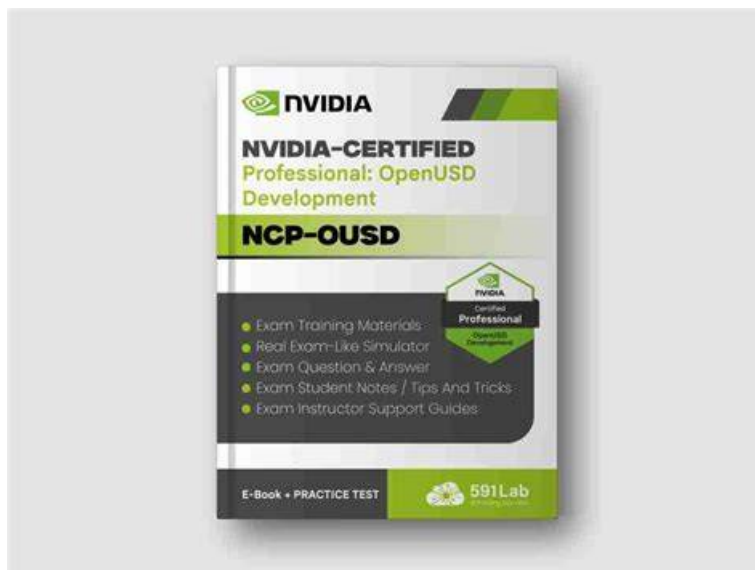


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NVIDIA NCP-OUSD Exam Overview:

Certification Vendor:	NVIDIA
Exam Name:	NVIDIA-Certified Professional: OpenUSD Development (NCP-OUSD)
Exam Number:	NCP-OUSD
Exam Format:	Multiple choice, Online proctored exam, Scenario-based questions
Exam Price:	\$200 USD
Available Languages:	English
Certificate Validity Period:	2 years
Real Exam Qty:	60-70
Exam Duration:	120 minutes
Related Certifications:	NVIDIA-Certified Professional Agentic AI NVIDIA-Certified Professional AI Infrastructure NVIDIA-Certified Associate (NCA) Generative AI LLM
Recommended Training:	OpenUSD Development Learning Modules Learn OpenUSD Training Path (NVIDIA)
Exam Registration:	NCP-OUSD Exam Registration Official NVIDIA Certification Page
Sample Questions:	NVIDIA NCP-OUSD Sample Questions
Exam Way:	Online proctored exam (remote delivery via Certiverse platform)
Pre Condition:	2-3 years of experience with OpenUSD and Python or C++ programming, or completion of official NVIDIA study materials
Official Syllabus URL:	https://www.nvidia.com/en-eu/learn/certification/openusd-development-professional/

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NVIDIA NCP-OUSD Exam Syllabus Topics:

Topic	Details
Topic 1	Customizing USD: Covers extending USD functionality through plugin development, including custom schemas, file format plugins, model kinds, and variant fallback selections.
Topic 2	Content Aggregation: Covers building modular, reusable components and using instancing strategies to efficiently assemble and override assets in large, optimized scenes.
Topic 3	Composition: Covers authoring, designing with, and debugging all composition arcs (LIVERPS), including understanding when and how to apply each arc in complex scenarios.
Topic 4	Pipeline Development: Covers high-level pipeline design tasks including asset management, versioning, USD exporter hooks, build configurations, and dependency management.
Topic 5	Visualization: Covers working with UsdGeom, UsdShade, and UsdLux domains, including meshes, cameras, materials, and lights used across common USD workflows.
Topic 6	Debugging and Troubleshooting: Covers introspecting USD stages to resolve composition issues, fix poorly authored data, and optimize scene load and render performance.

NVIDIA-Certified Professional: OpenUSD Development (NCP-OUSD) Sample Questions (Q16-Q21):

NEW QUESTION # 16

What is the main difference between variant sets and primvars in parameterization?

- A. Variant sets are discrete, primvars are continuous/interpolatable
- B. Variant sets require Sdf API, primvars require no API
- C. Variant sets cannot be lofted, primvars always must be lofted
- D. Variant sets are continuous, primvars are discrete

Answer: A

Explanation:

Variant sets handle discrete options (e.g., red, blue, green), while primvars handle continuous or interpolatable data (e.g., RGB values).

NEW QUESTION # 17

Why use TfMakeValidIdentifier(name)?

- A. To ensure prim names are valid USD identifiers
- B. To shorten paths
- C. To hash names
- D. To uppercase names

Answer: A

Explanation:

It sanitizes invalid characters and leading digits.

NEW QUESTION # 18

In what way do variant sets in OpenUSD enhance flexibility in scene descriptions?

- A. By statically merging all possible variants into one combined representation.
- **B. By allowing runtime selection among alternative representations of a prim.**
- C. By enabling automatic resolution of conflicting opinions across layers.
- D. By permanently embedding multiple scene configurations within a single prim.

Answer: B

Explanation:

Variant sets enhance flexibility by allowing a prim to expose named alternatives, where one variant selection contributes its authored opinions to the composed result. NVIDIA's Learn OpenUSD material describes variant sets as a way to define "alternative representations for a prim and switch between them without duplicating data." It also explains that a prim may have one or more named variant sets, each containing variant choices, and that the selected variant composes the opinions authored for that choice. Option A is incorrect because variant sets support selectable alternatives such as different model shapes, material looks, levels of detail, configurations, or composition arcs. This gives downstream tools or stronger layers the ability to choose a representation non-destructively without rewriting the asset. Option B is inaccurate because variants are not permanently merged into the prim; only the selected variant participates in the composed scene. Option C is incorrect because conflict resolution is handled by USD's composition and value-resolution rules, not automatically by variant sets themselves. Option D is also incorrect because USD does not statically combine every variant into a single representation. This aligns with the NVIDIA OpenUSD Development Study Guide topics Composition # Variant Sets , Composition Arcs , and LIVERPS strength ordering .

NEW QUESTION # 19

Which statement correctly describes how UsdGeomSubsets can be used to organize geometry for specific material assignments or rendering attributes in OpenUSD?

- A. They can provide finer-grained control of UsdGeomImageable properties, e.g. visibility or purpose, on subsets of faces.
- B. They force a mesh to be tessellated at the boundary of each subset for improved visual quality.
- C. They must be defined at the root OpenUSD stage level for them to apply to any mesh.
- **D. They partition a single UsdGeomMesh into distinct groups that can have materials independently bound to them.**

Answer: D

Explanation:

UsdGeomSubset is used to identify subsets of a geometric primitive, most commonly groups of mesh faces, so that those groups can receive independent material bindings or other subset-level organization. The OpenUSD API states that materials are bound to GeomSubsets using the same UsdShade material-binding mechanisms used for regular geometry. It also states that a GeomSubset must be a direct child of the geometric prim it applies to, making discovery efficient and clearly scoped to that geometry. Option A is incorrect because a single mesh can be partitioned into face groups, and each subset can be assigned a different material. Option B is incorrect because UsdGeomSubset is not a UsdGeomImageable; therefore, imageable properties such as visibility or purpose cannot be authored on it. Option C is incorrect because subsets classify elements; they do not force tessellation or modify mesh topology. Option D is incorrect because subsets are authored below the relevant geometric primitive, not at the root stage level. This aligns with Data Modeling # Geometry Organization, Mesh Face Subsets, UsdGeomSubset, and UsdShade Material Binding .

NEW QUESTION # 20

What happens if you reference only /World/Cube instead of /World in an encapsulated asset?

- A. The reference includes unrelated prims
- B. The cube inherits all materials correctly
- C. The cube automatically creates new variants
- **D. Materials may be lost because Looks is not under /World/Cube**

Explanation:
Referencing a child prim excludes siblings like Looks, so bindings break.

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