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## NCP-OUSD Exam Engine - Exam Dumps NCP-OUSD Provider

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## NVIDIA-Certified Professional: OpenUSD Development (NCP-OUSD) Sample Questions (Q15-Q20):

### NEW QUESTION # 15

If sublayerB comes before sublayerA, whose opinions are stronger?

- A. Both are equal
- B. sublayerB
- C. sublayerA

**Answer: B**

Explanation:

Earlier sublayers in the list (sublayerB) are stronger.

### NEW QUESTION # 16

What is a risk of creating too many variant sets?

- A. Sublayers will automatically be erased
- B. All payloads will fail to load
- C. Variant combinations may never be used, leading to unnecessary complexity
- D. References cannot be used anymore

**Answer: C**

Explanation:

Excessive variants increase complexity and unused combinations waste authoring effort.

**NEW QUESTION # 17**

What best practice should be followed when designing layer stacks?

- A. Always maximize depth for safety
- **B. Keep them simple and manageable**
- C. Replace version control with layer stacks
- D. Author everything into a single monolithic layer

**Answer: B**

Explanation:

Layer stacks should be simple, manageable, and not overused as substitutes for version control.

**NEW QUESTION # 18**

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

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

**Answer: D**

Explanation:

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

**NEW QUESTION # 19**

Why is transformation code more reusable than extraction code?

- A. It never changes
- **B. It operates on OpenUSD (a common domain) rather than source-specific formats**
- C. It is shorter
- D. It requires no testing

**Answer: B**

Explanation:

Transformations work on the shared USD domain and can be reused across exporters.

**NEW QUESTION # 20**

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