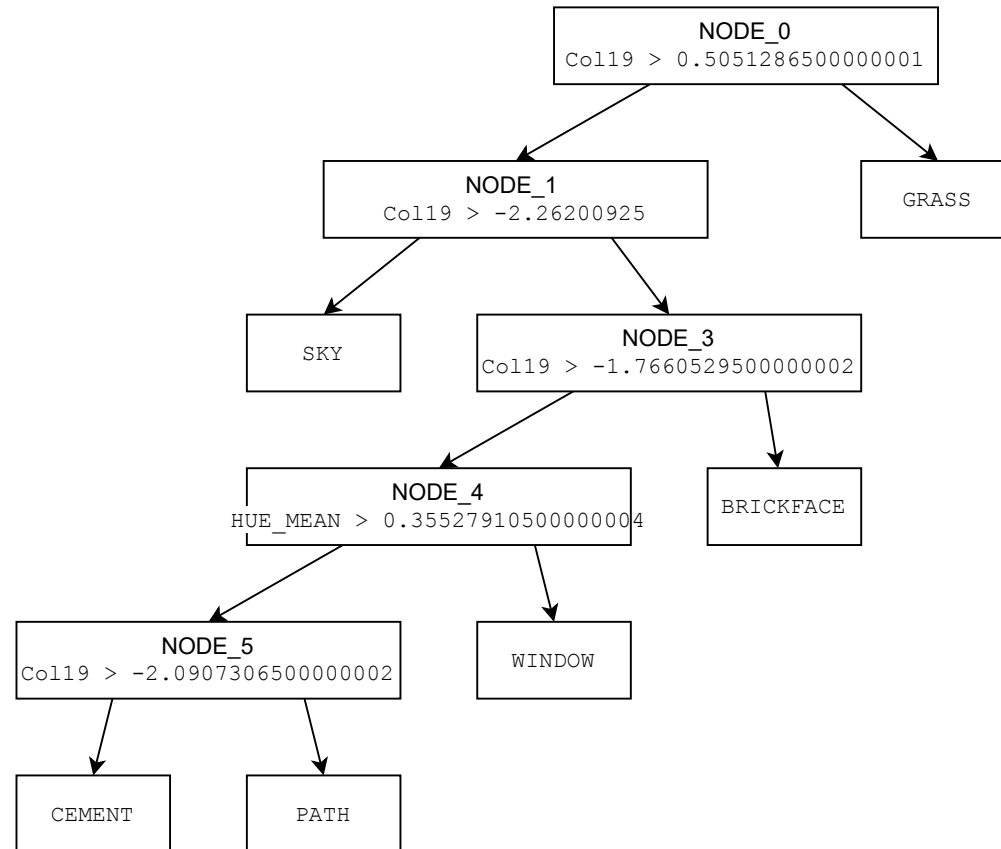


TREE_3:
True is always on the right



GRASS : Node_0

BRICKFACE = ~Node_0 & Node_1

PATH = ~Node_0 & ~Node_1 & Node_2

CEMENT = ~Node_0 & ~Node_1 & ~Node_2 & Node_3

FOLIAGE = ~Node_0 & ~Node_1 & Node_2 & ~Node_3 & Node_4

SKY = ~Node_0 & ~Node_1 & Node_2 & ~Node_3 & ~Node_4