

Loom 🔔 [re article feedback](#)

Do not *Not to be confused with Weaving.*

A **loom** is a block used to apply customizable and layerable designs to banners using dyes. Some designs require banner patterns to apply. It also serves as a shepherd's job site block.

Contents

Obtaining

- Breaking
- Natural generation
- Crafting

Usage

- Applying banner patterns
- Profession
- Fuel
- Note blocks

Sounds

- Generic
- Unique

Data values

- ID
- Block states

History

- Java Edition*
- Bedrock Edition*
- PlayStation 4 Edition*

Issues

Gallery

- Renders
- In other media

External links

Navigation

Obtaining

Breaking

Loom







View all renders

Renewable	Yes
Stackable	Yes (64)
Tool	
Blast resistance	2.5
Hardness	2.5
Luminous	No
Transparent	No
Flammable	No
Catches fire from lava	Yes
Map color <i>(JE)</i>	<input type="checkbox"/> 13 WOOD

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 (sec) ^[A]	
Default	3.75
 Wooden	1.9
 Stone	0.95
 Copper	0.75
 Iron	0.65
 Diamond	0.5
 Netherite	0.45
 Golden	0.35

Legend

-  incorrect tool, drops nothing
-  correct tool, drops nothing or something other than the block itself
-  correct tool, drops the block itself
-  **Golden*** can be instant mined

- These durations ignore other influential factors (e.g., Mining Fatigue) and are measured in seconds. For more information, see Breaking § Speed.

Natural generation

Looms can be found in village shepherd houses. Looms can also generate in trail ruins.

Crafting

Ingredients	Crafting recipe [hide]
String + Any <u>Planks</u>	

Usage

Applying banner patterns

Using on a loom opens its interface. It has three 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. Ten patterns require the following banner patterns: Flower Charge, Creeper Charge, Skull Charge, Thing, Snout, Globe, Field Masoned, Bordure Indented, Flow, and Guster. 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.

Profession

Main article: [Job site block](#)

If a loom has not been claimed by a villager, any nearby unemployed villager has a chance to change their profession to shepherd and claim the loom as their [job site block](#).

Fuel

A loom can be used as fuel in a [furnace](#) to smelt 1.5 items.

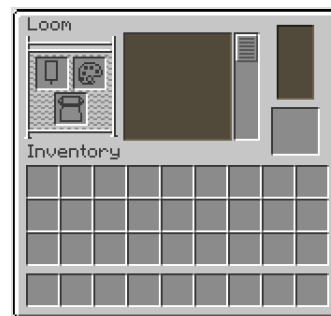
Note blocks

Looms can be placed under [note blocks](#) to produce "bass" sounds.

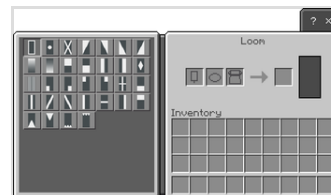
Sounds

Generic

[Java Edition](#):




Interface for the loom in [Java Edition](#).




Interface for the loom in [Bedrock Edition](#).



Items being used in the loom interface in [Java Edition](#).

 wood sound type [hide]								
Sound	<u>Closed captions</u>	<u>Source</u>	<u>Description</u>	<u>Identifier</u>	<u>Translation key</u>	Volume	Pitch	<u>Attenuation distance</u>
	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. .hit	subtitles. .block. .generic. .hit	0.25	0.5	16
	Something falls on a block	<i><u>Entity-Dependent</u></i>	Falling on the block with fall damage	block. wood. .fall	subtitles. .block. .generic. .fall	0.5	0.75	16
	Footsteps	<i><u>Entity-Dependent</u></i>	Walking on the block	block. wood. .step	subtitles. .block. .generic. .footsteps	0.15	1.0	16

Bedrock Edition:

 wood sound type [hide]							
Sound	<u>Closed captions</u> <i>[upcoming: BE 26.0]</i>	<u>Source</u>	<u>Description</u>	<u>Identifier</u>	<u>Translation key</u> <i>[upcoming: BE 26.0]</i>	Volume	Pitch
	Block broken	Blocks	Once the block has broken	dig.wood	subtitles.block. .generic.break	1.0	0.8-1.0
	Block broken	Blocks	When the block is placed	dig.wood	subtitles.block. .generic.break	1.0	0.8
	Block breaking	Blocks	While the block is in the process of being broken	hit.wood	subtitles.block. .generic.hit	0.23	0.5
	Footsteps	Players	Falling on the block with fall damage	fall. wood	subtitles.block. .generic. .footsteps	0.4	1.0
	Footsteps	Players	Walking on the block	step. wood	subtitles.block. .generic. .footsteps	0.3	1.0
	Footsteps	Blocks	Jumping from the block	jump. wood	subtitles.block. .generic. .footsteps	0.12	1.0
	Footsteps	Blocks	Falling on the block without fall damage	land. wood	subtitles.block. .generic. .footsteps	0.18	1.0

Unique

Java Edition:

Sounds [hide]								
Sound	<u>Closed captions</u>	<u>Source</u>	<u>Description</u>	<u>Identifier</u>	<u>Translation key</u>	Volume	Pitch	<u>Attenuation distance</u>
	<i>None</i> ^[sound 1]	UI	When a pattern is selected	ui.loom.select_pattern	<i>None</i> ^[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 Mobs	Randomly while a shepherd is working	entity.villager.work_shepherd	subtitles.entity.villager.work_shepherd	0.5	0.8-1.2	16

1. MC-238729


Bedrock Edition:

Sounds [hide]							
Sound	<u>Closed captions</u> ^[<i>upcoming: BE 26.0</i>]	<u>Source</u>	<u>Description</u>	<u>Identifier</u>	<u>Translation key</u> ^[<i>upcoming: BE 26.0</i>]	Volume	Pitch
	?	Blocks	When a pattern is selected	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

ID

Java Edition:

Name	<u>Identifier</u>	<u>Form</u>	<u>Translation key</u> [hide]
 Loom	loom	Block & Item	block.minecraft.loom

Bedrock Edition:

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

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:

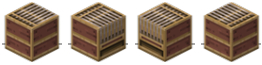
Name	Default value	Allowed values	Description [hide]
facing	north	east north south west	The direction the loom is facing. Opposite from the direction the player faces when placing a loom.

Bedrock Edition:

Name	Metadata Bits	Default value	Allowed values	Values for Metadata Bits	Description [hide]
direction	0x1 0x2	0	0 1 2 3	0 1 2 3	The direction the loom is facing. <ul style="list-style-type: none">▪ 0: South facing loom▪ 1: West facing loom▪ 2: North facing loom▪ 3: East facing loom

History

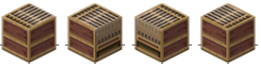
Java Edition

<i>Java Edition</i> [hide]		
1.14	<u>18w43a</u>	 Added looms.
	<u>18w48a</u>	Looms now generate in the updated <u>plains villages</u> .
	<u>18w49a</u>	Looms now generate in the updated <u>savanna villages</u> and the new <u>snowy tundra villages</u> .
	<u>18w50a</u>	Looms now generate in the updated <u>desert</u> and <u>taiga villages</u> .
	<u>19w11a</u>	Looms now serve as shepherd <u>villagers'</u> job site block.
	<u>pre1</u>	The top texture has flipped.
<u>1.16</u>	<u>20w06a</u>	Crimson <u>planks</u> and warped <u>planks</u> can now be used to craft looms.
<u>1.19</u>	<u>22w11a</u>	Mangrove <u>planks</u> can now be used to craft looms.
<u>1.19.3</u> — Experiment — Update 1.20	<u>22w42a</u>	<u>Bamboo planks</u> can now be used to craft looms.
<u>1.19.4</u> — Experiment — Update 1.20	<u>23w07a</u>	<u>Cherry planks</u> can now be used to craft looms.
<u>1.21.2</u>	<u>24w33a</u>	Now requires Field Masoned Banner Pattern and <u>Bordure Indented Banner Pattern</u> to craft corresponding banners.
<u>1.21.6</u>	<u>pre3</u>	The pattern selection sound is now controlled by the "UI" source.

Bedrock Edition

<i>Bedrock Edition</i> [hide]		
<u>1.10.0</u>	<u>beta 1.10.0.3</u>	 Added looms.

PlayStation 4 Edition

<i>PlayStation 4 Edition</i> [hide]	
<u>1.90</u>	 Added looms.
<u>1.91</u>	Looms now generate in <u>villages</u> .

Issues

Issues relating to "Loom" are maintained on the bug tracker. Issues should be reported and viewed 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>).

Gallery

Renders



A loom facing west.

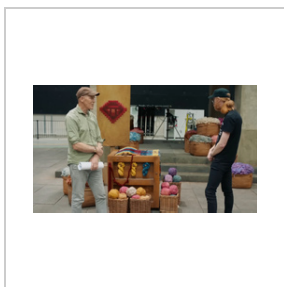


A loom facing north.



A loom facing east.

In other media



A loom in *A Minecraft Movie*.

External links

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

Navigation

	<div><div><div><div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div></div><div><div><div></div></div></div></div></div><div><div>Blocks</div><div>Structural</div><div>Ornamental</div><div>Natural</div><div>Utility</div></div><div><div>[hide]</div><div>[show]</div><div>[show]</div><div>[show]</div><div>[hide]</div></div></div>
<div>Interactable</div>	<div><div><div>Anvil (<div>Chipped</div> <div>Damaged</div>)</div><div>Barrel</div><div>Beacon</div><div>Brewing Stand</div><div>Cartography Table</div><div>Chest (<div>Ender</div> <div>Copper</div>)</div><div>Crafting Table</div><div>Enchanting Table</div><div>Furnace (<div>Blast</div> <div>Smoker</div>)</div><div>Grindstone</div><div>Lectern</div><div>Loom</div><div>Shulker Box (<div>Dyed</div>)</div><div>Sign (<div>Hanging</div>)</div><div>Smithing Table</div><div>Stonecutter</div></div></div>
<div>Utilizable</div>	<div><div><div>Banners (<div>Ominous</div>)</div><div>Beehive</div><div>Beds</div><div>Bell</div><div>Bookshelf</div><div>Cake (<div>with Candle</div>)</div><div>Campfire (<div>Soul</div>)</div><div>Cauldron</div><div>Chiseled Bookshelf</div><div>Composter</div><div>Conduit</div><div>Copper Golem Statue</div><div>Decorated Pot</div><div>End Gateway</div><div>End Portal</div><div>End Portal Frame</div><div>Farmland</div><div>Fletching Table</div><div>Flower Pot</div><div>Frosted Ice</div><div>Heads (<div>Skeleton</div> <div>Wither Skeleton</div> <div>Zombie</div> <div>Creeper</div> <div>Piglin</div> <div>Dragon</div>)</div><div>Heavy Core</div></div></div>

Redstone/
Mechanical

BE & edu only

- Jukebox

Ladder

Lodestone

Monster Spawner

Nether Portal

Respawn Anchor

Scaffolding

Shelf

Sponge (Wet)

Suspicious Gravel

Suspicious Sand

TNT

Trial Spawner

(Ominous)

Vault (Ominous)

Buttons (Wooden)

Stone

Polished Blackstone)

Copper Bulb

Crafter

Daylight Detector

Dispenser

Dropper

Doors (Copper

Iron

Wooden)

Honey Block

Hopper

Lever

Lightning Rod

Note Block

Observer

Piston (Sticky)

Pressure Plates (Wooden

Stone

Polished Blackstone

Heavy Weighted

Light Weighted)

Rail (Activator

Detector

Powered)

Redstone Lamp

Redstone Wire (Comparator

Repeater

Torch)

Slime Block

Target

Trapped Chest

Trapdoors (Copper

Iron

Wooden)

Fence Gates

Tripwire Hook (Tripwire)

Allow

Border

Chalkboard

Compound Creator

Deny

Element Constructor

Heat Block

Item Frame (Glow)

Lab Table

Material Reducer

Underwater TNT

Underwater Torch

- Creative or commands only

[show]

Removed

[show]

Unused

[show]

Unimplemented

[show]

Joke

[show]

Extreme metadata variants

[show]

Retrieved from "https://minecraft.wiki/w/Loom?oldid=3288386"

This page was last edited on 26 November 2025, at 19:01.

Content on this site is licensed under CC BY-NC-SA 3.0 unless otherwise noted; additional terms may apply.
Not an official Minecraft website. We are not associated with Mojang or Microsoft.