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

NEW QUESTION # 45

In a complex scene with multiple composition arcs, which of the following could cause unexpected property values? Choose two.

- A. Using incorrect layer offsets
- B. Using different file formats for layers, e.g. .usda and .usdc
- C. Multiple opinions on the same property in different layers
- D. Using too many attribute connections

Answer: A,C

Explanation:

Unexpected property values usually come from value resolution, time remapping, or competing authored opinions. NVIDIA's Learn OpenUSD value-resolution guidance explains that OpenUSD determines the final value of a property by looking through the ordered sources that contribute information, from strongest to weakest, and resolving the relevant authored data according to property type. (docs.nvidia.com) Option B is correct because layer offsets retime animated data across composition arcs such as references, payloads, and sublayers. If an offset or scale is wrong, a time-sampled property can evaluate at an unexpected source time, producing an apparently incorrect value. Option D is correct because multiple layers can author opinions on the same property, and the stronger opinion wins according to composition and value-resolution rules. NVIDIA's strength-ordering guidance emphasizes that LIVERPS and layer-stack ordering determine which opinions are considered strongest. (docs.nvidia.com) Option A is not a primary cause by itself; connections may affect shader or node-network behavior, but "too many" connections does not inherently change USD property resolution. Option C is incorrect because .usda, .usdc, and .usd are storage encodings for layers, not different composition semantics. This aligns with Debugging and Troubleshooting # Value Resolution, Layer Offsets, Composition Strength, and Property Stacks .

NEW QUESTION # 46

Which arc allows deferred loading of heavy assets like buildings in a digital twin?

- A. Payload
- B. Inherit
- C. Variant
- D. Reference

Answer: A

Explanation:

Payloads can be loaded/unloaded on demand, making them ideal for heavy assets.

NEW QUESTION # 47

When a user is trying to change the drawMode of an element to bounds, and it doesn't work, what should you look into?

- A. UsdPhysicsCollisionAPI schema is applied and extents are correct.
- B. UsdVoIVolume schema is applied and extents are correct.
- C. UsdShadeMaterialBindingAPI schema is applied and a material is bound.
- D. Kinds and GeomModelAPI schema are properly applied.

Answer: D

Explanation:

The correct troubleshooting path is to verify the prim's kind and whether UsdGeomModelAPI behavior is properly applied.

OpenUSD's UsdGeomModelAPI documentation states that draw modes provide alternate imaging behavior for USD subtrees with kind model . The attributes model:drawMode and model:

applyDrawMode are resolved to decide whether traversal should stop at a model boundary and replace the subtree with proxy geometry. For bounds, the replacement is the model-space bounding box of the replaced prim (openusd.org) Option A is correct because drawMode = "bounds" is not a generic visibility toggle for arbitrary prims. It is a model-level imaging mechanism. The prim must participate correctly in the model hierarchy, and the relevant UsdGeomModelAPI attributes must be authored or inherited in a way that causes draw mode application. The documentation also notes that component models are automatically treated as if model:applyDrawMode were true unless explicitly disabled. (openusd.org) Options B , C , and D are unrelated to model draw-mode activation. Physics collision APIs, volume schemas, and material binding APIs can affect simulation, volume representation, or shading, but they do not control whether model draw modes are applied. This aligns with Visualization # Model Draw Modes, UsdGeomModelAPI, Kinds, Bounds, and Imaging Substitution .

NEW QUESTION # 48

A user-friendly scene structure commonly introduces:

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

Answer: B

Explanation:

This convention improves readability and organization.

NEW QUESTION # 49

Which metadata defines the default entry point in an asset?

- A. primaryPrim
- B. rootPrim
- C. entryPrim
- D. defaultPrim

Answer: D

Explanation:

The defaultPrim metadata tells OpenUSD which prim should be used as the main entry point.

NEW QUESTION # 50

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