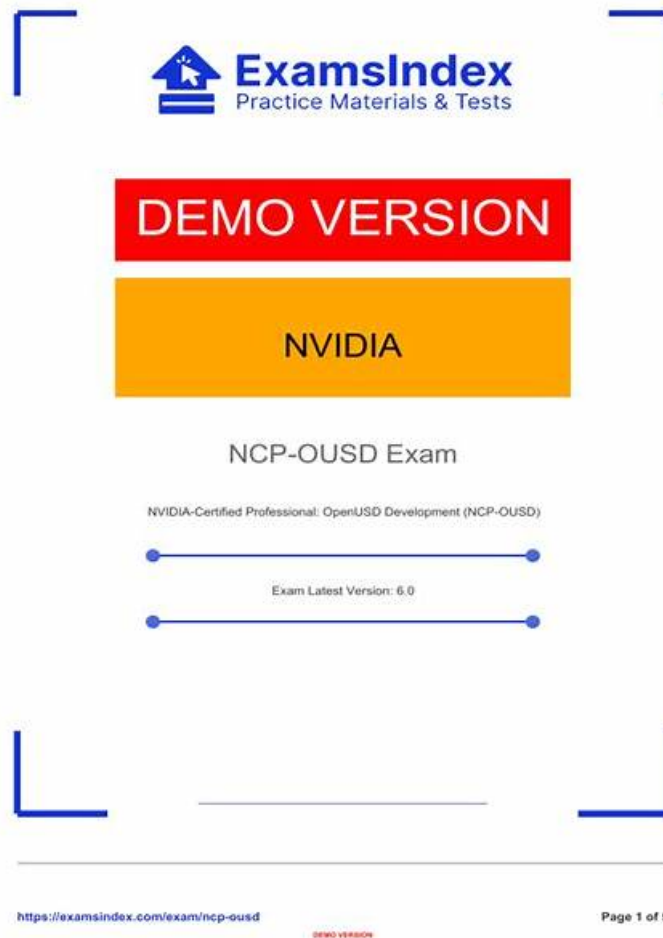


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NVIDIA NCP-OUSD Exam Syllabus Topics:

Topic	Details
Topic 1	<ul style="list-style-type: none"> Content Aggregation: Covers building modular, reusable components and using instancing strategies to efficiently assemble and override assets in large, optimized scenes.
Topic 2	<ul style="list-style-type: none"> Debugging and Troubleshooting: Covers introspecting USD stages to resolve composition issues, fix poorly authored data, and optimize scene load and render performance.
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.

Topic 4	<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 5	<ul style="list-style-type: none"> • Data Modeling: Covers USD and Sdf data structures including prims, properties, primvars, value types, time samples, and built-in schemas.
Topic 6	<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 7	<ul style="list-style-type: none"> • Pipeline Development: Covers high-level pipeline design tasks including asset management, versioning, USD exporter hooks, build configurations, and dependency management.

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Holding a NCP-OUSD certification in a certain field definitely shows that one have a good command of the NCP-OUSD knowledge and professional skills in the related field. However, it is universally accepted that the majority of the candidates for the NVIDIA-Certified Professional: OpenUSD Development (NCP-OUSD) exam are those who do not have enough spare time and are not able to study in the most efficient way. Our NCP-OUSD Study Materials solve this problem perfectly for you with high-efficiency and you will know if you can just have a try!

NVIDIA-Certified Professional: OpenUSD Development (NCP-OUSD) Sample Questions (Q38-Q43):

NEW QUESTION # 38

What is the main purpose of CreateAttribute()?

- A. Add new prims
- B. Modify schema attributes
- C. Delete attributes
- **D. Create custom attributes not defined in schema**

Answer: D

Explanation:

It allows adding user-defined attributes outside the schema.

NEW QUESTION # 39

Where do prototype prims exist?

- A. Explicitly written in the .usd scene description
- B. Stored in a separate prototype.usd file
- **C. Generated and managed internally by UsdStage**
- D. Inside each instance prim definition

Answer: C

Explanation:

Prototype prims do not exist in the .usd file. They are created dynamically by UsdStage and updated automatically as the scene changes.

NEW QUESTION # 40

What is the primary purpose of traversing a stage in OpenUSD?

- A. To compress USD files
- B. To generate new materials
- C. To replace variant sets
- D. To inspect, navigate, and manipulate the scene graph

Answer: D

Explanation:

Traversing allows users to navigate and operate on prim hierarchies within a USD stage.

NEW QUESTION # 41

You are setting up an outdoor scene with realistic lighting and want to simulate the effect of the sun. Which UsdLux light type is most appropriate for this purpose, providing a directional light source with parallel rays?

- A. RectLight
- B. SphereLight
- C. DomeLight
- D. DistantLight

Answer: D

Explanation:

The correct UsdLux light type is DistantLight . NVIDIA's Learn OpenUSD lighting guide identifies UsdLux.

DistantLight as a schema where light is emitted from a distant source along the negative Z axis, commonly known as a directional light. This makes it the most appropriate light type for representing sunlight in an outdoor scene.

Option C is correct because sunlight is effectively modeled as coming from an extremely distant source, so its rays are treated as broadly parallel across the scene. The OpenUSD DistantLight schema documentation explicitly describes it as typically used for distant, broad light sources like sunlight, where rays affect the entire scene and are roughly parallel. It also notes that the inputs:angle attribute controls angular diameter; the fallback value approximates the Sun's apparent angular size from Earth.

Option A , RectLight, is better suited for rectangular area emitters such as panels or windows. Option B , DomeLight, is commonly used for environment or HDRI lighting. Option D , SphereLight, represents local emission from a spherical source, such as a bulb. This aligns with Visualization # UsdLux, Lighting Schemas, DistantLight, Directional Lighting, and Outdoor Illumination .

NEW QUESTION # 42

What is the best prim type for organizing hierarchies without adding transform semantics?

- A. Mesh
- B. Material
- C. Xform
- D. Scope

Answer: D

Explanation:

Scope prims provide logical grouping without introducing transformations like Xforms.

NEW QUESTION # 43

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