# Joe Marks

## List of Publications by Year in descending order

| 9 | 527 | 1307594 | 1588992 |
|---|---|---|---|
| papers | citations | 7 | 8 |
| | | h-index | g-index |

| 10 | 10 | 10 | 328 |
|---|---|---|---|
| all docs | docs citations | times ranked | citing authors |

| # | Article | IF | Citations |
|---|---------|-----|-----------|
| 1 | An empirical study of algorithms for point-feature label placement. ACM Transactions on Graphics, 1995, 14, 203-232. | 7.2 | 268 |
| 2 | Computational complexity of a problem in molecular structure prediction. Protein Engineering, Design and Selection, 1992, 5, 313-321. | 2.1 | 84 |
| 3 | Human-guided search. Journal of Heuristics, 2010, 16, 289-310. | 1.4 | 47 |
| 4 | Computational Complexity, Protein Structure Prediction, and the Levinthal Paradox. , 1994, , 433-506. | | 34 |
| 5 | Further experience with controller-based automatic motion synthesis for articulated figures. ACM Transactions on Graphics, 1995, 14, 311-336. | 7.2 | 32 |
| 6 | The HuGS platform. , 2002, , . | | 19 |
| 7 | Physically Realistic Motion Synthesis in Animation. Evolutionary Computation, 1993, 1, 235-268. | 3.0 | 15 |
| 8 | N-body spacetime constraints. Computer Animation and Virtual Worlds, 1995, 6, 143-154. | 0.9 | 13 |
| 9 | Automatic Yellow-Pages pagination and layout. Journal of Heuristics, 1997, 2, 321-342. | 1.4 | 12 |