100% Pass Quiz 2026 NVIDIA NCP-OUSD: Latest NVIDIA-Certified Professional: OpenUSD Development (NCP-OUSD) Valid Test Answers

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NVIDIA NCP-OUSD Exam Syllabus Topics:

Topic	Details
Topic 1	• Customizing USD: Covers extending USD functionality through plugin development, including custom schemas, file format plugins, model kinds, and variant fallback selections.
Topic 2	• Data Exchange: Covers creating data mapping documents and building custom importers, exporters, and scripts to interchange data with OpenUSD pipelines.
Topic 3	• Pipeline Development: Covers high-level pipeline design tasks including asset management, versioning, USD exporter hooks, build configurations, and dependency management.
Topic 4	• Data Modeling: Covers USD and Sdf data structures including prims, properties, primvars, value types, time samples, and built-in schemas.
Topic 5	• Visualization: Covers working with UsdGeom, UsdShade, and UsdLux domains, including meshes, cameras, materials, and lights used across common USD workflows.
Topic 6	• Content Aggregation: Covers building modular, reusable components and using instancing strategies to efficiently assemble and override assets in large, optimized scenes.
Topic 7	• Composition: Covers authoring, designing with, and debugging all composition arcs (LIVERPS), including understanding when and how to apply each arc in complex scenarios.

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NVIDIA-Certified Professional: OpenUSD Development (NCP-OUSD) Sample Questions (Q17-Q22):

NEW QUESTION # 17
What does prim.GetPath() return?

- A. The unique identifier of the prim within the stage
- B. Creates a new prim in the stage
- C. Generates a variant set
- D. Loads external references

Answer: A

Explanation:
GetPath() returns the absolute path of the prim within the scene hierarchy.

NEW QUESTION # 18
Why might a resolver warning occur and how to fix?

#Python
tex = prim.CreateAttribute("albedoTex", Sdf.ValueTypeNames.Asset)
tex.Set("textures/albedo.png")

- A. Use absolute file paths only
- B. Use TokenArray
- C. Must wrap path in Sdf.AssetPath("...")
- D. Asset must be bytes

Answer: C

Explanation:
asset expects an SdfAssetPath value so the resolver can track/resolve it. Wrap the string:
tex.Set(Sdf.AssetPath("textures/albedo.png")).

NEW QUESTION # 19
What is the main purpose of references in USD?

- A. To graft a prim hierarchy from one layer into another
- B. To compress geometry for performance
- C. To automatically generate variants
- D. To delete unused prims from a stage

Answer: A

Explanation:
References graft a prim hierarchy from a source layer into a destination prim.

NEW QUESTION # 20
What naming convention might indicate a public prim?

- A. lower_case

- B. UPPERCASE
- C. Capitalized names
- D. Names with underscores

Answer: C

Explanation:
Capitalized prim names often indicate public-facing elements, while underscores can signal internal use.

NEW QUESTION # 21
Consider a USD that has a root Xform, that has a child Sphere, that in turn has a child Cube.
Xform
- Sphere
-- Cube
When you open the USD, you see the sphere and the cube. But when you author the Sphere to be invisible, the sphere disappears, but the Cube is still visible.
What could be causing this behavior?

- A. Visibility is explicit in OpenUSD, so the Cube must be explicitly authored as invisible.
- B. Nested gprims are illegal in OpenUSD, and their imaging behavior is undefined.
- C. Visibility is hierarchical in OpenUSD, so the root Xform must be made invisible in order for all of its descendants to be invisible.

Answer: B

Explanation:
The issue is caused by an invalid scenegraph structure: a Cube gprim is nested below a Sphere gprim.
OpenUSD considers nesting gprims under other gprims invalid, and usdchecker warns on this construct because important USD features such as activation and visibility are hierarchical and pruning. The OpenUSD glossary states that when an ancestor gprim is deactivated or made invisible, there should be no way for a descendant gprim to remain active or visible. (openusd.org) Option B is correct because the authored hierarchy violates the expected gprim organization. The correct structure is to place geometry prims under transform or organizational prims, such as Xform or Scope, rather than directly under other gprims. Option A is incorrect because USD visibility is not purely explicit per prim.
NVIDIA's Omniverse visibility guide states that setting a prim's visibility to invisible makes the prim and all children invisible. (docs.omniverse.nvidia.com) Option C is also incorrect because setting the Sphere invisible should hierarchically affect descendants in a valid hierarchy. This aligns with Visualization # Visibility, Imageable Prims, Gprim Structure, and Valid Scenegraph Organization .

NEW QUESTION # 22
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