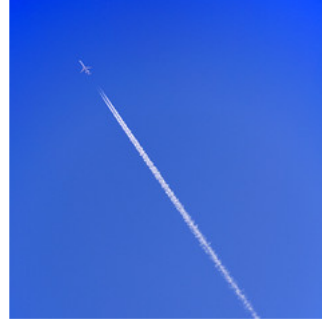




1. **altitude**

how high something is above the ground or above sea level



2. **artificial**

made by humans, not natural



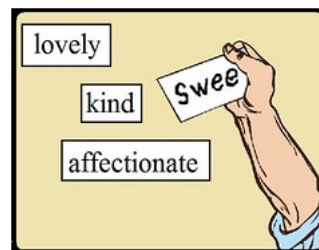
3. **causal**

relating to the cause of something



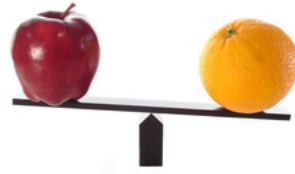
4. **characterize**

to describe the qualities or features of something or someone



5. **compare**

to examine two or more things to see how they are similar or different



6. **contrast** to show how two or more things are different



7. **damage** harm or injury that makes something less useful or valuable



8. **dwell** to live in a place



9. **dynamic** always changing or moving, not static



10. **express** to say or show what you think or feel



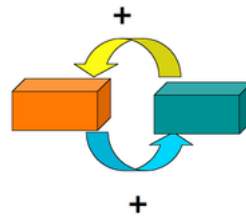
11. **favor**

to prefer something or someone over others



12. **feedback**

advice or criticism given to someone to help them improve



13. **fine**

very small or thin, or very good or well



14. **fragment**

a small part that has broken off or separated from something





15. **hidden**

not able to be seen, not visible



16. **interact**

to communicate with or react to someone or something

17. **judge**

to form an opinion about someone or something based on evidence or facts



18. **particular**

specific or special, or relating to one person or thing



19. **penetrate**

to go into or through something



20. portray

to represent or describe someone or something in a certain way



21. principal

most important, or the person in charge of a school



22. process

a series of actions or steps taken to achieve a result



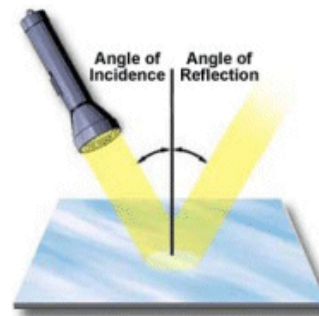
23. quantity

the amount or number of something



24. **reflect**

to show an image of something as if in a mirror, or to think deeply



25. **remains**

what is left after other parts have been taken away, or a dead body



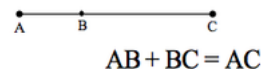
26. **sacrifice**

to give up something valuable for something else considered more important



27. **segment**

a part of something that is separate from the other parts



28. **subjected to**

forced to experience or endure something



29. **tendency**

a likelihood to behave in a certain way



30. **transmit**

to send or pass something from one place or person to another

