

# Reliable Certification NCP-OUSD Exam Cost offer you accurate Test Engine | NVIDIA-Certified Professional: OpenUSD Development (NCP-OUSD)



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## NVIDIA NCP-OUSD Exam Syllabus Topics:

Topic	Details
Topic 1	<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>
Topic 2	<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 3	<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 4	<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 5	<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>

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## Test NCP-OUSD Engine & New NCP-OUSD Braindumps Questions

The NCP-OUSD certification is the best proof of your ability. However, it's not easy for those work officers who has less free time to prepare such an NCP-OUSD exam, and people always feel fear of the unknown thing and cannot handle themselves with a

sudden change. However, our NCP-OUUSD Exam Questions can stand by your side. And we are determined to devote ourselves to serving you with the superior NCP-OUUSD study materials. You can have a try on the free demo of our NCP-OUUSD exam questions, you can understand in detail and make a choice.

## **NVIDIA-Certified Professional: OpenUSD Development (NCP-OUUSD) Sample Questions (Q38-Q43):**

### **NEW QUESTION # 38**

Which Python method is used to create a new variant set on a prim?

- A. prim.AddPayload()
- B. prim.CreateReference()
- C. prim.AddVariantSet()
- **D. prim.GetVariantSets().AddVariantSet()**

**Answer: D**

Explanation:

GetVariantSets().AddVariantSet() is used to add a new variant set.

### **NEW QUESTION # 39**

When sublayerB is listed before sublayerA, which opinions are stronger?

- **A. sublayerB**
- B. Both equal
- C. sublayerA

**Answer: A**

Explanation:

Earlier sublayers in the list always provide stronger opinions.

### **NEW QUESTION # 40**

Which of the following is NOT a benefit of using payloads?

- A. Improved performance for large scenes
- **B. Automatic generation of encapsulation**
- C. Ability to load heavy assets on demand
- D. Reduced initial load times

**Answer: B**

Explanation:

Encapsulation must be authored separately; payloads do not create it automatically.

### **NEW QUESTION # 41**

Why use sublayers in large scenes?

- A. To reduce rendering quality
- B. To automatically delete old prims
- **C. To allow parallel work on separate aspects like lighting and geometry**
- D. To enforce destructive edits

**Answer: C**

Explanation:

Sublayers enable workstreams (lighting, geometry, etc.) to work independently.

