

Input image
range: [0.0e+00, 1.0e+00]
dims: [256, 256] * 1



Output Channel 0
range: [2.2e-02, 9.7e-01]
dims: [256, 256] * 1



Output Channel 1
range: [2.4e-02, 9.7e-01]
dims: [256, 256] * 1

