

# A History of the Future of Entertainment Design

## 2018



March 2018

### GDTF is Formally Announced

Vectorworks, MA Lighting and ROBE Lighting formally announced the General Device Type Format (GDTF) and My Virtual Rig (MVR) format. GDTF-share website is created and many of the world's largest manufacturers pledged to support these common and open formats.

March 2018

Vectorworks, Inc., MA Lighting and Robe Lighting acknowledge the issue and propose a solution: a human-readable, royalty-free standard that could be used by lighting manufacturers, CAD programs, visualizing software and lighting consoles.

April 2018

GDTF and MVR are presented at a press conference on the show floor of Prolight + Sound in Frankfurt. Discussions begin with additional manufacturers about needs for the format.

April 2018

MA3 unveiled with native support of GDTF and MVR.

September 2018

GDTF and MVR fully supported in Vectorworks Spotlight and Vision.

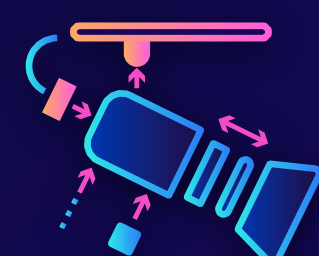
## 2019



March 2019

### Version 1.0 Arrives

Founding members, along with input from interested parties including ETC, Green Hippo, and Chamsys, evolved the format to bring the inaugural 1.0 version to life.



March 2019

### Fixture Builder Created

The creation of the GDTF fixture builder on the gdtf-share.com website allows for direct editing and customization of fixture attributes such as gobos, colors, effects and more.

September 2019

Work with DIN begins to ensure GDTF is recognized as an official standard.

December 2019

Chamsys announces import support for GDTF file format.

## 2020



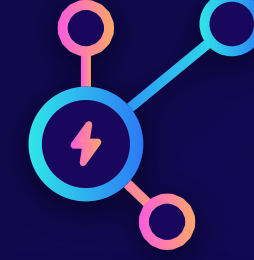
June 2020

### GDTF Gets DIN Spec Certified

GDTF officially recognized by DIN as a specification, DIN SPEC 15800.

April 2020

Depence' announces import support for MVR.



December 2020

### Format Code is Released for Public Use

Began publishing GDTF/MVR projects on GITHUB, making the format code available to anyone wishing to use it.

September 2020

Began hosting open sessions, allowing anyone to attend and provide feedback.

September 2020

The GDTF website and database is moved to a purely independent, not-for-profit organization host. Manufacturer pages are added and the ability to save files is made available to users.

December 2020

Unreal Engine 4.26 supports GDTF.

## 2021

March 2021

Capture Sweden announces import/export support for MVR.

April 2021

WYSIWYG announces import support for MVR.



November 2021

### GDTF updated in DIN SPEC 15800:2022

GDTF format evolves to support .glTF .svg and non DMX based control protocols.

And the best is yet to come.