Layer 1

Layer I															- 16				
class_object	-	0	16	0	9	13	0	13	11	0	0	12	4	0	16	0			. Т.
class_scene	-	0	13	0	14	3	0	15	5	0	0	13	1	13	16	0		_	- 14
depth_euclidean	-	16	0	0	16	0	11	0	0	0	16	16	16	0	0	4			
depth_zbuffer	-	16	0	0	16	0	10	0	0	16	16	0	0	16	0	5			- 12
edge_occlusion	-	16	0	0	0	0	16	0	0	16	16	0	0	16	0	16			- 10
edge_texture	-	0	16	16	0	16	16	0	12	0	0	6	4	4	0	3			Τ,
keypoints2d	-	0	16	16	0	16	16	1	16	0	0	0	3	8	0	1		_	- 8
keypoints3d	-	16	0	15	16	0	0	0	0	16	0	0	0	16	16	0			
normal	_	0	0	1	0	9	3	16	0	0	16	16	16	3	0	16		_	- 6
principal_curvature	-	16	16	0	0	0	14	0	0	16	0	2	0	0	16	16		_	- 4
reshading	-	0	0	0	16	0	16	16	0	16	0	0	16	0	16	0			
segment_unsup25d	-	0	0	16	0	16	0	0	16	16	16	0	16	0	0	0		-	- 2
segment_unsup2d	-	0	0	16	0	0	0	16	16	0	16	16	0	0	0	16			_
		0	1	2	1 3	1 4	1 5	1 6	1 7	1 8	9	10	1 11	1 12	1 13	14		_	- 0