Method	GAME(0), MAE	GAME(1)	GAME(2)	GAME(3)
Regression forest $+$ RGB Norm $+$ Filters	17.68	19.97	23.54	25.84
MESA + SIFT	13.76	16.72	20.72	24.36
HOG-2	13.29	18.05	23.65	28.41
CNN-patch	11.24	12.36	14.51	18.67
Hydra 3s	10.99	13.75	16.69	19.32
MCNN	7.51	9.12	11.50	15.85
CNN-pixel (ours)	5.87	8.63	11.43	16.31
FCNN-skip (ours)	4.61	8.39	11.08	16.10