Lavor 1

	Layer 4															16	
class_object -	15	0	0	1	2	15	13	16	0	0	2	1	16	13	0		- 16
class_scene -	7	5	0	4	0	15	9	16	0	0	12	1	15	9	0		- 14
depth_euclidean -	1	13	13	8	14	1	1	1	6	16	1	11	1	0	6		
depth_zbuffer -	1	13	13	8	14	1	0	1	6	16	1	10	2	0	7		- 12
edge_occlusion -	2	12	12	8	15	0	0	0	10	15	1	10	3	0	5		- 10
edge_texture -	16	0	0	1	0	15	10	0	15	1	16	0	4	0	16		10
keypoints2d -	7	0	0	5	0	16	16	12	16	0	1	1	3	0	16		- 8
keypoints3d -	5	9	12	9	2	3	1	3	8	0	8	10	7	14	4		
normal –	4	10	13	10	0	2	0	3	10	2	3	11	5	13	6		- 6
principal_curvature =	1	4	13	11	0	0	0	1	10	13	7	10	4	15	3		- 4
reshading -	1	12	13	7	0	1	0	0	10	16	2	10	2	14	6		
segment_unsup25d -	3	1	11	6	16	1	5	14	0	13	7	8	2	0	7		- 2
segment_unsup2d -	8	1	0	1	16	4	16	3	0	7	16	0	9	5	8		
	0	1	1 2	1 3	1 4	1 5	1 6	1 7	1 8	1 9	1 10	1 11	1 12	1 13	1 14		- 0