Jean-FranÃ§ois Lalonde

List of Publications by Year
in descending order

36 papers	1,923 citations	566801 15 h-index	642321 23 g-index
36 all docs	36 docs citations	36 times ranked	1140 citing authors

#	Article	IF	Citations
1	Natural terrain classification using three-dimensional ladar data for ground robot mobility. Journal of Field Robotics, 2006, 23, 839-861.	3.2	376
2	Photo clip art. ACM Transactions on Graphics, 2007, 26, 3.	4.9	207
3	Learning to predict indoor illumination from a single image. ACM Transactions on Graphics, 2017, 36, 1-14.	4.9	158
4	Deep outdoor illumination estimation. , 2017, , .		142
5	Estimating the Natural Illumination Conditions from a Single Outdoor Image. International Journal of Computer Vision, 2012, 98, 123-145.	10.9	107
6	Learning High Dynamic Range from Outdoor Panoramas. , 2017, , .		77
7	Deep Sky Modeling for Single Image Outdoor Lighting Estimation. , 2019, , .		74
8	Deep 6-DOF Tracking. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 2410-2418.	2.9	70
9	Photo clip art. , 2007, , .		68
10	What Do the Sun and the Sky Tell Us About the Camera?. International Journal of Computer Vision, 2010, 88, 24-51.	10.9	67
11	Physics-Based Rendering for Improving Robustness to Rain. , 2019, , .		63
12	All-Weather Deep Outdoor Lighting Estimation. , 2019, , .		55
13	Webcam clip art. ACM Transactions on Graphics, 2009, 28, 1-10.	4.9	49
14	Differentiable Compound Optics and Processing Pipeline Optimization for End-to-end Camera Design. ACM Transactions on Graphics, 2021, 40, 1-19.	4.9	49
15	Rain Rendering for Evaluating and Improving Robustness to Bad Weather. International Journal of Computer Vision, 2021, 129, 341-360.	10.9	45
16	Learning to Estimate Indoor Lighting from 3D Objects. , 2018, , .		42
17	Lighting Estimation in Outdoor Image Collections. , 2014, , .		41
18	A photobiological approach to biophilic design in extreme climates. Building and Environment, 2019, 154, 211-226.	3.0	30

#	Article	IF	Citations
19	Extrapolating from lens design databases using deep learning. Optics Express, 2019, 27, 28279.	1.7	26
20	Deep learning-enabled framework for automatic lens design starting point generation. Optics Express, 2021, 29, 3841.	1.7	25
21	What Does the Sky Tell Us about the Camera?. Lecture Notes in Computer Science, 2008, , 354-367.	1.0	24
22	A Framework for Evaluating 6-DOF Object Trackers. Lecture Notes in Computer Science, 2018, , 608-623.	1.0	20
23	Data Structures for Efficient Dynamic Processing in 3-D. International Journal of Robotics Research, 2007, 26, 777-796.	5.8	18
24	Human-centric lighting performance of shading panels in architecture: A benchmarking study with lab scale physical models under real skies. Solar Energy, 2020, 204, 354-368.	2.9	16
25	SCALE SELECTION FOR GEOMETRIC FITTING IN NOISY POINT CLOUDS. International Journal of Computational Geometry and Applications, 2010, 20, 543-575.	0.3	11
26	Biophilic, photobiological and energy-efficient design framework of adaptive building faÃ§ades for Northern Canada. Indoor and Built Environment, 2021, 30, 665-691.	1.5	11
27	Biophilic photobiological adaptive envelopes for sub-Arctic buildings: Exploring impacts of window sizes and shading panelsâ€™ color, reflectance, and configuration. Solar Energy, 2021, 220, 802-827.	2.9	11
28	Inferring the solution space of microscope objective lenses using deep learning. Optics Express, 2022, 30, 6531.	1.7	11
29	The Perception of Lighting Inconsistencies in Composite Outdoor Scenes. ACM Transactions on Applied Perception, 2015, 12, 1-18.	1.2	7
30	RGB-D-E: Event Camera Calibration for Fast 6-DOF object Tracking. , 2020, , .		7
31	Window View Access in Architecture: Spatial Visualization and Probability Evaluations Based on Human Vision Fields and Biophilia. Buildings, 2021, 11, 627.	1.4	6
32	On the use of deep learning for lens design. , 2021, , .		3
33	Imagery datasets for photobiological lighting analysis of architectural models with shading panels. Data in Brief, 2022, 42, 108278.	0.5	3
34	Introducing a dynamic deep neural network to infer lens design starting points. , 2019, , .		2
35	Depth Texture Synthesis for Realistic Architectural Modeling. , 2016, , .		1
36	Depth texture synthesis for high-resolution reconstruction of large scenes. Machine Vision and Applications, 2019, 30, 795-806.	1.7	1