WINDOW = ~Node_0 & ~Node_1

FOLIAGE = ~Node_0 & Node_1 & Node_5

CEMENT = ~Node_0 & Node_1 & ~Node_5 & ~Node_6

SKY: Node_0

PATH = ~Node_0 & Node_1 & ~Node_5 & Node_6

TREE_4:
True is always on the right

