

Input image

range: [0.0e+00, 1.0e+00]

dims: [256, 256] \* 1



Output channel 0

range: [1.1e-02, 9.9e-01]

dims: [256, 256] \* 1



Output channel 1

range: [-9.4e+05, 1.0e+06]

dims: [256, 256] \* 1

