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Obtaining

Breaking

A loom can be mined using any tool or by hand, but axes are the quickest. It always drops as an item.

Block	Loom			
Hardness	2.5			
Tool				
Breaking time ^[A]				
Default	3.75			
Wooden	1.9			
Stone	0.95			
Iron	0.65			
Diamond	0.5			
Netherite	0.45			
Golden	0.35			

1. Times are for unenchanted tools as wielded by players with no status effects, measured in seconds. For more information, see Breaking § Speed.

Crafting

Ingredients	Crafting recipe	
String + Any Planks		

Natural generation

Looms can be found in village shepherd houses.



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usage

Applying banner patterns

Interface for the loom in *Java Edition*.

Interface for the loom in Bedrock Edition.



Using on a loom opens its interface. It has 3 slots for a banner, a dye and an optional banner pattern item. When a banner is put in, a list of patterns appears in the center part. 6^[Java Edition only] or 8 patterns require the following banner patterns: Flower Charge, Creeper Charge, Skull Charge, Thing, Snout, Globe, Field Masoned, [Bedrock Edition only] and Bordure Indented. [Bedrock Edition only] Putting a banner pattern in its respective slot makes the loom show only that pattern.

Selecting a pattern or using a banner pattern on the list shows the preview of the banner after applying, if a dye is present. To finish, the player must take the banner in the slot beneath the preview. The original banner and the dye disappear from their respective slots, but the banner pattern is not consumed.

Changing profession

If a village has a loom that has not been claimed by a villager, any villager who hasn't already chosen a job site block has a chance to change their profession to shepherd.

Fuel

A loom can be used as fuel in a furnace to smelt 1.5 items.

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Sounds

Generic

Java Edition:

Sound	Subtitles	Source	Description	Resource location	Translation key	Volume	Pitch	[Collapse] Attenuation distance
	Block broken	Blocks	Once the block has broken	block .wood .break	subtitles .block .generic .break	1.0	0.8	16
	Block placed	Blocks	When the block is placed	block .wood .place	subtitles .block .generic .place	1.0	0.8	16
	Block breaking	Blocks	While the block is in the process of being broken	block .wood	subtitles .block .generic .hit	0.25	0.5	16
	None ^[sound 1]	Entity- Dependent	Falling on the block with fall damage	block .wood	None ^[sound 1]	0.5	0.75	16
	Footsteps	Entity- Dependent	Walking on the block	block .wood .step	subtitles .block .generic .footsteps	0.15	1.0	16

1. MC-177082

Bedrock Edition:

Sound	Source	Description	Resource location	Volume	[Collapse] Pitch
	Blocks	Once the block has broken	dig .wood	1.0	0.8-1.0
	Blocks	When the block is placed	dig .wood	1.0	0.8
	Blocks	While the block is in the process of being broken	hit .wood	0.23	0.5
		Falling on	fall		

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Playe	rs from the	jump .wood	0.12	1.0
Playe	Falling on the block rs without fall damage	land .wood	0.18	1.0

Unique

Java Edition:

Sound	Subtitles	Source	Description	Resource location	Translation key	Volume	Pitch	[Collapse] Attenuation distance
	None ^[sound 1]	Master Volume	When a pattern is selected	ui.loom .select_pattern	None ^[sound 1]	1.0	1.0	16
	Loom used	Blocks	When a banner is taken from the result	ui.loom .take_result	subtitles.ui .loom .take_result	0.5	1.0	16
	Shepherd works	Friendly Creatures	Randomly while a shepherd is working	<pre>entity .villager .work_shepherd</pre>	<pre>subtitles .entity .villager .work_shepherd</pre>	0.5	0.8-1.2	16

1. Reports on Mojira (https://bugs.mojang.com/issue s/?jql=project%20%3D%20MC%20AND%20resolutio n%20%3D%20Unresolved%20AND%20text%20~%2 0%22sound%20missing%22).

Bedrock Edition:

Sound	Source	Description	Resource location	Volume	[Collapse] Pitch
	Blocks	Unused sound event	ui.loom .select_pattern	1.0	1.0
	Blocks	When a banner is taken from the result	ui.loom .take_result	0.65	1.0
	Blocks	Randomly while a shepherd is working	[block.loom.use]	0.75	1.0

Data values



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Loom	
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Bedrock Edition:

Name	Identifier	Numeric ID	Form	Item ID ^[i 1]	Translation key
Loom	loom	459	Block & Giveable Item ^[i 2]	Identical ^[i 3]	tile.loom.name

- ID of block's direct item form, which is used in savegame files and addons.
- 2. Available with /give command.
- 3. The block's direct item form has the same id as the block.

Block states

See also: Block states

Java Edition:

Name	Default value	Allowed values	Description
facing	north	east north south west	The direction the loom is facing. Opposite from the direction the player faces when placing a loom.

Bedrock Edition:

Name	Metadata Bits	Default value	Allowed values	Values for Metadata Bits	Description
direction	0x1 0x2	0	0 1 2 3	0 1 2 3	The direction the loom is facing. • 0: South facing loom • 1: West facing loom • 2: North facing loom • 3:







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HISTORY

Java Edition				
	18w43a	Added looms.		
	18w48a	Looms now generate in the updated plains villages.		
1.14	18w49a	Looms now generate in the updated savanna villages and the new snowy tundra villages.		
	18w50a	Looms now generate in the updated desert and taiga villages.		
	19w11a	Looms now serve as shepherd villagers' job site block.		
	Pre- Release 1	The top texture has flipped.		
1.16	20w06a	Crimson planks and warped planks can now be used to craft looms.		
1.19	22w11a	Mangrove planks can now be used to craft looms.		
		Bedrock Edition		
1.10.0 beta 1.10.0.3		Added looms.		
	PlayStation 4 Edition			
	1.90	Added looms.		

Issues

Issues relating to "Loom" are maintained on the bug tracker. Report issues there (https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCPE%29%20and%20%28resolution%20is%20empty%20or%20resolution%20in%20%281%2C%202%2C%206%29%29%20and%20%28summar y%20~%20%22Loom%22%29%20order%20by%20resolution%20desc).

Gallery

Renders











External Links

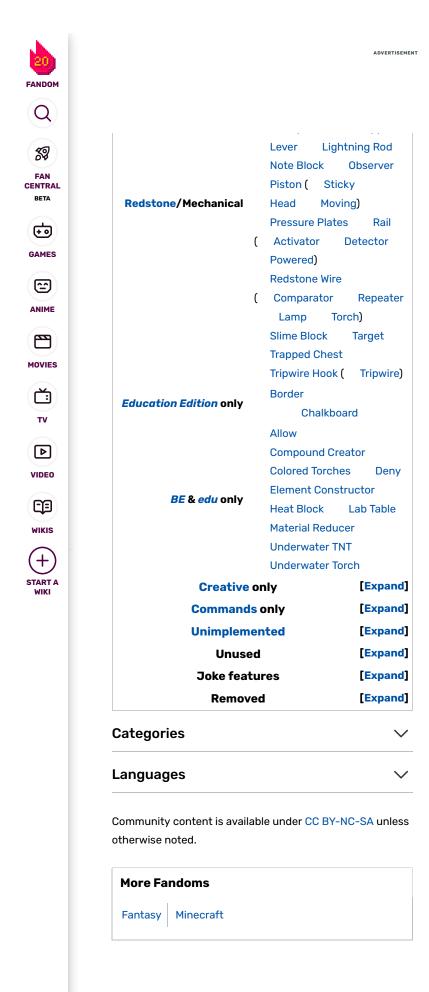
 Block of the Week: Loom (https://www.minecraft.net/ en-us/article/block-week--loom) - Minecraft.net on December 10, 2020

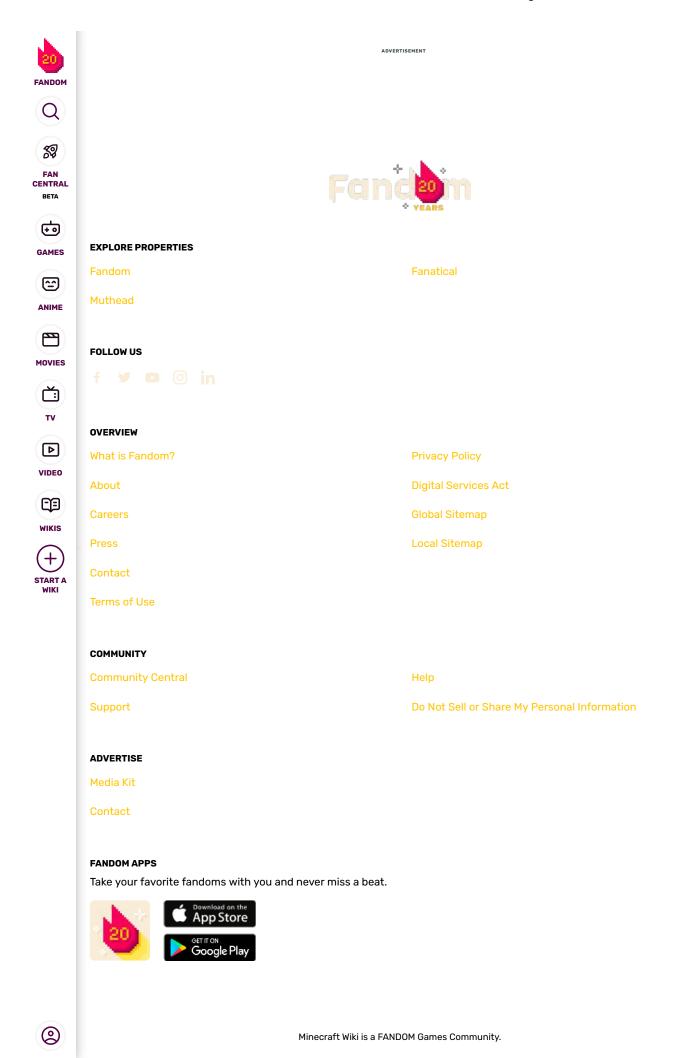
Blocks	
Natural	[Expand]
Biota	[Expand]
Building	[Expand]
Utility	[Collapse]
	Anvil (Chipped
Interactable	Damaged) Barrel
	Beacon Brewing Stand
	Cartography Table
	Chest (Ender)
	Chiseled Bookshelf
	Crafting Table
	Enchanting Table
	Fletching Table
	Furnace (Blast
	Smoker) Grindstone
	Lectern Loom
	Shulker Box Sign
(Hanging)
	Smithing Table
	Stonecutter
	Banners Beehive
	Beds Bell Cake
(with Candle) Campfire
(Soul) Cauldron
(Lava Powder Snow
	Water) Composter
	Conduit End Gateway End Portal
	End Portal End Portal Frame
Utilizable	Farmland Flower Pot
	Frosted Ice Heads
	Item Frame (Glow)
	Jukebox Ladder
	Lodestone
	Monster Spawner
	Nether Portal
	Respawn Anchor
	Scaffolding Sponge
(Wet) TNT

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