Layer 2

| | Layer Z | | | | | | | | | | | | | | | 1.0 | | |
|---------------------------|---------|----|--------|--------|----|--------|--------|--------|--------|--------|----|----|---------|---------|---------|-----|---|------|
| class_object – | 0 | 7 | 0 | 1 | 16 | 12 | 0 | 0 | 0 | 12 | 0 | 16 | 0 | 16 | 15 | | | - 16 |
| class_scene – | 9 | 16 | 0 | 3 | 11 | 16 | 0 | 4 | 0 | 4 | 0 | 16 | 0 | 16 | 0 | | | - 14 |
| depth_euclidean = | 14 | 0 | 16 | 0 | 0 | 0 | 16 | 13 | 6 | 0 | 0 | 2 | 16 | 0 | 11 | | | |
| depth_zbuffer – | 14 | 0 | 16 | 0 | 0 | 0 | 16 | 13 | 6 | 0 | 0 | 2 | 16 | 0 | 11 | | | - 12 |
| edge_occlusion – | 0 | 0 | 16 | 0 | 1 | 0 | 16 | 13 | 14 | 16 | 0 | 4 | 0 | 1 | 13 | | | - 10 |
| edge_texture = | 0 | 15 | 3 | 16 | 8 | 0 | 15 | 4 | 16 | 0 | 0 | 2 | 0 | 15 | 0 | | | 10 |
| keypoints2d – | . 3 | 7 | 0 | 16 | 16 | 14 | 15 | 0 | 0 | 16 | 1 | 0 | 1 | 4 | 0 | | | - 8 |
| keypoints3d – | 13 | 0 | 0 | 16 | 0 | 11 | 0 | 16 | 0 | 0 | 16 | 4 | 16 | 3 | 0 | | | |
| normal – | 14 | 0 | 0 | 15 | 0 | 13 | 0 | 15 | 4 | 16 | 16 | 1 | 0 | 0 | 0 | | | - 6 |
| principal_curvature = | 0 | 0 | 16 | 1 | 3 | 0 | 16 | 0 | 16 | 0 | 0 | 2 | 16 | 10 | 14 | | , | - 4 |
| reshading – | 15 | 0 | 16 | 0 | 0 | 14 | 0 | 0 | 16 | 16 | 16 | 2 | 0 | 0 | 0 | | | |
| segment_unsup25d – | 0 | 16 | 0 | 16 | 1 | 0 | 0 | 0 | 16 | 0 | 16 | 0 | 16 | 0 | 15 | | | - 2 |
| segment_unsup2d – | 0 | 16 | 16 | 0 | 13 | 0 | 0 | 0 | 0 | 0 | 16 | 16 | 12 | 6 | 1 | | | |
| | 0 | 1 | 1 2 | 1 3 | 4 | 1 5 | 1 6 | 1 7 | 1 8 | 1 9 | 10 | 11 | 1 12 | 1 13 | 1 14 | | | - 0 |