

Objective 2 — Add Job Resources from the ShopMap Palette

1. From the **Window** menu, select **Show ShopMap Palette**.
2. On the **ShopMap** palette, if they don't already exist, create these materials and add them to the **layout** view.

Note: If you have **Auto Sized Substrates** enabled for **Plate** and **Die**, you will see messages when adding these job elements to the layout. To use the job elements that you are adding to the layout, click **No**.

- **Substrate:** 38 x 58 in. (965.2 x 14 mm)
 - **Plate:** 40 x 60 in. (1016 x 1524 mm)
 - **Press:** 2
3. From the **File** menu, select **Import > Die**.
 4. In the CAD Correct Activity folder, select the Brighton.cf2 die file and click **Open**.
Note: There will be several error warnings. When asked if you want to cancel, click **No** and continue to import the die.
 5. Perform one of the following actions:
 - From the **File** menu, select **Import > Artwork**.
 - In the Pandora toolbar, click the **Import Artwork** icon.
 6. In the Import Artwork dialog box, locate where you are storing the sample activity files.
 7. In the CAD Correct Activity folder, select the Brighton.pdf file and click **Open**.



8. Select the die.
9. Drag the artwork to the die and make note of the results.
Note: The die that was added to the layout does not contain any die stations. As a result, Pandora will not be able to snap artwork to this die.
10. On the **layout** view, delete the artwork from the layout.
11. Delete the die from Pandora.
12. Minimize the Pandora window.