

Level 1 How Designers Design

| 단어 | 품사 | 한글뜻 | 영문뜻 | 예문 |
|-----------|------|-------------|--|---|
| physical | adj | 육체의, 물리적인 | relating to things that can be seen and touched | Many artists are inspired by the physical world. |
| software | noun | 소프트웨어 | programs that can be used on a computer | She bought new software for her computer. |
| landscape | noun | 풍경, 경치 | outside scenery | He designed the landscape around the house. |
| limit | noun | 한계, 제한 | a maximum amount | There is a limit to how many people can fit in the elevator. |
| wagon | noun | 마차, 화물 기차 | a cart, usually with four wheels, used to haul loads | The horses pulled the wagon over the mountain. |
| stage | noun | 무대 | a raised area where performances are held | The dancers stood in the center of the stage and waited for the music to start. |
| suit | verb | ~에 맞다, 적당하다 | to be the right thing for a specific person or purpose | The style of the dress does not suit her personality. |
| hilly | adj | 언덕이 많은 | having many hills | They bought some land in a hilly area. |
| blueprint | noun | 청사진, 건축 도면 | a detailed drawing of a building | The architect and the carpenter discussed the blueprint. |
| model | noun | 모델 | a smaller version of an object | The students made models of their houses. |
| architect | noun | 건축가 | a person who designs buildings | Tom wants to be an architect when he grows up. |
| carpenter | noun | 목수 | a person who builds wooden structures | The carpenter wore a tool belt around his waist. |