Objective 8—Import custom user marks
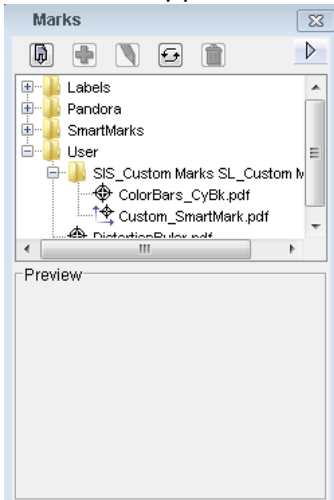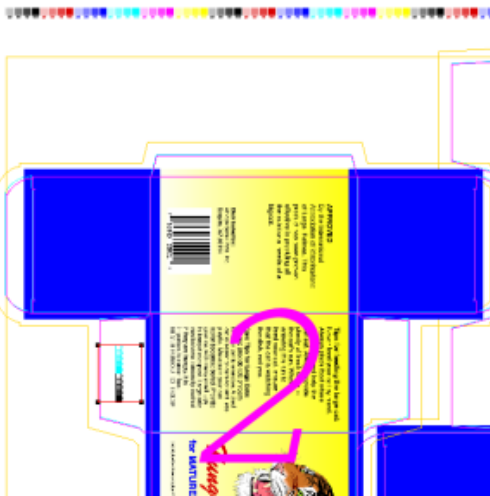
1. In the **Marks** palette, open the `User` folder and select your folder called `SIS_Custom MarksXX_Custom Marks`.
2. From the **Marks** palette toolbar, click **Import mark**.
3. In the Import Mark dialog box, browse to and select the sample activity mark file `ColorBars_CyBk.pdf`, and click **Import** (Windows) or **Open** (Mac).
   The mark appears in the `User` folder, `SIS_Custom MarksXX_Custom Marks` folder.

4. Drag the mark to the flap of the **Hungry Cat Carton** artwork.
5. Hold down the Shift key and click the artwork on which you've placed the mark.

6. Perform one of the following actions:
   - From the **Object** menu, select **Bind Mark to Artwork**.
   - command-click (right-click) and select **Bind Mark to Artwork**.
7. Perform one of the following actions:
   - From the **Object** menu, select **Apply to All**.

- Ctrl-click (right-click) and select **Apply to All**.
  The mark binds to all.