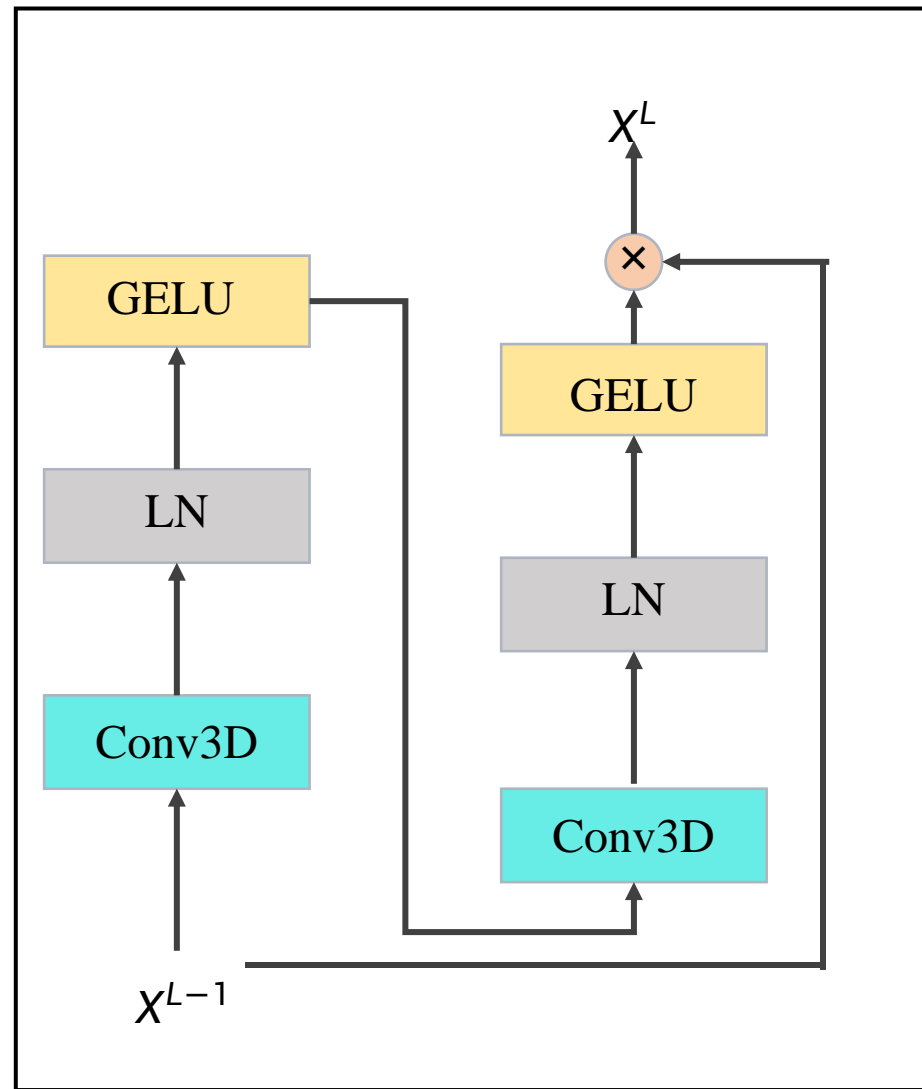


(a) SwinBlock3D



(b) ConvBlock3D