

4

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○ .  
○ .  
○ ,  
○ , ' 1 '  
○ ,  
3 가 , 가  
2 .

1. < >

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< >

ㄱ. .  
ㄴ. .  
ㄷ. .  
ㄹ. .

ㄱ, ㄴ                      ㄴ, ㄷ                      ㄷ, ㄹ  
ㄱ, ㄴ, ㄷ                      ㄴ, ㄷ, ㄹ


2. (Good Design) .

\_\_\_\_\_ ? [ 3 ]



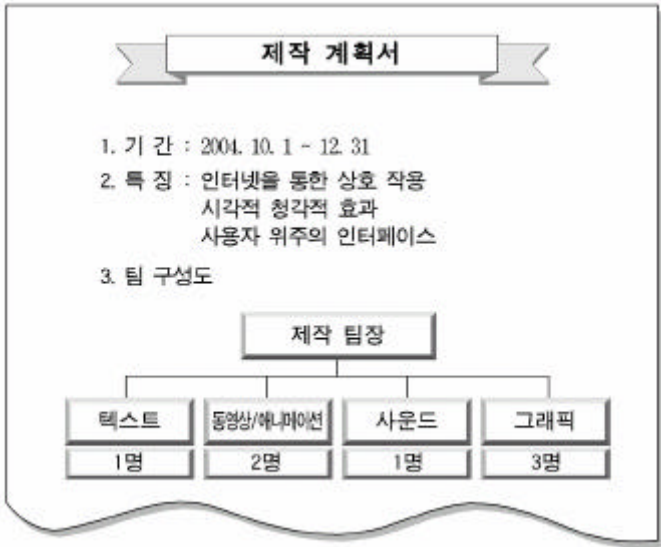
가 가 .

3. ?



(Cubism)  
(Pop Art)  
(Realism)  
(Dadaism)  
(Art Nouveau)

4. 가 ? [ 3 ]

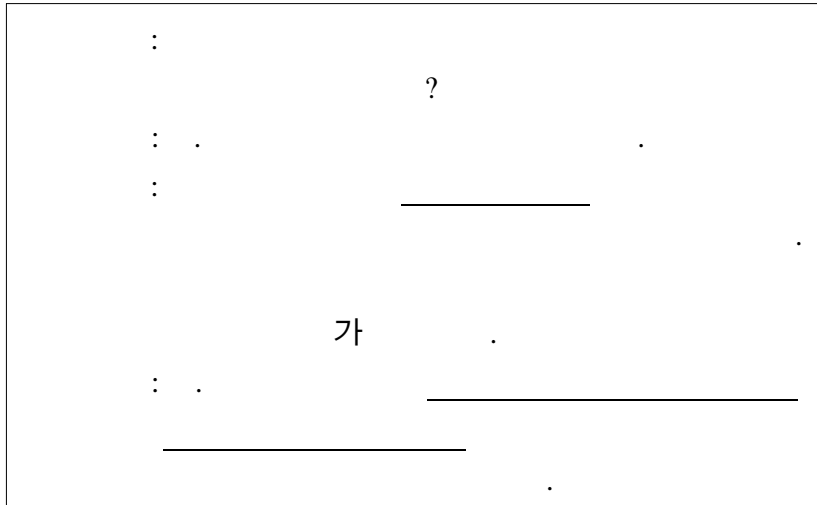


CD



11.

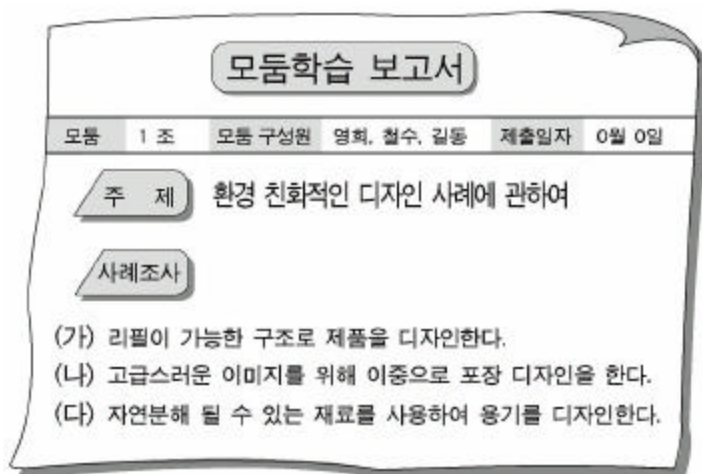
? [3 ]



- |                 |                      |
|-----------------|----------------------|
| (pilot model)   | (working model)      |
| (pilot model)   | (prototype model)    |
| (study model)   | (prototype model)    |
| (study model)   | (presentation model) |
| (working model) | (presentation model) |

12.

?



- |          |          |          |
|----------|----------|----------|
| (가)      | ( )      | (가), ( ) |
| (가), ( ) | ( ), ( ) |          |

13.

? [3 ]

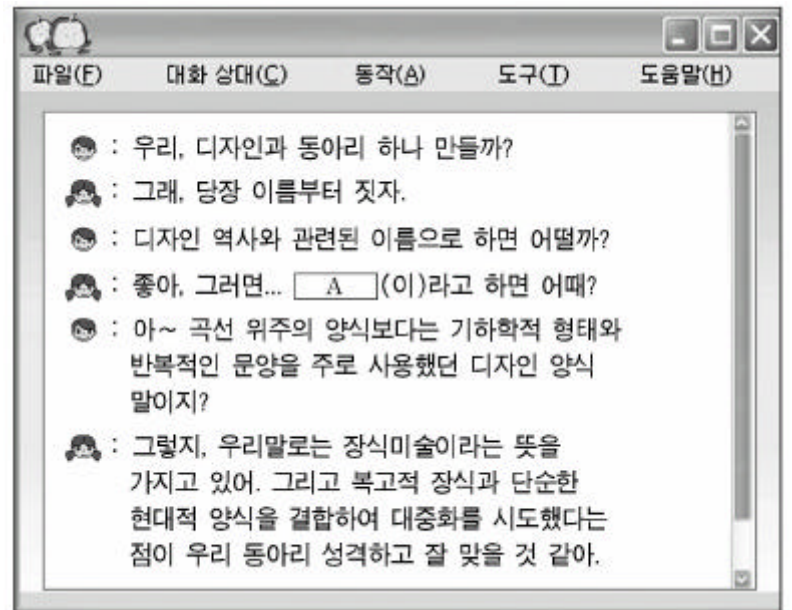


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14.

? [3 ]

. A



- (De Stijl)
- (Secession)
- (Art Deco)
- (Bauhaus)
- (Jugendstil)

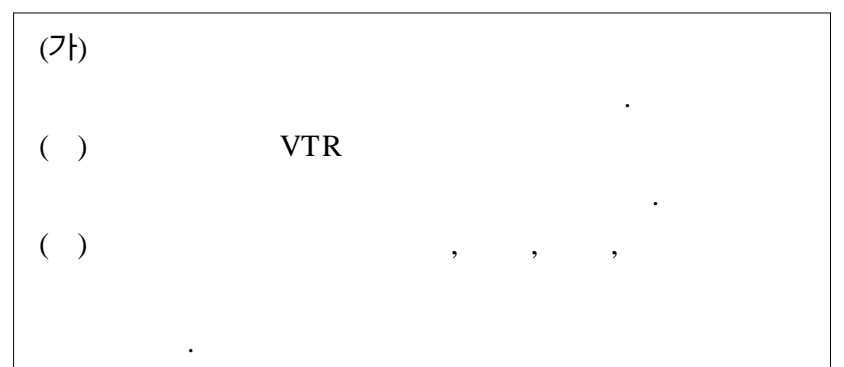
15.

?





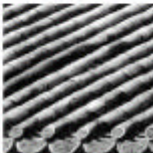
16.

(가) ( )  
? [3 ]



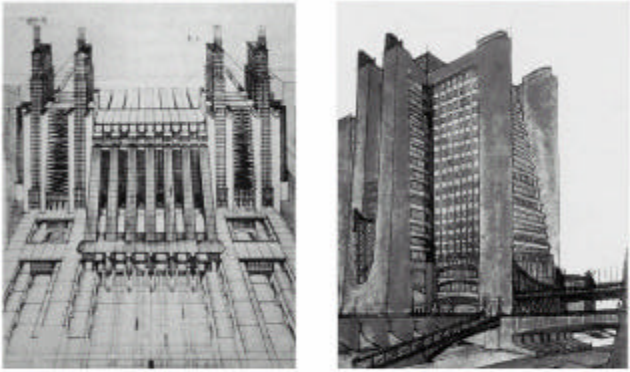
- |     |     |     |
|-----|-----|-----|
| (가) | ( ) | ( ) |
|-----|-----|-----|

17. (가) ( ) ?

디자인 원리	내용	예
(가)	균형을 나타내는 가장 단순한 형태로서 질서감과 통일감을 느낄 수 있다.	
(나)	가장 친근하고 구체적인 구성 형식이며 객관적 질서를 명확하게 드러낸다.	
(다)	움동의 가장 기본적인 요소이며 시각적 통일성과 동적인 느낌을 준다.	

(가) ( ) ( )

18. \_\_\_\_\_ ?  
[ 3 ]



(100여년 전에 그려진 종합터미널과 발전소 스케치)

○	가
○	.

19. . A

< > ? [ 3 ]



ㄱ. (modeling)	ㄴ. (layout)
ㄷ. (body copy)	ㄹ. (creative)

ㄱ, ㄴ                      ㄴ, ㄷ                      ㄷ, ㄹ  
ㄱ, ㄴ, ㄷ                      ㄴ, ㄷ, ㄹ

20. < >

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ㄱ. 가 .
ㄴ. .
ㄷ. .
ㄹ. , 가

ㄱ, ㄴ                      ㄴ, ㄷ                      ㄷ, ㄹ  
ㄱ, ㄴ, ㄷ                      ㄴ, ㄷ, ㄹ

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○ ( )