Layer 0

	Layer 0														_	٦г		
class_object <b>–</b>	24	0	0	0	0	0	0	24	1	0	1	0	21	24	0	1		25
class_scene <b>–</b>	24	0	0	0	24	0	0	0	0	0	25	24	0	0	0	0		
depth_euclidean -	7	0	6	0	0	0	0	18	0	0	24	0	0	17	0	25	- 2	20
depth_zbuffer <b>–</b>	7	0	22	0	0	0	0	3	0	0	24	0	17	0	0	25		
edge_occlusion <b>–</b>	0	25	25	0	0	0	0	0	0	25	0	0	0	0	25	0		
edge_texture -	0	2	0	24	25	5	1	2	2	2	0	0	1	5	25	1	- 1	15
keypoints2d <b>–</b>	0	0	0	25	25	0	0	0	0	25	0	0	0	0	25	0		
keypoints3d <b>–</b>	25	0	3	25	0	0	0	0	0	0	0	1	17	1	0	25	_ 1	LC
normal –	0	0	6	0	0	24	18	0	25	0	0	24	0	0	0	0		
principal_curvature =	0	0	5	0	24	0	0	19	24	24	0	0	0	0	0	0		
reshading <b>–</b>	0	24	9	25	0	0	0	0	0	0	0	25	15	0	0	0	- 5	5
segment_unsup25d <b>–</b>	0	0	3	0	0	24	21	0	25	0	0	0	0	24	0	0		
segment_unsup2d <b>–</b>	0	0	24	0	0	24	23	0	0	0	0	0	0	0	24	0		_
	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	1 15	- (	)