Layer 10

Layer 10															1/			
class_object	- 4	7	1	2	15	3	0	4	1	4	16	2	13	16	6			16
class_scene	- 1	8	1	1	14	5	0	12	1	1	15	6	9	16	3		-	14
depth_euclidean	- 4	15	16	0	0	0	16	15	13	13	0	0	0	0	1			
depth_zbuffer	16	15	16	15	0	0	16	0	0	15	0	0	0	0	0		-	12
edge_occlusion	- 3	0	16	16	10	16	0	0	1	11	0	0	5	0	16		_	10
edge_texture	- 6	15	0	1	8	12	5	16	0	6	0	16	4	7	0			Τ,
keypoints2d	- 2	1	1	12	13	16	1	2	0	1	15	16	1	4	7		-	8
keypoints3d	- 6	2	14	16	0	6	0	0	1	16	6	15	9	1	1			
normal	15	0	0	0	11	4	0	0	16	14	16	1	16	0	3		_	6
principal_curvature	- 0	3	12	14	8	15	0	0	12	0	3	2	7	3	15		_	4
reshading	- 4	0	10	0	0	0	11	12	16	0	4	16	5	1	14			
segment_unsup25d	16	6	0	0	0	1	16	9	16	0	0	6	4	16	5		-	2
segment_unsup2d	- 0	9	0	5	1	3	16	10	14	0	6	0	5	16	9			_
	0	1	1 2	1 3	1 4	1 5	1 6	1 7	1 8	<b>I</b> 9	10	1 11	1 12	13	14		_	0