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A **loom** is used to apply [patterns](#) to [banners](#). It also serves as a [shepherd's job site block](#).

## Loom



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<b>Renewable</b>	Yes
<b>Stackable</b>	Yes (64)
<b>Tool</b>	
<b>Blast resis- tance</b>	2.5
<b>Hardness</b>	2.5
<b>Luminous</b>	No
<b>Transparent</b>	No
<b>Flammable</b>	No
<b>Catches fire from lava</b>	Yes

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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 <sup>[A]</sup>	
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
<a href="#">String</a> + Any <a href="#">Planks</a>	

### 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<sup>[*Java Edition only*]</sup> or 8 patterns require the following banner patterns: Flower Charge, Creeper Charge, Skull Charge, Thing, Snout, Globe, Field Masoned,<sup>[*Bedrock Edition only*]</sup> and Bordure Indented.<sup>[*Bedrock Edition only*]</sup> 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	<b>[Collapse]</b> Attenuation distance
	Block broken	Blocks	Once the block has broken	<div>block</div> <div>.wood</div> <div>.break</div>	<div>subtitles</div> <div>.block</div> <div>.generic</div> <div>.break</div>	1.0	0.8	16
	Block placed	Blocks	When the block is placed	<div>block</div> <div>.wood</div> <div>.place</div>	<div>subtitles</div> <div>.block</div> <div>.generic</div> <div>.place</div>	1.0	0.8	16
	Block breaking	Blocks	While the block is in the process of being broken	<div>block</div> <div>.wood</div> <div>.hit</div>	<div>subtitles</div> <div>.block</div> <div>.generic</div> <div>.hit</div>	0.25	0.5	16
	<i>None</i> <sup>[sound 1]</sup>	<i>Entity-Dependent</i>	Falling on the block with fall damage	<div>block</div> <div>.wood</div> <div>.fall</div>	<i>None</i> <sup>[sound 1]</sup>	0.5	0.75	16
	Footsteps	<i>Entity-Dependent</i>	Walking on the block	<div>block</div> <div>.wood</div> <div>.step</div>	<div>subtitles</div> <div>.block</div> <div>.generic</div> <div>.footsteps</div>	0.15	1.0	16

- MC-177082

*Bedrock Edition:*

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



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	Players	Jumping from the block	<div>jump</div> <div>.wood</div>	0.12	1.0
	Players	Falling on the block without fall damage	<div>land</div> <div>.wood</div>	0.18	1.0

## Unique

*Java Edition:*

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

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

*Bedrock Edition:*

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

## Data values





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Loom		Item	
------	--	------	--

*Bedrock Edition:*

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

1. 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
<b>facing</b>	<div>north</div>	<div>east</div> <div>north</div> <div>south</div> <div>west</div>	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
<b>direction</b>	<div>0x1</div> <div>0x2</div>	<div>0</div>	<div>0</div> <div>1</div> <div>2</div> <div>3</div>	<div>0</div> <div>1</div> <div>2</div> <div>3</div>	The direction the loom is facing. <ul style="list-style-type: none"><li>• 0: South facing loom</li><li>• 1: West facing loom</li><li>• 2: North facing loom</li><li>• 3:</li></ul>



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## History

Java Edition		
1.14	18w43a	Added looms.
	18w48a	Looms now generate in the updated <a href="#">plains villages</a> .
	18w49a	Looms now generate in the updated <a href="#">savanna</a> villages and the new <a href="#">snowy tundra</a> villages.
	18w50a	Looms now generate in the updated <a href="#">desert</a> and <a href="#">taiga</a> villages.
	19w11a	Looms now serve as shepherd <a href="#">villagers</a> ' job site block.
	Pre-Release 1	The top texture has flipped.
1.16	20w06a	<a href="#">Crimson planks</a> and <a href="#">warped planks</a> can now be used to craft looms.
1.19	22w11a	<a href="#">Mangrove planks</a> 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%28summary%20~%20%22Loom%22%29%20order%20by%20resolution%20desc%29>).

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### Renders







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## External Links

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

	<b>Blocks</b>	<b>[Collapse]</b>
	<b>Natural</b>	<b>[Expand]</b>
	<b>Biota</b>	<b>[Expand]</b>
	<b>Building</b>	<b>[Expand]</b>
	<b>Utility</b>	<b>[Collapse]</b>
	Anvil ( Chipped Damaged) Barrel Beacon Brewing Stand Cartography Table Chest ( Ender) Chiseled Bookshelf Crafting Table Enchanting Table Fletching Table Furnace ( Blast Smoker) Grindstone Lectern <b>Loom</b> 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 Frame	
<b>Interactable</b>		
<b>Utilizable</b>	Farmland Flower Pot Frosted Ice Heads Item Frame ( Glow) Jukebox Ladder Lodestone Monster Spawner Nether Portal Respawn Anchor Scaffolding Sponge ( Wet) TNT Button	



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	<a href="#">Lever</a>	<a href="#">Lightning Rod</a>
	<a href="#">Note Block</a>	<a href="#">Observer</a>
	<a href="#">Piston</a> ( <a href="#">Sticky</a>	
	<a href="#">Head</a>	<a href="#">Moving)</a>
	<a href="#">Pressure Plates</a>	<a href="#">Rail</a>
	( <a href="#">Activator</a>	<a href="#">Detector</a>
	<a href="#">Powered)</a>	
	<a href="#">Redstone Wire</a>	
	( <a href="#">Comparator</a>	<a href="#">Repeater</a>
	<a href="#">Lamp</a>	<a href="#">Torch)</a>
	<a href="#">Slime Block</a>	<a href="#">Target</a>
	<a href="#">Trapped Chest</a>	
	<a href="#">Tripwire Hook</a> ( <a href="#">Tripwire</a> )	
	<a href="#">Border</a>	
	<a href="#">Chalkboard</a>	
	<a href="#">Allow</a>	
	<a href="#">Compound Creator</a>	
	<a href="#">Colored Torches</a>	<a href="#">Deny</a>
	<a href="#">Element Constructor</a>	
	<a href="#">Heat Block</a>	<a href="#">Lab Table</a>
	<a href="#">Material Reducer</a>	
	<a href="#">Underwater TNT</a>	
	<a href="#">Underwater Torch</a>	
	<b>Creative only</b>	<b>[Expand]</b>
	<b>Commands only</b>	<b>[Expand]</b>
	<b>Unimplemented</b>	<b>[Expand]</b>
	<b>Unused</b>	<b>[Expand]</b>
	<b>Joke features</b>	<b>[Expand]</b>
	<b>Removed</b>	<b>[Expand]</b>

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