Layer 10

	Layer 10														25			
class_object –	0	0	0	0	25	0	0	0	24	0	0	25	0	0	24	0		- 25
class_scene –	0	21	2	24	0	4	0	0	0	0	11	8	0	0	24	0		
depth_euclidean –	24	0	0	24	24	0	1	0	0	0	23	0	0	0	0	0		- 20
depth_zbuffer –	0	10	20	0	0	0	0	0	24	0	0	18	25	0	0	0		
edge_occlusion –	0	0	0	25	0	22	24	0	0	24	0	0	1	0	0	0		
edge_texture –	0	0	0	0	25	0	25	25	0	0	0	0	0	0	0	25		- 15
keypoints2d –	0	0	25	0	0	25	0	0	0	0	0	0	24	25	0	0		
keypoints3d –	0	0	25	0	0	0	0	24	0	0	0	0	0	25	24	0		- 10
normal –	4	0	0	0	0	20	24	0	25	24	0	0	0	0	0	0		
principal_curvature -	1	24	1	0	1	0	0	0	3	1	0	24	4	23	6	5		
reshading –	24	0	0	3	0	1	0	17	0	24	24	0	0	1	0	1		- 5
segment_unsup25d –	24	24	0	0	0	0	0	0	0	0	2	0	24	0	0	21		
segment_unsup2d –	2	1	0	0	0	0	0	20	0	0	25	0	0	0	24	24		0
	0	1	1 2	1 3	1 4	1 5	1 6	1 7	1 8	1 9	10	1 11	1 12	1 13	14	15		- 0