height 00, band 00 real range: [-2.0e-01, 1.8e-01] dims: [256, 256] * 1 height 00, band 02 imaginary range: [-2.4e-01, 1.9e-01] dims: [256, 256] * 1 height 00, band 00 imaginary range: [-2.1e-01, 1.9e-01] height 00, band 01 real range: [-2.0e-01, 2.1e-01] height 00, band 01 imaginary range: [-2.2e-01, 1.9e-01] height 00, band 02 real height 00, band 03 real height 00, band 03 imaginary range: [-1.9e-01, 2.4e-01] dims: [256, 256] * 1 range: [-2.1e-01, 2.3e-01] dims: [256, 256] * 1 range: [-2.3e-01, 2.1e-01] dims: [256, 256] * 1 height 01, band 00 real height 01, band 00 imaginary height 01, band 01 real height 01, band 01 imaginary height 01, band 02 real height 01, band 02 imaginary height 01, band 03 real height 01, band 03 imaginary range: [-7.8e-01, 8.3e-01] dims: [128, 128] * 2 range: [-7.6e-01, 8.4e-01] dims: [128, 128] * 2 range: [-7.3e-01, 9.0e-01] dims: [128, 128] * 2 range: [-7.4e-01, 7.0e-01] dims: [128, 128] * 2 range: [-7.9e-01, 7.1e-01] dims: [128, 128] * 2 range: [-8.4e-01, 7.8e-01] range: [-7.9e-01, 7.0e-01] dims: [128, 128] * 2 range: [-7.6e-01, 6.7e-01] dims: [128, 128] * 2 dims: [128, 128] * 2 height 02, band 02 real range: [-3.7e+00, 3.6e+00] dims: [64, 64] * 4 height 02, band 03 real range: [-2.7e+00, 3.3e+00] dims: [64, 64] * 4 height 02, band 00 real range: [-3.2e+00, 3.1e+00] height 02, band 00 imaginary range: [-2.6e+00, 3.6e+00] height 02, band 01 real range: [-4.0e+00, 3.9e+00] height 02, band 02 imaginary range: [-2.9e+00, 4.0e+00] height 02, band 01 imaginary height 02, band 03 imaginary range: [-3.0e+00, 4.3e+00] dims: [64, 64] * 4 range: [-2.2e+00, 3.4e+00] dims: [64, 64] * 4 residual lowpass range: [9.2e+00, 5.2e+01] dims: [32, 32] * 8 residual highpass range: [-2.6e-01, 2.4e-01] dims: [256, 256] * 1