							Lay	/er	11							16
class_object -	13	0	16	2	0	0	15	1	0	16	14	0	0	2	15	16
class_scene -	15	0	7	7	0	1	16	1	8	16	1	0	0	5	15	- 14
depth_euclidean -	1	1	0	11	13	15	0	1	15	5	15	0	15	0	0	
depth_zbuffer -	1	0	1	9	1	16	0	0	15	2	5	15	16	12	0	- 12
edge_occlusion -	0	15	11	0	16	2	0	16	14	1	2	16	0	2	0	- 10
edge_texture -	16	0	6	16	0	0	9	2	0	9	16	0	0	16	5	10
keypoints2d -	1	0	16	1	1	3	5	7	13	3	16	0	14	11	2	- 8
keypoints3d -	10	6	7	1	13	1	5	16	4	3	0	16	0	3	9	
normal –	2	14	4	13	14	0	3	0	1	5	0	14	15	7	1	- 6
principal_curvature =	5	13	3	3	0	1	15	14	6	0	0	12	0	5	15	- 4
reshading -	2	14	5	2	0	9	3	16	0	4	8	15	0	1	16	
segment_unsup25d -	0	14	0	16	14	16	1	0	5	6	0	0	16	4	0	- 2
segment_unsup2d -	14	13	0	0	14	16	1	0	0	7	2	0	16	10	1	
	0	1	1 2	1 3	4	1 5	1 6	1 7	1 8	1 9	1 10	1 11	1 12	1 13	1 14	- 0