Ley de Lambert:

la ley de Beer-Lambert, también conocida como ley de Beer o ley de Beer-Lambert-Bouguer es una relación empírica que relaciona la absorción de luz con las propiedades del material atravesado.

Blinn-Phong:

Blinn–Phong is the default shading model used in OpenGL and Direct3D's fixed-function pipeline (before Direct3D 10 and OpenGL 3.1), and is carried out on each vertex as it passes down the graphics pipeline; pixel values between vertices are interpolated by Gouraud shading by default, rather than the more computationally-expensive Phong shading.

Phong:

is an interpolation technique for surface shading in 3D computer graphics. It is also called Phong interpolation,[1] or normal-vector interpolation shading.[2] It interpolates surface normals across rasterized polygons and computes pixel colors based on the interpolated normals and a reflection model. Phong shading may also refer to the specific combination of Phong interpolation and the Phong reflection model.