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## NVIDIA-Certified Professional: OpenUSD Development (NCP-OUSD) Sample Questions (Q142-Q147):

### NEW QUESTION # 142

Which principle ensures asset structures are easy to read and understand?

- A. Legibility
- B. Navigability
- C. Modularity
- D. Performance

**Answer: A**

Explanation:

Legibility means names and hierarchies should be intuitive and clear for users.

### NEW QUESTION # 143

What is the primary goal of encapsulation for USD assets?

- A. To force all materials to be authored as variants
- B. To disable payloads for heavy assets
- C. To package all required data under a single root prim so the asset is self-contained
- D. To auto-generate instancing for every prim

**Answer: C**

Explanation:

Encapsulation keeps geometry, materials, and other dependencies inside one root, ensuring the asset works when referenced or payloaded.

### NEW QUESTION # 144

What does `SetTranslate((0,5,0), time=30)` do?

- A. Creates a new prim at Y=5
- B. Moves the object to Y=5 at frame 30
- C. Scales the object by 5
- D. Resets the stage origin

**Answer: B**

Explanation:

It sets the object's translation at frame 30 to position (0,5,0).

### NEW QUESTION # 145

Which are stage-level geometric metadata?

- A. `upAxis` and `metersPerUnit`
- B. `faceVertexCounts` and normals
- C. `displayColor` and `doubleSided`
- D. `subset:materialBind` and `purpose`

**Answer: A**

Explanation:

Both describe the stage's geometric basis (up direction and units).

### NEW QUESTION # 146

Why would you use payloads in a large project?

- A. To merge geometry automatically
- B. To prevent encapsulation
- C. To reduce initial load time and memory by deferring asset loading
- D. To guarantee real-time rendering

**Answer: C**

Explanation:

Payloads defer loading of heavy assets, optimizing memory and performance.

### NEW QUESTION # 147

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