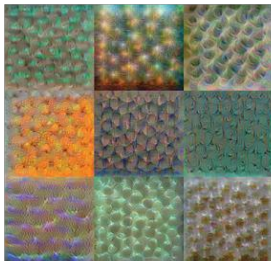
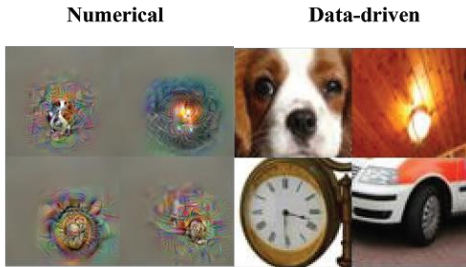


**Conv 1: Edge+Blob**



**Conv 3: Texture**



**Conv 5: Object Parts**



**Fc8: Object Classes**