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English		Math		
English: Standard Met or Exceeded				
Year	African American	Hispanic	White	Asian
2015	16.0%	19.0%	67.0%	49.0%
2016	17.0%	22.0%	68.0%	48.0%
2017	18.35%	23.61%	68.43%	47.5%
2018	19.34%	23.77%	71.45%	49.42%
2019	18.57%	23.83%	72.54%	50.02%

  

Math: Standard Met or Exceeded				
Year	African American	Hispanic	White	Asian
2015	10.0%	14.0%	62.0%	45.0%
2016	10.0%	15.0%	62.0%	47.0%
2017	10.84%	15.91%	62.28%	47.89%
2018	11.89%	16.74%	63.3%	49.05%
2019	11.69%	16.53%	65.33%	49.25%

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## Free PDF Quiz 2026 Authoritative NCP-OUSD: Latest NVIDIA-Certified Professional: OpenUSD Development (NCP-OUSD) Test Format

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### NVIDIA-Certified Professional: OpenUSD Development (NCP-OUSD) Sample Questions (Q127-Q132):

#### NEW QUESTION # 127

What does the pseudo-root represent in usdview?

- A. A geometry container
- B. A visual placeholder for the stage root
- C. An actual prim
- D. A material reference

**Answer: B**

Explanation:

The pseudo-root is not a real prim; it visually represents the stage root in usdview.

### NEW QUESTION # 128

What happens if multiple users work on the same layer instead of separate workstreams?

- A. They get improved efficiency
- B. They risk overwriting each other's changes
- C. It disables payloads
- D. It automatically merges contributions

**Answer: B**

Explanation:

If multiple users share the same layer, edits may overwrite each other's work. Splitting into separate workstreams avoids this.

### NEW QUESTION # 129

What kind of attribute is a good candidate for lofting?

- A. Animation caches
- B. Heavy textures
- C. Geometry vertices
- D. Variant sets or extentsHint

**Answer: D**

Explanation:

Lofting works best for lightweight, important metadata like variant sets or extentsHint.

### NEW QUESTION # 130

What happens to prim names when a layer is referenced multiple times?

- A. They are grafted with path translations to unique namespaces
- B. They merge into a single prim
- C. They are erased
- D. They automatically create variants

**Answer: A**

Explanation:

Referenced prim hierarchies are grafted with path translations, avoiding collisions.

### NEW QUESTION # 131

How do you bind a material to a mesh?

- A. UsdGeom.BindMaterial(mesh, material)
- B. mesh.SetMaterial(material)
- C. **UsdShade.MaterialBindingAPI.Apply(mesh.GetPrim())**
- D. UsdShade.Material.Apply(mesh)

**Answer: C**

Explanation:

MaterialBindingAPI is the standard way to attach a material to a prim.

### NEW QUESTION # 132

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