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**NVIDIA**

NCP-OUSD Exam

NVIDIA-Certified Professional: OpenUSD Development (NCP-OUSD)

Exam Latest Version: 6.0

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## NVIDIA NCP-OUSD Exam Syllabus Topics:

Topic	Details
Topic 1	<ul style="list-style-type: none"><li>• Debugging and Troubleshooting: Covers introspecting USD stages to resolve composition issues, fix poorly authored data, and optimize scene load and render performance.</li></ul>
Topic 2	<ul style="list-style-type: none"><li>• Pipeline Development: Covers high-level pipeline design tasks including asset management, versioning, USD exporter hooks, build configurations, and dependency management.</li></ul>
Topic 3	<ul style="list-style-type: none"><li>• Data Modeling: Covers USD and Sdf data structures including prims, properties, primvars, value types, time samples, and built-in schemas.</li></ul>

Topic 4	<ul style="list-style-type: none"> <li>• Customizing USD: Covers extending USD functionality through plugin development, including custom schemas, file format plugins, model kinds, and variant fallback selections.</li> </ul>
Topic 5	<ul style="list-style-type: none"> <li>• Data Exchange: Covers creating data mapping documents and building custom importers, exporters, and scripts to interchange data with OpenUSD pipelines.</li> </ul>
Topic 6	<ul style="list-style-type: none"> <li>• Content Aggregation: Covers building modular, reusable components and using instancing strategies to efficiently assemble and override assets in large, optimized scenes.</li> </ul>
Topic 7	<ul style="list-style-type: none"> <li>• Composition: Covers authoring, designing with, and debugging all composition arcs (LIVERPS), including understanding when and how to apply each arc in complex scenarios.</li> </ul>

>> NCP-OUSD Latest Real Exam <<

## New NCP-OUSD Latest Real Exam | High Pass-Rate NVIDIA NCP-OUSD Reliable Real Exam: NVIDIA-Certified Professional: OpenUSD Development (NCP-OUSD)

Applicants of the NCP-OUSD test who invest the time, effort, and preparation with updated NCP-OUSD questions eventually get success. Without the latest NVIDIA-Certified Professional: OpenUSD Development (NCP-OUSD) (NCP-OUSD) exam dumps, candidates fail the test and waste their time and money. As a result, preparing with actual NCP-OUSD Questions is essential to clear the test.

### NVIDIA-Certified Professional: OpenUSD Development (NCP-OUSD) Sample Questions (Q45-Q50):

#### NEW QUESTION # 45

A user-friendly scene structure commonly introduces:

- A. Everything under /Root
- B. /World with /World/Geometry and /World/Looks
- C. Geometry under /Looks
- D. Materials under geometry prims

**Answer: B**

Explanation:

This convention improves readability and organization.

#### NEW QUESTION # 46

When USD computes the position of a PointInstancer instance, what additional position-related information is used beyond the position information for a given instance?

- A. USD also uses the transform of the PointInstancer prim, if present, but ignores any transforms set on the prototype root.
- B. USD uses position information for the instance, and ignores any position information in the prototype root, or the PointInstancer prim itself.
- C. USD also uses the transform of the root of the prototype and the transform of the PointInstancer prim itself, if present.

**Answer: C**

Explanation:

A PointInstancer instance position is not computed from the per-instance positions array alone. NVIDIA's Learn OpenUSD point-instancing lesson explains that authored positions are in the local coordinate space of the PointInstancer. For the final world-space transform, USD combines multiple transforms: first the prototype root transform, then the instance-specific transform components such as scales[i], orientations[i]

, and positions[i], and finally the transform authored on the PointInstancer prim itself.

Option B is correct because it includes both additional transform sources that affect the resulting placement:

the prototype root's transform and the PointInstancer prim's transform. This matters in production asset aggregation because prototypes may carry their own local placement or orientation, while the instancer prim may be moved, rotated, or scaled as a whole. Option A is incomplete because it incorrectly discards the prototype root transform. Option C is incorrect because it treats instance positions as isolated data and ignores the composed transform stack. This aligns with Content Aggregation # Asset Modularity and Instancing # PointInstancer, Prototype Roots, Instance Transforms, and Transform Composition .

#### NEW QUESTION # 47

What is the role of a Group kind?

- A. To generate materials
- B. To act as a subcomponent
- C. To define shading networks
- D. To logically organize related models

**Answer: D**

Explanation:

Group kinds organize related models logically, without being complete assets themselves.

#### NEW QUESTION # 48

What happens if you call Get() on a custom attribute before setting it?

- A. Returns 0
- B. Returns schema default
- C. Returns fallback (None)
- D. Error

**Answer: C**

Explanation:

Since custom attributes have no schema fallback, Get() returns None if not set.

#### NEW QUESTION # 49

What is the benefit of organizing prims into Geometry and Looks scopes?

- A. Reduced polygon count
- B. Automatic deduplication
- C. Faster GPU performance
- D. Clearer separation between modeling and surfacing

**Answer: C**

Explanation:

Geometry holds meshes while Looks holds materials, clarifying responsibilities.

#### NEW QUESTION # 50

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