Layer 6

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