

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:  $[256, 256] * 1$

