

# Activity 3: Create a Pandora job

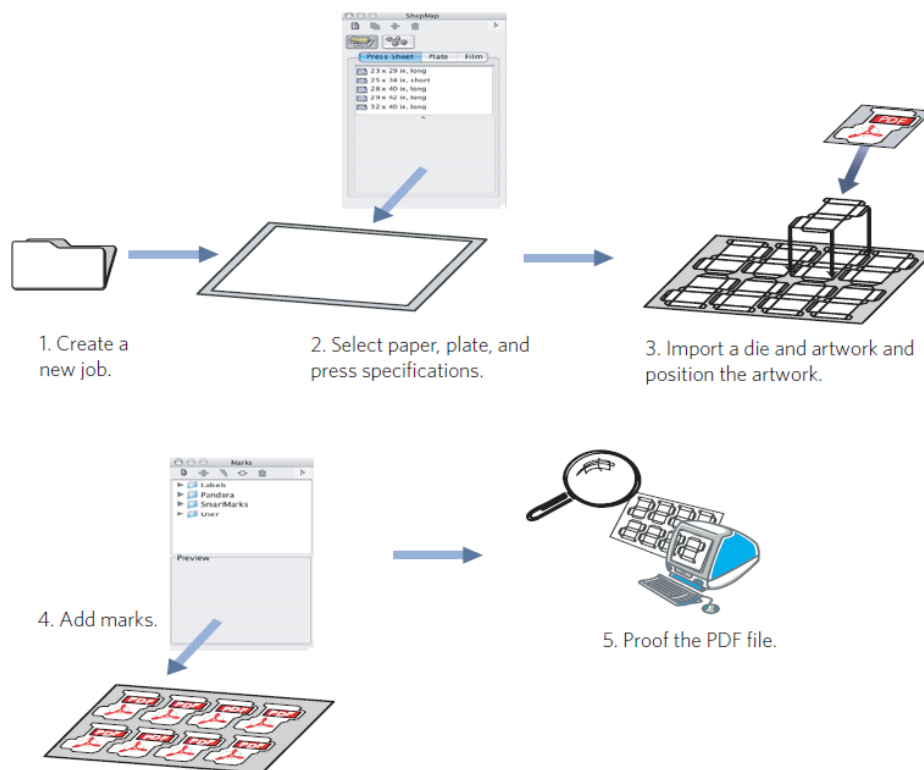
## Who should complete this activity

This activity should be completed by anyone who plans to use Pandora regularly.

## Why you should complete this activity

This activity provides a hands-on introduction to using the Pandora workflow. This activity focuses on introducing the Pandora user interface, and outlining Pandora workflow procedure steps.

For this activity, you are provided with a four-up die for a small carton and a single piece of art in PDF format. The job is centered on a substrate and contains registration marks and a color bar.



## Recommended reading

- [Pandora User Guide](#) for your version of Pandora software
- [Pandora Release Notes](#) for your version of Pandora software

## Time required to complete this activity

30 minutes

## What you'll need

For this activity [locate](#) these files:

- Pandora Activity Files\Hungry Cat Carton\Hungry Cat Carton.CF2
- Pandora Activity Files\Hungry Cat Carton\Hungry Cat Carton 1.pdf

## What you'll learn

Objective 1—Create a new job and provide job information.

Objective 2—Add materials and equipment to the job from the **ShopMap** palette.

Objective 3—Import a die and artwork to the job, and position the artwork.

Objective 4—Add marks to the job.

Objective 5—Save and output the job as a PDF file.

Review what you've learned.

**Important:** If using the translated Pandora version in French, Spanish, German, or Italian, remember to use a comma (,) for fractional measurements instead of a period (.). For example, English = 456.7 French/Spanish/German/Italian = 456,7