Lavor 8

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