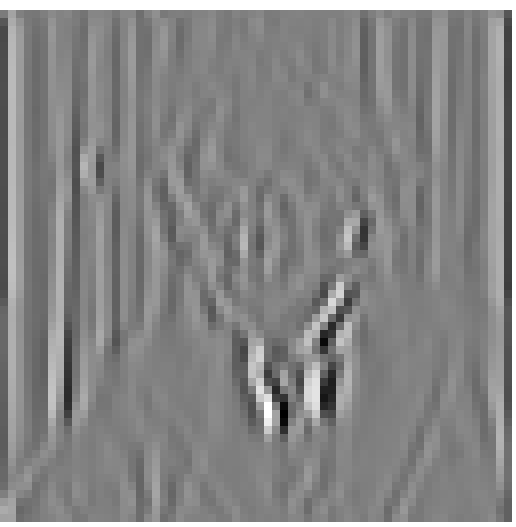
height 01, band 02
range: [-7.9e-01, 7.0e-01]
dims: [128, 128] * 2



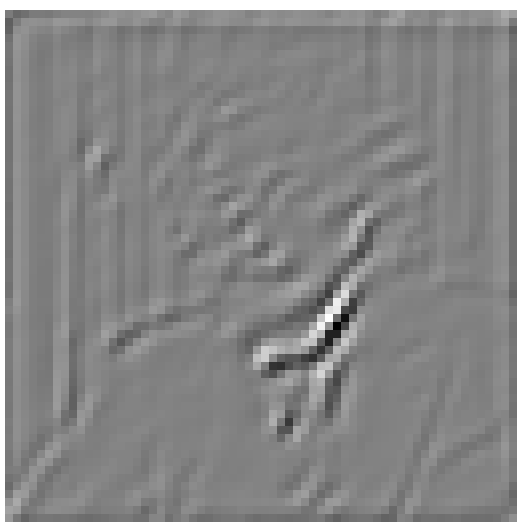
height 01, band 03
range: [-7.6e-01, 8.4e-01]
dims: [128, 128] * 2



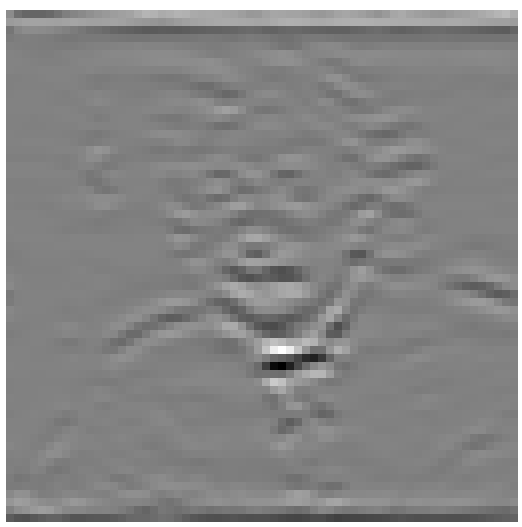
height 02, band 00
range: [-3.2e+00, 3.1e+00]
dims: [64, 64] * 4



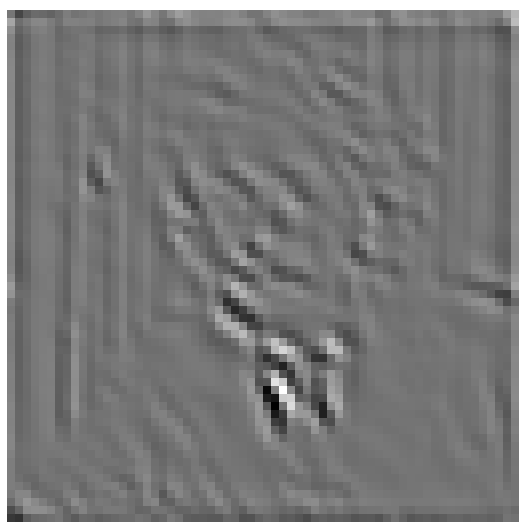
height 02, band 01
range: [-4.0e+00, 3.9e+00]
dims: [64, 64] * 4



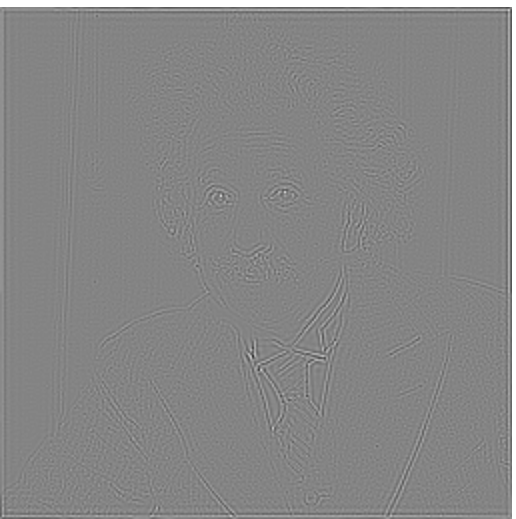
height 02, band 02
range: [-3.7e+00, 3.6e+00]
dims: [64, 64] * 4



height 02, band 03
range: [-2.7e+00, 3.3e+00]
dims: [64, 64] * 4



residual highpass
range: [-2.6e-01, 2.4e-01]
dims: [256, 256] * 1



residual lowpass
range: [9.2e+00, 5.2e+01]
dims: [32, 32] * 8