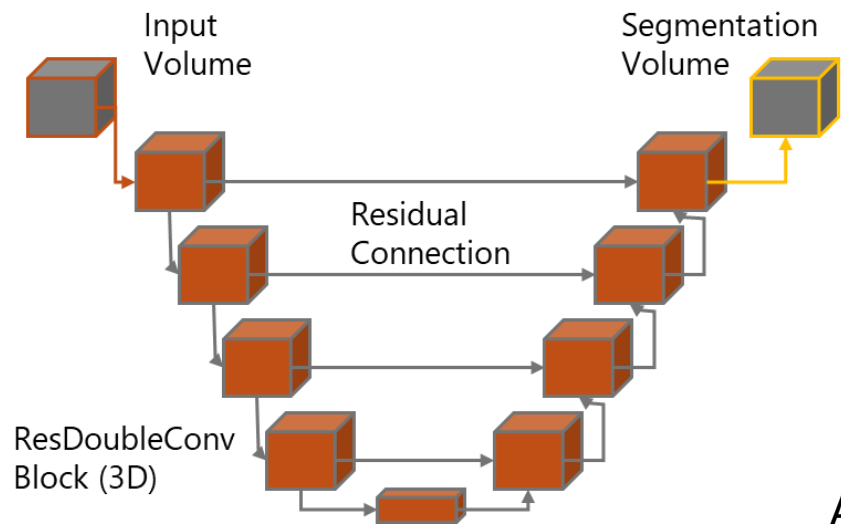


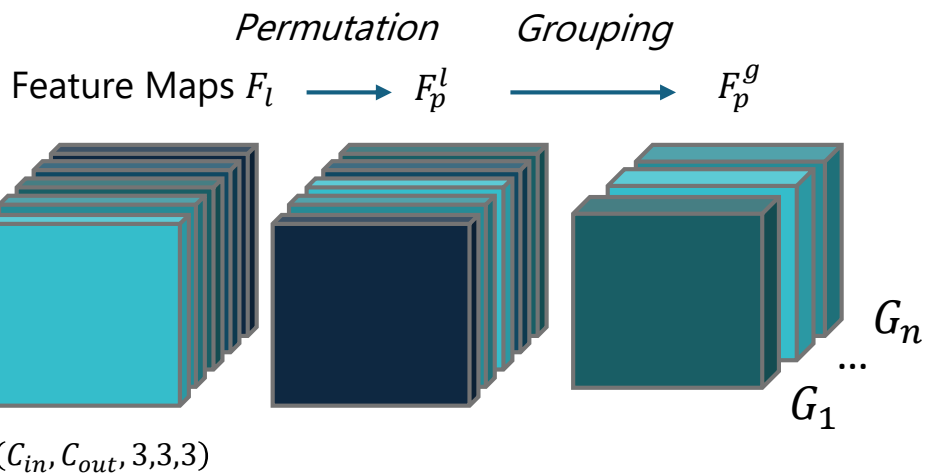
## 3D U-Net Target Architecture



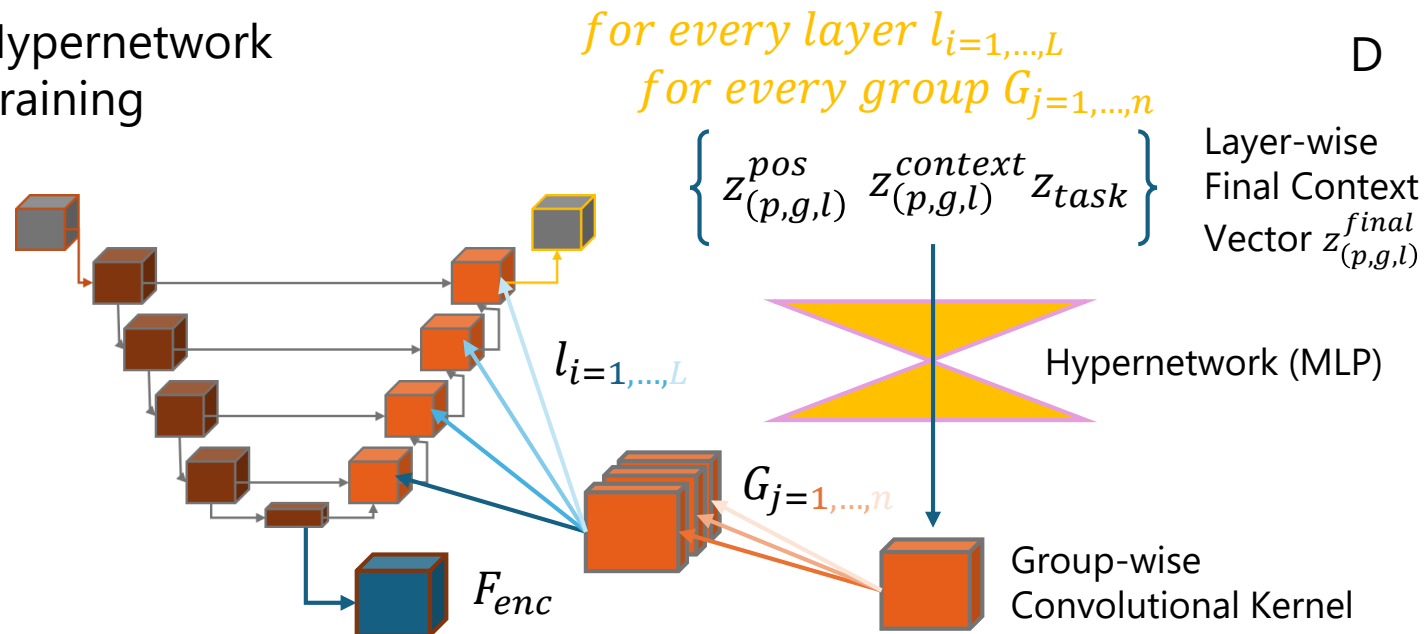
A

## Feature Map Processing

B



## Hypernetwork Training



D

## Hypernetwork Input Vectors

C

