

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

