Convolution in 3D
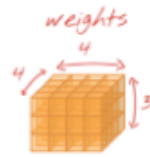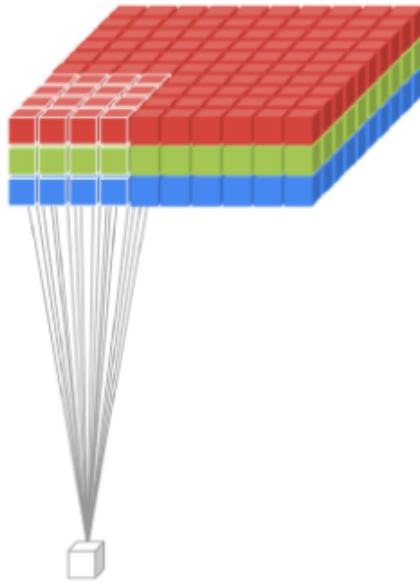
Convolution in 3D is just like 2D, except you are doing the 2d work 3 times, because there are 3 color channels.

weights
4
4
3

Applied in the same way as 2d (sum of weight * pixel value as they slide across the image).

이 짜원 큐브가 `필터`이다.