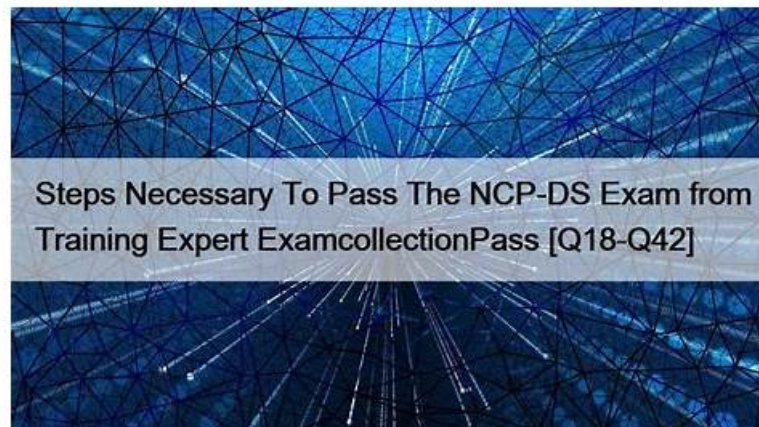


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### NVIDIA-Certified Professional: OpenUSD Development (NCP-OUSD) Sample Questions (Q202-Q207):

#### NEW QUESTION # 202

What is the primary purpose of organizing assets into layer stacks?

- A. To enable parallel workstreams and maintain clear organization
- B. To increase file size
- C. To encrypt assets for security
- D. To remove all sublayers

**Answer: A**

Explanation:

Layer stacks organize assets into manageable workstreams, allowing multiple users or tools to work in parallel without conflicts.

### NEW QUESTION # 203

Which of the following is NOT allowed with instance proxies?

- A. Editing attributes or adding new prims
- B. Accessing the corresponding prototype prim
- C. Computing transforms (e.g., ComputeLocalToWorldTransform)
- D. Traversing to parent or children prims

**Answer: A**

Explanation:

Instance proxies are read-only. You cannot author changes (add/remove/override) through them, but they can be used for queries and computations.

### NEW QUESTION # 204

What does this attribute represent?

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

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

**Answer: B**

Explanation:

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

### NEW QUESTION # 205

Which attribute requires two Vec3 values (min and max)?

- A. radius
- B. displayColor
- C. size
- D. extent

**Answer: D**

Explanation:

Extent attributes define a bounding box using min and max vectors.

### NEW QUESTION # 206

What is the base class for Group and Component kinds, which should not be directly assigned to any prim?

- A. Variant
- B. Scope
- C. Assembly
- D. Model

**Answer: D**

Explanation:

Model is the base class for Group and Component kinds but is not meant to be directly assigned.



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