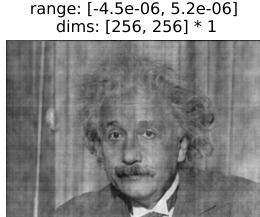
Original range: [3.9e-03, 1.0e+00] dims: [256, 256] * 1

Reconstructed range: [3.9e-03, 1.0e+00] dims: [256, 256] * 1



Difference