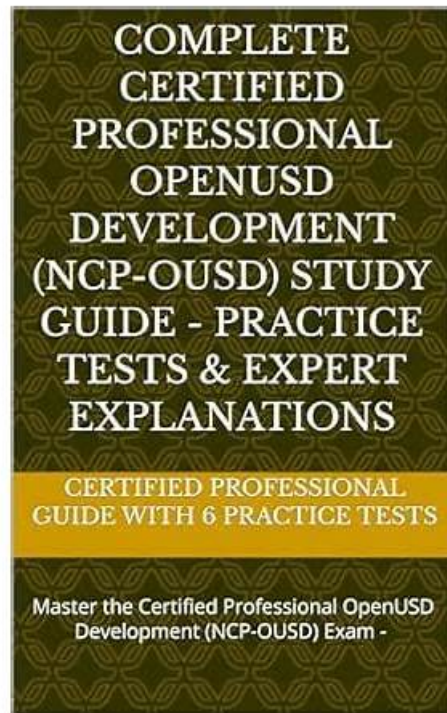


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NVIDIA NCP-OUSD Exam Overview:

Certification Vendor:	NVIDIA
Exam Name:	NVIDIA-Certified Professional: OpenUSD Development (NCP-OUSD)
Exam Number:	NCP-OUSD
Related Certifications:	NVIDIA-Certified Professional

Available Languages:	English
Real Exam Qty:	60-80
Exam Price:	USD 248.00
Passing Score:	70%
Exam Format:	Multiple Choice, Multiple Select
Exam Duration:	90 minutes
Certificate Validity Period:	2 Years
Sample Questions:	NVIDIA NCP-OUUSD Sample Questions
Exam Way:	Online (Proctored)
Pre Condition:	Recommended prior experience with 3D graphics or programming.
Official Syllabus URL:	https://www.nvidia.com/en-us/learn/certification/openusd-development-professional/

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NVIDIA NCP-OUUSD Exam Syllabus Topics:

Topic	Details
Topic 1	Composition: Covers authoring, designing with, and debugging all composition arcs (LIVERPS), including understanding when and how to apply each arc in complex scenarios.
Topic 2	Data Exchange: Covers creating data mapping documents and building custom importers, exporters, and scripts to interchange data with OpenUSD pipelines.
Topic 3	Visualization: Covers working with UsdGeom, UsdShade, and UsdLux domains, including meshes, cameras, materials, and lights used across common USD workflows.
Topic 4	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-OUUSD) Sample Questions (Q25-Q30):

NEW QUESTION # 25

What is the effect of `cube.GetSizeAttr().Set(2.0)`?

- A. Authors the cube's size to 2.0
- B. Changes the schema default
- C. Creates a new prim
- D. Removes the size attribute

Answer: A

Explanation:

This authors the size attribute of the cube to 2.0.

NEW QUESTION # 26

Which step should remain faithful and source-centric?

- A. Transformation
- B. Rendering
- C. Extraction
- D. Packaging

Answer: C

Explanation:

Extraction maps source concepts directly to USD with minimal interpretation.

NEW QUESTION # 27

What does `prim.HasAuthoredChildren()` check?

- A. If prim has properties
- B. If prim has inherited data
- C. If prim has authored child prims
- D. If prim has references

Answer: C

Explanation:

It checks if child prims were explicitly authored.

NEW QUESTION # 28

Which of these are valid types for custom attributes in OpenUSD? (Choose two.)

- A. dictionaries
- B. structs
- C. string arrays
- D. asset paths

Answer: C,D

Explanation:

Custom attributes in OpenUSD are user-defined properties authored on prims to store additional typed data beyond predefined schema attributes. NVIDIA's Learn OpenUSD material states that custom attributes can hold "numeric values, strings, or arrays," and that custom attributes are created with `UsdPrim::CreateAttribute()`, where `Sdf.ValueTypeNames` represents the attribute type. NVIDIA's OpenUSD data type reference lists `Asset` with the USDA value type token `asset`, and `StringArray` with the USDA token `string[]`, making asset paths and string arrays valid attribute value types.

Option B is correct because asset path values are represented through the asset value type and are commonly used for resource references such as textures or external asset identifiers. Option C is correct because `string[]` is a valid array value type. Option A is incorrect because USD does not have a native struct attribute type; NVIDIA recommends namespace-prefixed attributes for mapping grouped or compound fields. Option D is incorrect in this context because dictionaries are associated with metadata/customData patterns, not ordinary typed custom attributes. This aligns with Customizing USD # Custom Properties, `Sdf.ValueTypeNames`, Namespaced Attributes.

NEW QUESTION # 29

Which of the following is not a good use of layer stacks?

- A. Supporting parallel workflows
- B. Keeping workstreams manageable
- C. Organizing geometry and shading into separate layers

- D. Using them as an asset versioning system

Answer: D

Explanation:

Layer stacks are for organizing workstreams, not for version control. Versioning should be handled separately.

NEW QUESTION # 30

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