Layer 6

	Lay er o															25		
class_object <b>–</b>	0	25	24	0	0	0	25	0	24	0	0	0	0	0	0	0		- 25
class_scene <b>–</b>	0	0	0	24	24	0	0	24	0	0	0	0	0	0	24	0		
depth_euclidean <b>–</b>	0	1	0	0	2	0	0	20	1	24	0	22	24	0	0	0		- 20
depth_zbuffer <b>–</b>	0	14	1	0	14	0	0	1	0	17	0	23	24	0	0	1		
edge_occlusion <b>–</b>	0	0	0	0	24	0	0	24	0	3	0	21	0	0	0	24		
edge_texture <b>–</b>	24	0	0	5	0	0	0	0	0	24	24	0	0	0	19	0		- 15
keypoints2d <b>–</b>	4	0	0	25	0	25	0	0	0	24	3	0	0	1	13	0		
keypoints3d <b>–</b>	24	0	0	0	0	20	0	0	24	0	0	1	0	24	0	1		- 10
normal –	0	24	24	0	0	24	0	0	0	0	24	0	0	0	0	0		
principal_curvature <b>–</b>	0	0	24	0	0	0	0	0	0	0	25	0	25	0	0	24		
reshading <b>–</b>	24	4	0	0	0	0	24	0	25	0	0	0	0	20	0	0		- 5
segment_unsup25d <b>–</b>	0	0	0	24	0	0	0	0	0	0	0	23	0	25	0	24		
segment_unsup2d <b>–</b>	0	0	0	0	1	24	24	0	0	0	0	21	0	0	24	0		_
	0	1 1	1 2	1 3	1 4	1 5	1 6	1 7	1 8	1 9	1 10	11	1 12	1 13	14	1 15	•	- 0