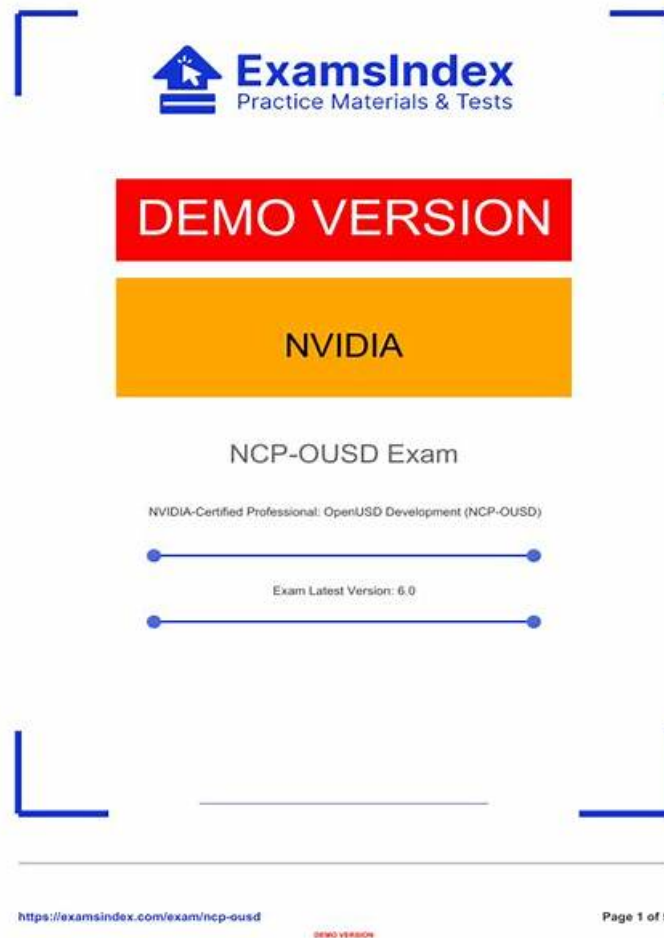


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Overall obtaining NVIDIA-Certified Professional: OpenUSD Development (NCP-OUSD) (NCP-OUSD) certificate can be a valuable investment in your professional career. As it can help you to stand out in a competitive market, more career opportunities,

and advancement of your career. To gain all these advantages you just need to enroll in the NVIDIA NCP-OUSD Certification Exam and put all your efforts to pass this challenging NCP-OUSD exam with flying colors.

NVIDIA NCP-OUSD Exam Syllabus Topics:

Topic	Details
Topic 1	<ul style="list-style-type: none">• Debugging and Troubleshooting: Covers introspecting USD stages to resolve composition issues, fix poorly authored data, and optimize scene load and render performance.
Topic 2	<ul style="list-style-type: none">• Data Modeling: Covers USD and Sdf data structures including prims, properties, primvars, value types, time samples, and built-in schemas.
Topic 3	<ul style="list-style-type: none">• Content Aggregation: Covers building modular, reusable components and using instancing strategies to efficiently assemble and override assets in large, optimized scenes.
Topic 4	<ul style="list-style-type: none">• Pipeline Development: Covers high-level pipeline design tasks including asset management, versioning, USD exporter hooks, build configurations, and dependency management.
Topic 5	<ul style="list-style-type: none">• Data Exchange: Covers creating data mapping documents and building custom importers, exporters, and scripts to interchange data with OpenUSD pipelines.

NVIDIA-Certified Professional: OpenUSD Development (NCP-OUSD) Sample Questions (Q60-Q65):

NEW QUESTION # 60

Which API is commonly used to set Translate, Rotate, and Scale in OpenUSD?

- A. UsdStageAPI
- **B. XformCommonAPI**
- C. VariantSetAPI
- D. MaterialBindingAPI

Answer: B

Explanation:

UsdGeom.XformCommonAPI provides simple access to translate, rotate, and scale operations.

NEW QUESTION # 61

Why use sublayers in large scenes?

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

Answer: D

Explanation:

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

NEW QUESTION # 62

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

- A. UsdGeom.Tokens.loop
- B. UsdGeom.Tokens.bilinear

- C. UsdGeom.Tokens.none
- D. UsdGeom.Tokens.catmullClark

Answer: C

Explanation:

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

NEW QUESTION # 63

Why are Translate, Rotate, Scale typically applied in a specific order?

- A. To improve rendering quality
- B. To ensure transformations behave predictably
- C. To simplify stage loading
- D. To reduce file size

Answer: B

Explanation:

Order ensures predictable transformations.

NEW QUESTION # 64

What sort of plugin implements logic to locate resources such as @mycompany://path/to/my/resource@?

- A. Custom schema plugin
- B. Asset resolver plugin
- C. Custom metadata plugin
- D. Hydra plugin

Answer: B

Explanation:

The correct plugin type is an asset resolver plugin . In OpenUSD, asset paths such as @mycompany://path/to/my/resource@ are not interpreted as ordinary strings; they are asset identifiers that must be resolved into concrete resources that USD can consume. NVIDIA's Learn OpenUSD glossary defines asset resolution as the process of translating an asset path into the actual location of a usable resource and states that USD provides the ArResolver plugin point for custom resolution logic, including external databases, custom storage systems, version-control systems, or studio-specific URI schemes. Option C is correct because a custom asset resolver is precisely where pipeline-specific resource lookup logic belongs. Option A is incorrect because a custom schema plugin defines prim types, API schemas, and properties, not asset-location behavior. Option B is incorrect because Hydra plugins are concerned with imaging, rendering, and scene-index/render-delegate behavior. Option D is incorrect because custom metadata may store extra data, but it does not implement resolution of asset identifiers. This aligns with Pipeline Development # Asset Resolution, ArResolver, Resource Location, Versioned Assets, and Pipeline Integration .

NEW QUESTION # 65

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With the development of the times, the pace of the society is getting faster and faster. If we don't try to improve our value, we're likely to be eliminated by society. Under the circumstances, we must find ways to prove our abilities. For example, getting the NCP-OUSD Certification is a good way. If we had it, the chances of getting a good job would be greatly improved. However, obtaining the NCP-OUSD certification is not an easy task.

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