

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

