[1]Cook R L, Torrance K E. A reflectance model for computer graphics[C]// 1981:307-316.

[2] JoeyDeVries, PBR : Theory[DB/OL] <https://learnopengl-cn.github.io/07%20PBR/01%20Theory/> ,2019-3

[3]Marco Alamia, Physically Based Rendering: Cook-Torrance[DB/OL]http://www.codinglabs.net/article\_physically\_based\_rendering\_cook\_torrance.aspx,2019-3

https://zhuanlan.zhihu.com/p/33464301

很多种可选的Cook-Torrance反射模型的D、G、F项的reference：

http://graphicrants.blogspot.com/2013/08/specular-brdf-reference.html