Layer 1

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