Layer 11

		Layer II														
class_object <b>–</b>	0	2	3	9	25	1	0	13	2	16	0	1	3	7	0	12
class_scene <b>–</b>	0	0	25	3	0	0	0	24	0	0	20	0	24	0	0	0
depth_euclidean <b>–</b>	18	24	0	6	0	0	0	0	0	0	24	0	0	0	24	0
depth_zbuffer <b>–</b>	0	0	0	0	0	24	20	0	0	1	24	0	0	21	0	3
edge_occlusion <b>–</b>	0	25	0	0	0	0	24	0	0	0	0	24	0	1	0	23
edge_texture <b>–</b>	25	0	24	0	0	0	0	0	0	0	0	0	25	0	25	0
keypoints2d <b>–</b>	0	24	1	0	0	19	0	0	0	24	0	0	0	24	2	0
keypoints3d <b>–</b>	0	0	0	24	0	0	13	0	0	11	0	0	0	24	24	0
normal –	24	0	0	0	24	24	0	0	0	0	0	0	0	0	0	24
principal_curvature -	0	0	0	0	0	0	24	0	24	1	0	23	24	0	0	0
reshading <b>–</b>	0	0	24	20	24	0	0	0	0	0	24	2	0	0	0	0
segment_unsup25d <b>–</b>	0	0	0	2	0	3	2	25	18	24	0	22	0	0	0	0
segment_unsup2d <b>–</b>	18	1	1	0	0	0	0	25	24	0	0	0	1	0	5	21
'	0	1	1 2	3	1 4	1 5	1 6	1 7	8	<b>І</b> 9	1 10	11	1 12	1 13	1 14	15