

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: $[256, 256] * 1$

