

Roland BrÃ©mond

List of Publications by Year in descending order

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Version: 2024-02-01

39
papers

566
citations

623188

14
h-index

676716

22
g-index

39
all docs

39
docs citations

39
times ranked

560
citing authors

#	ARTICLE	IF	CITATIONS
1	The shape of road markings for visibility computations. Proceedings of the Institution of Civil Engineers: Transport, 2022, 175, 275-283.	0.3	2
2	Visual Performance Models in Road Lighting: A Historical Perspective. LEUKOS - Journal of Illuminating Engineering Society of North America, 2021, 17, 212-241.	1.5	14
3	Discomfort Glare from Several Sources: A Formula for Outdoor Lighting. LEUKOS - Journal of Illuminating Engineering Society of North America, 2021, 17, 108-124.	1.5	3
4	Single Image Atmospheric Veil Removal Using New Priors for Better Genericity. Atmosphere, 2021, 12, 772.	1.0	3
5	Single Image Atmospheric Veil Removal Using New Priors. , 2021, , .		1
6	Drivers' visual attention: A field study at intersections. Transportation Research Part F: Traffic Psychology and Behaviour, 2020, 69, 206-221.	1.8	16
7	All-Weather Vision for Automotive Safety: Which Spectral Band?. Lecture Notes in Mobility, 2019, , 3-15.	0.2	12
8	Driving at night with a cataract: Risk homeostasis?. Transportation Research Part F: Traffic Psychology and Behaviour, 2018, 53, 61-73.	1.8	8
9	High Dynamic Range Displays improve the realism of motion cues in night driving simulators. Displays, 2018, 52, 30-39.	2.0	4
10	Towards an Analytical Age-Dependent Model of Contrast Sensitivity Functions for an Ageing Society. Scientific World Journal, The, 2015, 2015, 1-11.	0.8	6
11	Visibility and discomfort glare of LED road studs. Lighting Research and Technology, 2015, 47, 945-963.	1.2	8
12	Quantitative model of the driver's reaction time during daytime fog " application to a head up display-based advanced driver assistance system. IET Intelligent Transport Systems, 2015, 9, 375-381.	1.7	11
13	Gaze behavior when approaching an intersection: Dwell time distribution and comparison with a quantitative prediction. Transportation Research Part F: Traffic Psychology and Behaviour, 2015, 35, 60-74.	1.8	29
14	Design and evaluation of a user-centered interface to model scenarios on driving simulators. Transportation Research Part C: Emerging Technologies, 2015, 50, 3-12.	3.9	7
15	Enhanced fog detection and free-space segmentation for car navigation. Machine Vision and Applications, 2014, 25, 667-679.	1.7	30
16	Measuring the effect of the rainfall on the windshield in terms of visual performance. Accident Analysis and Prevention, 2014, 63, 83-88.	3.0	21
17	Discriminating cognitive processes with eye movements in a decision-making driving task.. Journal of Eye Movement Research, 2014, 7, .	0.5	16
18	Drivers with limited perception: model and application to traffic simulation. Recherche - Transports - Securite, 2014, 2014, 49-63.	0.1	3

#	ARTICLE	IF	CITATIONS
19	Evaluation of tone mapping operators in night-time virtual worlds. <i>Virtual Reality</i> , 2013, 17, 253-262.	4.1	4
20	Target visibility level and detection distance on a driving simulator. <i>Lighting Research and Technology</i> , 2013, 45, 76-89.	1.2	27
21	Leftward attentional bias in a simulated driving task. <i>Transportation Research Part F: Traffic Psychology and Behaviour</i> , 2013, 20, 147-153.	1.8	22
22	Saliency Maps of High Dynamic Range Images. <i>Lecture Notes in Computer Science</i> , 2012, , 118-130.	1.0	15
23	A unified CSF-based framework for edge detection and edge visibility. , 2011, , .		3
24	A model-driven approach to estimate atmospheric visibility with ordinary cameras. <i>Atmospheric Environment</i> , 2011, 45, 5316-5324.	1.9	42
25	Photometric measurements for visibility level computations. <i>Lighting Research and Technology</i> , 2011, 43, 119-128.	1.2	13
26	Estimating Meteorological Visibility Using Cameras: A Probabilistic Model-Driven Approach. <i>Lecture Notes in Computer Science</i> , 2011, , 243-254.	1.0	15
27	A high dynamic range rendering pipeline for interactive applications. <i>Visual Computer</i> , 2010, 26, 533-542.	2.5	11
28	Effects of the viewing context on target detection. Implications for road lighting design. <i>Applied Ergonomics</i> , 2010, 41, 461-468.	1.7	20
29	Vision models for image quality assessment: one is not enough. <i>Journal of Electronic Imaging</i> , 2010, 19, 043004.	0.5	9
30	The effect of the driving activity on target detection as a function of the visibility level: Implications for road lighting. <i>Transportation Research Part F: Traffic Psychology and Behaviour</i> , 2010, 13, 115-128.	1.8	31
31	Interactive high dynamic range rendering for virtual reality applications. , 2009, , .		0
32	Saliency maps of high dynamic range images. , 2009, , .		4
33	Alerting the drivers about road signs with poor visual saliency. , 2009, , .		21
34	A tone-mapping operator for road visibility experiments. <i>ACM Transactions on Applied Perception</i> , 2008, 5, 1-24.	1.2	109
35	Effect of Task and Eccentricity of the Target on Detection Thresholds in Mesopic Vision: Implications for Road Lighting. <i>Human Factors</i> , 2008, 50, 712-721.	2.1	17
36	Approche psychologique de l'activité de traversée des piétons. Implications pour la simulation. <i>Recherche - Transports - Sécurité</i> , 2008, 28, 265-279.	0.1	5

#	ARTICLE	IF	CITATIONS
37	Perceptual Hysteresis Thresholding: Towards Driver Visibility Descriptors. , 2007, , .		2
38	Designing a tone mapping algorithm for road visibility experiments. , 2005, , .		1
39	Discomfort Glare from a Cyclic Source in Outdoor Lighting Conditions. LEUKOS - Journal of Illuminating Engineering Society of North America, 0, , 1-16.	1.5	1