

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

height 00, band 00 imaginary
range: [-2.1e-01, 1.9e-01]
dims: [256, 256] * 1

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

height 00, band 01 imaginary
range: [-2.2e-01, 1.9e-01]
dims: [256, 256] * 1

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

height 00, band 02 imaginary
range: [-2.4e-01, 1.9e-01]
dims: [256, 256] * 1

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

height 00, band 03 imaginary
range: [-2.1e-01, 2.3e-01]
dims: [256, 256] * 1

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

height 01, band 00 imaginary
range: [-7.9e-01, 7.1e-01]
dims: [128, 128] * 2

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

height 01, band 01 imaginary
range: [-7.8e-01, 8.3e-01]
dims: [128, 128] * 2

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

height 01, band 02 imaginary
range: [-7.6e-01, 6.7e-01]
dims: [128, 128] * 2

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

height 01, band 03 imaginary
range: [-7.3e-01, 9.0e-01]
dims: [128, 128] * 2

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

height 02, band 00 imaginary
range: [-2.6e+00, 3.6e+00]
dims: [64, 64] * 4

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

height 02, band 01 imaginary
range: [-3.0e+00, 4.3e+00]
dims: [64, 64] * 4

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

height 02, band 02 imaginary
range: [-2.9e+00, 4.0e+00]
dims: [64, 64] * 4

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

height 02, band 03 imaginary
range: [-2.2e+00, 3.4e+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