

# NCP-OUUSD Reliable Exam Tutorial | NCP-OUUSD Exam Tips



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## Scrutinize Quality With The NVIDIA NCP-OUUSD Exam Questions Demo

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## NVIDIA-Certified Professional: OpenUSD Development (NCP-OUUSD) Sample Questions (Q237-Q242):

### NEW QUESTION # 237

Why do prototype prints like /\_\_Prototype\_1 not appear in the .usda file?

- A. Because they are stored in Book.usd and not in Library.usd
- B. Because prototypes exist only after flattening
- C. Because they must be written manually in a separate .usda
- D. Because UsdStage generates them dynamically during composition

**Answer: D**

Explanation:

Prototype prims are not authored by the user in .usda files. Instead, UsdStage analyzes instanceable prims, creates prototypes automatically, and removes them if no longer needed.

#### NEW QUESTION # 238

What kind of annotation is used to mark important parts of a component that are not themselves separate components?

- A. Group
- B. Assembly
- C. Payload
- D. Subcomponent

**Answer: D**

Explanation:

Subcomponents mark parts like doors or windows inside a component asset, outside the main model hierarchy.

#### NEW QUESTION # 239

To mark OBJ meshes as polygonal (not SubD), set:

- A. UsdGeom.Tokens.none
- B. UsdGeom.Tokens.loop
- C. UsdGeom.Tokens.catmullClark
- D. UsdGeom.Tokens.bilinear

**Answer: A**

Explanation:

UVs are stored as primvars (often face-varying).

#### NEW QUESTION # 240

What method allows skipping children during a PrimRange traversal?

- A. prim.SkipChildren()
- B. range.SkipChildren()
- C. it.SkipChildren()
- D. iterator.SkipChildren()

**Answer: A**

Explanation:

Using prim.SkipChildren() (adjusted for this question) prevents traversal into a prim's children, useful when you only care about top-level nodes.

#### NEW QUESTION # 241

Why is it useful to separate shading and geometry into different workstreams even for a single artist?

- A. Because USD forbids combining them
- B. Because different DCC tools might be used for each
- C. Because materials are always heavier than geometry
- D. Because shading layers cannot be referenced

**Answer: B**

Explanation:

Even a single user might use different DCC tools for modeling and surfacing, so separating them simplifies integration.

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You have little ability to specify the part of NCP-OUSD the iceberg, all the underlying code, that lies beneath the surface of the user interface, This can also be toggled to display the NCP-OUSD Exam Tips activities that an individual has recently completed, which can be privacy controlled.

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