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

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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>

GGX[EG2007] <http://www.cs.cornell.edu/~srm/publications/EGSR07-btdf.pdf>，可参考其Microfacet Theory的简介