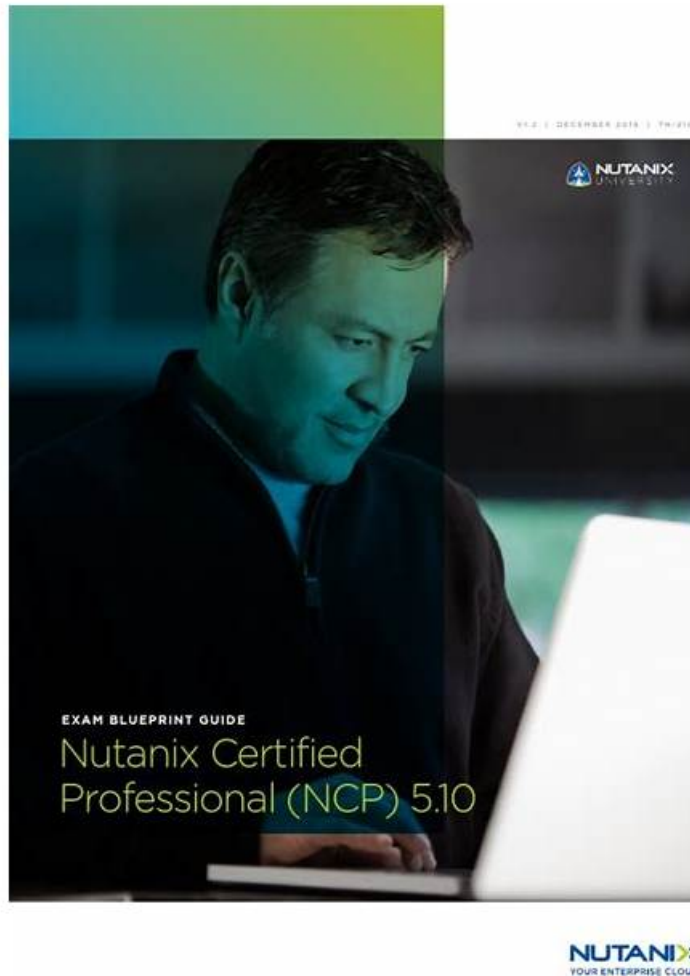


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NVIDIA NCP-OUSD Exam Syllabus Topics:

Topic	Details
Topic 1	<ul style="list-style-type: none">• Visualization: Covers working with UsdGeom, UsdShade, and UsdLux domains, including meshes, cameras, materials, and lights used across common USD workflows.
Topic 2	<ul style="list-style-type: none">• Composition: Covers authoring, designing with, and debugging all composition arcs (LIVERPS), including understanding when and how to apply each arc in complex scenarios.
Topic 3	<ul style="list-style-type: none">• Data Exchange: Covers creating data mapping documents and building custom importers, exporters, and scripts to interchange data with OpenUSD pipelines.

- Customizing USD: Covers extending USD functionality through plugin development, including custom schemas, file format plugins, model kinds, and variant fallback selections.

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NVIDIA-Certified Professional: OpenUSD Development (NCP-OUSD) Sample Questions (Q17-Q22):

NEW QUESTION # 17

When prioritizing ease of interchange and reducing dependencies between different applications in a pipeline, why might codeless schemas, schemas defined purely in .usda files, be preferred over codeful schemas, schemas with generated classes using `usdGenSchema`?

- A. Only codeless schemas are added to the schema registry, allowing them to participate in property value resolution correctly.
- B. Codeless schemas provide more convenient, strongly-typed C++ and Python APIs for property access compared to code generated via `usdGenSchema`.
- C. Generated schemas cannot define fallback attribute values within their .usda definition, making interchange less consistent across applications.
- **D. Codeless schemas enable interchange by loading .usda definitions directly, avoiding the need to compile or link against custom schema code libraries.**

Answer: D

Explanation:

Codeless schemas are preferred when the pipeline goal is portability, easy distribution, and reduced application coupling. NVIDIA's Learn OpenUSD schema guidance states that schemas define data models and optional APIs for encoding and interchanging 3D and non-3D concepts, and notes a trend toward codeless schemas for easier distribution, with schemas becoming more focused on data modeling rather than behavior implementation.

Option A is correct because a codeless schema can be distributed as schema data and plugin metadata without requiring every consuming application to compile, link, or ship custom generated C++/Python schema classes. OpenUSD's schema-generation documentation identifies codeless schemas as schemas produced without corresponding C++ classes, where only `generatedSchema.usda` and `pluginInfo.json` are essential for runtime registration.

Option B is incorrect because strongly typed convenience APIs are the advantage of codeful generated schemas. Option C is incorrect because fallback values are authored in schema definitions. Option D is incorrect because codeful and codeless schemas can both participate in schema registration and value interpretation. This aligns with Customizing USD # Schemas, API Schemas, Codeless Schemas, Schema Registry, Data Modeling for Interchange .

NEW QUESTION # 18

What happens when a variant overrides `inputs:diffuseColor` on a material?

- A. All variants' colors are blended
- B. The shader is deleted
- **C. Only the selected variant's color is composed**
- D. The override applies to every variant simultaneously

Answer: C

Explanation:

Only the active variant's opinions are composed; other variants are inactive.

NEW QUESTION # 19

What does this attribute represent?

```
-----  
# Python  
assetPath = prim.CreateAttribute("texture", Sdf.ValueTypeNames.Asset)  
assetPath.Set(Sdf.AssetProperty("textures/wood.png"))  
-----
```

- A. A hashed token identifier
- B. A color value stored as a string
- C. A timecode value in seconds
- **D. A path to another USD file or texture asset**

Answer: D

Explanation:

SdfAssetPath represents a reference to another file, such as a texture, model, or sublayer USD file.

NEW QUESTION # 20

Which of these operations are likely to be slower when switching variants? Choose two.

- A. Changing attribute values
- B. Changing visibility
- **C. Changing activation opinions**
- **D. Changing reference paths**

Answer: C,D

Explanation:

The slower operations are those that change the composed structure of the stage rather than merely changing resolved property values. NVIDIA's Learn OpenUSD variant-set guidance separates lightweight and heavyweight variant switches. Lightweight switches include changing attribute values and visibility because they affect value resolution or rendering state without requiring USD to rebuild the composed scene structure.

In contrast, heavyweight switches include changing reference paths and changing activation opinions because these alter what content is composed onto the stage.

Option A is correct because changing a reference path swaps which external layer or asset contributes scene description, requiring recomputation of affected composition indexes. Option C is correct because activation controls whether prims are composed at all; changing active state can add or remove composed scenegraph structure. Option B is incorrect because visibility is a rendering/imageability opinion and does not remove prims from composition. Option D is incorrect because ordinary attribute-value changes are typically lightweight value-resolution changes. This aligns with Composition # Variant Sets # Variant Design Considerations, Lightweight Variant Switches, Heavyweight Variant Switches, References, Activation, Visibility, and Attribute Opinions .

NEW QUESTION # 21

Which arc allows deferred loading of heavy assets like buildings in a digital twin?

- A. Variant
- **B. Payload**
- C. Reference
- D. Inherit

Answer: B

Explanation:

Payloads can be loaded/unloaded on demand, making them ideal for heavy assets.

NEW QUESTION # 22

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