



Certified Metaverse Developer (CMVD)

Ten Sample Questions

These ten questions are written at the difficulty of the live exam. Six carry a figure, a data table, a configuration or a code listing; four are plain scenario questions, as on the live paper. Every one is a scenario a working metaverse developer would meet, and none of them appears in the live question bank.

The live exam is multistage adaptive: how you score on one stage selects the difficulty of the next, so no two candidates sit the same paper. It is a performance-based exam: each form can carry up to 5 to 12 performance-based questions alongside the multiple-choice questions, which means you build, sequence or complete something rather than only choosing from a list. Answers and full explanations follow each question here; the live exam does not disclose item-level answers.

Question 1

Domain 1: Metaverse Foundations

DATA

Emma Wilson maps each metaverse property to its meaning, with one meaning missing.

Property	Meaning
Persistence	World keeps running
Presence	(to choose)
Interoperability	Assets move across worlds
Real time	Live shared experience

Table 1.1 Metaverse properties.

What does presence mean?

- ☐ A One central server host
- ☐ B Saved login session
- ☐ C Fixed reset schedule
- ☐ D Feel of being there

Correct answer: D

Presence is the sense of really being there with others inside the shared space, which is what distinguishes a metaverse from a flat web page. Persistence keeps the world running, interoperability moves assets across worlds, and real time keeps the experience live and shared.

Question 2

Domain 2: 3D Worlds and Avatars

CONFIG

Ava Thompson reviews the setup listing for a player avatar.

```
name: player avatar
skeleton: humanoid
blendshapes: 52
lod levels: 3
height: 1.75 m
```

Listing 2.1 Avatar setup.

Which field drives facial expressions?

- ☐ A Skeleton rig
- ☐ B Blendshapes
- ☐ C LOD levels
- ☐ D Height value field

Correct answer: B

Blendshapes deform the face mesh into expressions such as smiles and blinks, so they drive facial animation on an avatar. The skeleton rig moves limbs, level of detail swaps mesh complexity by distance, and the height value only sets scale.

Question 3

Domain 3: Development Platforms and Engines

DATA

James Carter maps each engine subsystem to its purpose, with one purpose missing.

Feature	Purpose
Scene graph	Organize objects
Physics engine	(to choose)
Renderer	Draw each frame
Asset pipeline	Import content

Table 3.1 Engine subsystems.

What does the physics engine do?

- ☐ A Simulate motion
- ☐ B Store user logins
- ☐ C Compress textures
- ☐ D Host the game servers

Correct answer: A

A physics engine simulates motion, collisions, and forces so objects fall and bounce believably in the world. The scene graph organizes objects, the renderer draws each frame, and the asset pipeline imports content.

Question 4

Domain 4: Interoperability and Assets

CONFIG

Liam Anderson reviews the manifest for an asset meant to load in many worlds.

```
format: glTF 2.0
geometry: mesh + PBR
textures: embedded
units: meters
scale: 1.0
```

Listing 4.1 Asset manifest.

Which choice makes the asset portable across worlds?

- ☐ A Custom binary blob
- ☐ B Proprietary shader
- ☐ C Open glTF format
- ☐ D One engine format only

Correct answer: C

The open glTF format is a vendor neutral standard for 3D assets, so meshes, materials, and textures load the same way across many engines and worlds. Custom binary blobs, proprietary shaders, and single engine formats all tie the asset to one platform and block portability.

Question 5

Domain 5: On-Chain Economies and NFTs

DATA

Olivia Davis maps each token standard to its use, with one use missing.

Standard	Use
Fungible token	Divisible currency
Non-fungible token	(to choose)
Semi-fungible	Batch of editions
Soulbound token	Fixed badge

Table 5.1 Token standards.

What is a non-fungible token used for?

- ☐ A Split into equal coins
- ☐ B Unique single item
- ☐ C Daily login streak

D Server uptime log

Correct answer: B

A non-fungible token represents a unique single item with its own identifier, which suits one of a kind land parcels or wearables. Fungible tokens split into equal interchangeable units, while login streaks and uptime logs are not token standards at all.

Question 6

Domain 6: Identity, Safety and Governance

CONFIG

David Brown reviews the safety policy config for a social world.

```
age gate: 13+
block list: on
report tools: enabled
moderation: human + auto
dao votes: token weighted
```

Listing 6.1 Safety policy.

Which setting lets users flag abuse?

- A** Age gate check
- B** DAO token voting
- C** Block list default
- D** Report tools

Correct answer: D

Report tools let users flag abuse and harmful content for review, which is a core safety control in a shared social space. The age gate restricts entry, the block list hides chosen users, and DAO voting handles governance rather than incident reports.

Question 7

Domain 2: 3D Worlds and Avatars

An open world runs slowly on phones because every object renders at full detail even when far away. Which technique best restores performance?

- A** Add more polygons
- B** Disable all shadows
- C** Use level of detail
- D** Raise texture size

Correct answer: C

Level of detail swaps in simpler meshes and textures for distant objects, cutting the work the device does while the view still looks right. Adding polygons or larger textures increases load, and disabling all shadows harms quality without addressing the distance problem.

Question 8

Domain 3: Development Platforms and Engines

A team hard-codes one engine proprietary feature set throughout, and later cannot port the world to other platforms. Which practice best avoids this lock-in?

- ☐ A Use open standards
- ☐ B Ship faster only
- ☐ C Add more features
- ☐ D Ignore portability

Correct answer: A

Building on open standards for formats, transport, and identity keeps a world portable, so it can move across engines and platforms without a rewrite. Shipping faster, piling on features, or ignoring portability all deepen the lock in described.

Question 9

Domain 5: On-Chain Economies and NFTs

A world sells unlimited virtual land with no cap, and prices collapse as supply floods the market. Which economic control best protects value?

- ☐ A Mint land freely
- ☐ B Hide all prices
- ☐ C Remove ownership
- ☐ D Cap the land supply

Correct answer: D

Capping the land supply preserves scarcity, so parcels hold value instead of collapsing under unlimited minting. Minting freely floods the market, hiding prices only masks the drop, and removing ownership destroys the economy rather than stabilizing it.

Question 10

Domain 6: Identity, Safety and Governance

A platform stores one master copy of every user identity, so a single breach exposes all accounts. Which identity approach best reduces this risk?

- ☐ A Central master store
- ☐ B User-held identity
- ☐ C One shared password
- ☐ D Public profile dump

Correct answer: B

User held, self sovereign identity keeps credentials in the control of each person, so there is no single master store whose breach exposes everyone. One shared password, public profile dumps, and a central master store all widen the blast radius of a breach.

CMVD-001. <https://certlabz.com/certifications/certified-metaverse-developer.html>