Layer 5

															25				
class_object –	0	0	0	20	0	24	0	0	0	4	0	24	0	0	0	25			- 25
class_scene –	2	0	5	0	6	0	24	0	13	10	0	9	0	0	0	24			
depth_euclidean =	24	24	0	24	6	0	0	0	0	1	0	0	0	0	16	0			- 20
depth_zbuffer –	4	24	0	24	0	0	0	0	0	0	0	0	23	21	0	0			
edge_occlusion –	24	1	0	0	0	0	0	24	0	0	0	0	0	23	24	0			
edge_texture =	0	0	0	0	24	0	0	24	0	0	25	24	0	0	0	0		-	- 15
keypoints2d –	0	0	0	0	24	0	0	4	0	0	20	25	0	0	25	0			
keypoints3d –	0	24	22	24	0	0	1	0	0	24	0	0	0	0	0	0			- 10
normal –	0	0	24	0	0	24	24	0	0	0	0	0	2	0	0	22			
principal_curvature -	0	0	0	0	0	25	0	0	25	25	0	0	0	25	0	0			
reshading -	24	0	0	0	0	0	25	25	0	0	25	0	0	0	0	0		-	- 5
segment_unsup25d =	0	0	25	0	0	0	0	0	25	0	0	0	25	0	25	0			
segment_unsup2d –	0	0	0	0	24	0	0	0	25	1	23	0	25	0	0	0			0
	0	1	1 2	1 3	4	1 5	1 6	1 7	8) 9	10	1 11	12	13	1 14	1 15			- 0