Layer 8

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class_object <b>–</b>	1	1	21	1	0	0	18	21	24	0	2	0	1	2	0	1	
class_scene <b>–</b>	5	5	8	6	4	3	6	1	25	2	7	5	4	4	4	4	
depth_euclidean –	24	0	0	0	1	22	0	0	1	0	0	0	24	0	25	0	
depth_zbuffer <b>–</b>	0	24	0	24	0	0	0	0	0	0	0	0	1	24	25	0	
edge_occlusion <b>–</b>	0	0	0	0	25	0	25	0	0	0	0	0	24	25	0	0	
edge_texture <b>–</b>	0	22	0	25	0	25	0	0	0	0	0	0	0	0	0	25	
keypoints2d <b>–</b>	0	0	0	0	0	0	0	0	0	24	25	25	24	0	0	0	
keypoints3d <b>–</b>	24	0	0	0	0	24	0	19	5	0	24	0	0	0	0	0	
normal –	0	0	24	24	24	0	0	0	0	24	0	0	0	0	0	0	
principal_curvature –	24	0	24	0	0	0	0	0	0	24	0	24	0	0	0	0	
reshading <b>–</b>	0	0	0	0	24	7	0	0	10	10	18	24	1	0	0	0	
segment_unsup25d <b>–</b>	0	24	0	0	0	0	0	24	0	0	0	0	0	24	0	24	
segment_unsup2d <b>–</b>	0	0	0	0	0	0	24	24	0	0	0	0	0	0	24	24	
	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	14	1 15	