

# Joe Marks

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/10976157/publications.pdf>

Version: 2024-02-01

9  
papers

527  
citations

1307594

7  
h-index

1588992

8  
g-index

10  
all docs

10  
docs citations

10  
times ranked

328  
citing authors

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