

Crafting Table re article feedback

This article is about the block for manual crafting. For the block for automatic crafting, see [Crafter](#). For other blocks that can be used to combine items, see [Workstation](#). For other uses, see [Table](#).

A **crafting table** is a utility [block](#) that gives access to all crafting recipes, including many not available from the [inventory](#)'s crafting grid.

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Crafting Table



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

[Screenshots](#)

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Obtaining

Breaking

Crafting tables can be mined by hand or with any tool, but [axes](#) are the quickest.

Block	 Crafting Table
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
- italicized* 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](#).

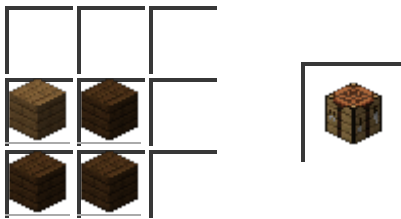
Natural generation

Crafting tables naturally generate in the following structures:

- [Swamp huts](#)

- Igloos
- Trail ruins
- Tents outside pillager outposts
- Trial chambers (a hidden chamber inside of the "Intersection 2" room)
- Some small village houses
 - Only in savanna, desert, taiga, and plains^[*BE only*] villages.

Crafting

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

Usage

Placement

Regardless of the player's position during placement, the different textures of the block are always facing in the same position (the textures with the saws are facing west and north, while the one with the crafting grid is facing up).

Crafting

Main article: Crafting

Pressing use on a crafting table opens the 3×3 crafting grid that allows the player to craft many more items than are available with the crafting grid in the inventory, which is only 2×2.

The recipe book is available to the left of the crafting grid (collapsed by default in *Java Edition*, expanded by default in *Bedrock Edition*), which stores crafting recipes for reference and one-click crafting.

Fuel

Crafting tables can be used as a fuel in furnaces, smelting 1.5 items per crafting table.

Repairing

Main article: item repair



A crafting table can be used to repair damaged tools, weapons, and armor. When two damaged

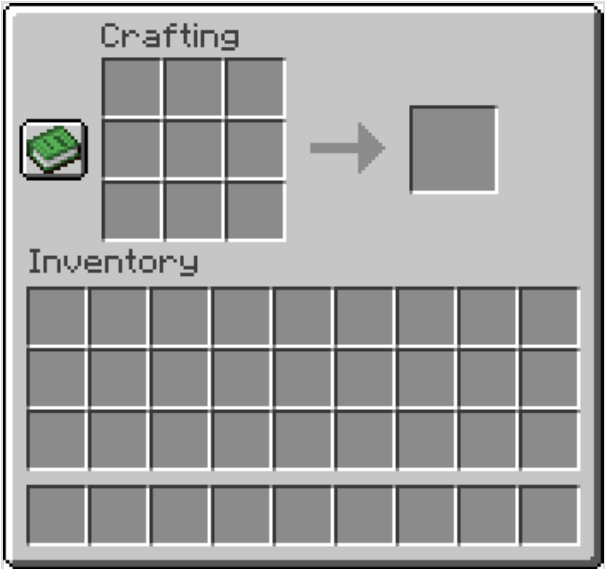
items of the same material are combined side-by-side in the crafting grid they produce a new item with the sum of the durabilities plus a 5% bonus, with a maximum total of 100% durability for that item. Using this method does not require any experience, but removes any enchancements (like a grindstone) on either or both items except curse enchancements. The only way to retain enchancements is to repair damaged items on an anvil.

Note blocks

Crafting tables can be placed under note blocks to produce "bass" sounds.

Crafting ingredient

Name	Ingredients	Crafting recipe	[hide]
<u>Crafter</u>	Iron Ingot + Crafting Table + Redstone Dust + <u>Dropper</u>		



The GUI of the crafting table.




Sounds

Java Edition:

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


Bedrock Edition:

 wood sound type [hide]							
Sound	Closed captions <i>[upcoming: BE 26.0]</i>	Source	Description	Identifier	Translation key <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


Data values

ID

Java Edition:

Name	Identifier	Form	Translation key [hide]
 Crafting Table	crafting_table	Block & Item	block.minecraft.crafting_table



Bedrock Edition:

Name	Identifier	Numeric ID	Form	Item ID ^[i 1]	Translation key [hide]
 Crafting Table	crafting_table	58	Block & Giveable Item ^[i 2]	Identical ^[i 3]	tile.crafting_table.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.

Achievements

[hide]

Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		<u>Benchmaking</u>	Craft a <u>workbench</u> with four blocks of wooden <u>planks</u> .	Pick up a <u>crafting table</u> from the inventory's crafting field output or a crafting table output.	10	Bronze











Advancements






Icon	Advancement	In-game description	Actual requirements (if different) [hide]
	<u>Minecraft</u>	The heart and story of the game	Have a <u>crafting table</u> in the inventory.

Videos




History

Java Edition



Java Edition Index			[hide]
0.31	20100129-2332	 Added workbenches.	
		Currently model uses front texture on north and south faces,  and side texture on west and east faces.	
		 The model uses the <u>wood</u> top texture on the bottom face.	
		With the addition of workbenches, the 3×3 crafting grid can no longer be accessed using B .	
	20100131-2156	 Changed model to use side texture on north and west faces,  and front texture on south and east faces.	
		 Model now uses the wooden planks texture on the bottom face.	
 Item still uses old model but with wooden planks texture on the bottom face.			
Java Edition Beta			[hide]
	1.2	"Workbench" has been renamed to "Crafting Table".	
1.6	Test Build 3	 Shift + clicking the output slot in the crafting table now crafts as many of the product as possible.	
	1.6.5	 Shift + clicking the crafting output only performs a single crafting action, instead of the maximum amount.	
1.8	Pre-release	Crafting tables now naturally occur in <u>villages</u> .	
	Pre-release 2 ;)	 Shift + clicking now crafts the maximum amount possible again, reverting to the Beta 1.6 behavior.	
Java Edition			[hide]
1.0.0	Beta 1.9 Prerelease 6	Crafting tables can now be <u>mined</u> faster with an <u>axe</u> than with hand.	
1.2.4	release	<u>Spruce planks</u> , <u>birch planks</u> , and <u>jungle planks</u> can now be used to craft crafting tables.	
1.4.2	12w40a	A crafting table now generates inside <u>witch huts</u> .	
1.7.2	1.7.1	<u>Acacia planks</u> and <u>dark oak planks</u> can now be used to craft crafting tables.	
1.9	15w43a	A crafting table generates inside <u>igloos</u> .	
1.12	17w13a	A tab for learned recipes is now usable in the crafting table GUI. The <u>player</u> is now able to automatically fill in the desired recipe into the crafting table by clicking on the <u>item</u> .	
		The <u>achievement</u> for <u>crafting</u> a crafting table was removed and was not included with the new <u>advancements</u> system.	

		Closing the crafting interface now returns the <u>items</u> from the crafting grid to the <u>inventory</u> , if space allows.
July 22, 2017 (https://twitter.com/JasperBoerstra/status/888484852525404162)		 Jasper Boerstra tweets an image of new crafting table, wood <u>planks</u> and <u>wood</u> textures.
1.14	18w43a	 The texture of crafting tables has been changed. Banner dyeing has been moved to the <u>loom</u> ; banners can no longer be <u>dyed</u> in crafting tables.
	18w44a	 The texture of crafting tables has been changed, once again.
	18w47a	Crafting tables can now be found in <u>pillager outposts</u> .
1.14.1	pre1	 The texture of crafting tables has been changed again to match the <u>planks</u> texture.
1.15	19w34a	When the GUI is opened,  Shift +clicking an item or a stack in the <u>inventory</u> now transfers it directly to the 3×3 crafting grid.
1.16	20w06a	<u>Crimson planks</u> and <u>warped planks</u> can now be used to craft crafting tables.
1.19	22w11a	<u>Mangrove planks</u> can now be used to craft crafting tables.
1.19.3 Experiment Update 1.20	22w42a	<u>Bamboo planks</u> can now be used to craft crafting tables.
1.19.4	23w07a	The crafting table recipe is unlocked immediately on creating a new world.
1.19.4 Experiment Update 1.20	23w07a	<u>Cherry planks</u> can now be used to craft crafting tables.
1.20	23w16a	The game's application icon has been changed from crafting table to <u>grass block</u> (for releases) or <u>dirt</u> (for snapshots).
1.20.3 Experiment Update 1.21	23w42a	Crafting tables can now be used to craft <u>crafters</u> .
	23w45a	Crafting tables can now generate in <u>trial chambers</u> .
1.21.2 Experiment Winter Drop	24w40a	<u>Pale oak planks</u> can now be used to craft crafting tables.

Bedrock Edition

Pocket Edition Alpha [hide]		
<u>v0.3.0</u>		 Added crafting tables.
<u>v0.6.0</u>		Stone blocks (minus <u>furnaces</u> and the <u>stonecutter</u>) are now made with the stonecutter and they have been removed from the crafting table's list.
<u>v0.9.0</u>	<u>build 1</u>	Crafting tables now naturally spawn in <u>villages</u> .
		The crafting menu of crafting tables now has a new, organized layout, with <u>crafting descriptions</u> no longer being displayed in it.
<u>v0.13.0</u>	<u>build 1</u>	Stone items that were previously <u>crafted</u> using the <u>stonecutter</u> are now made with the crafting table.
<u>v0.14.0</u>	<u>build 1</u>	A crafting table now generates in <u>witch huts</u> .
Pocket Edition [hide]		
<u>1.0.0</u>	<u>alpha 0.17.0.1</u>	A crafting table now generates inside <u>igloos</u> .
Bedrock Edition [hide]		
<u>1.2.0</u>	<u>?</u>	A tab for learned recipes is now usable in the crafting table GUI. The <u>player</u> is now able to automatically fill in the desired recipe into the crafting table by clicking on the <u>item</u> .
		Closing the crafting interface now returns the items from the crafting grid to the <u>inventory</u> , if space allows.
<u>1.9.0</u>	<u>beta 1.9.0.2</u>	Crafting tables can now be used to craft <u>smithing tables</u> and <u>fletching tables</u> .
<u>1.10.0</u>	<u>beta 1.10.0.3</u>	 The texture of crafting tables has been changed.
		Crafting tables now generate in <u>pillager outposts</u> and several new houses in <u>villages</u> .
		Crafting tables are now used to craft cartography tables.
<u>1.11.0</u>	<u>beta 1.11.0.1</u>	A crafting table is no longer required to <u>craft</u> a cartography table.
	<u>beta 1.11.0.7</u>	A crafting table is no longer required to craft a <u>fletching table</u> and <u>smithing table</u> .
<u>1.17.10</u>	<u>beta 1.17.10.20</u>	 The texture of crafting tables has been changed to match <i>Java Edition</i> .
<u>1.20.50</u> — Experiment — Update 1.21	<u>Preview 1.20.50.21</u>	Crafting tables can now be used to craft <u>crafters</u> .

Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
<u>TU1</u>	<u>CU1</u>	<u>1.00</u>	<u>1.00</u>	<u>1.00</u>	Patch 1	1.0.1	 Added crafting tables.
<u>TU19</u>	<u>CU7</u>	<u>1.12</u>	<u>1.12</u>	<u>1.12</u>			A crafting table now generates inside <u>witch huts</u> .
<u>TU43</u>	<u>CU33</u>	<u>1.36</u>	<u>1.36</u>	<u>1.36</u>			A crafting table generates inside <u>igloos</u> .
<u>TU54</u>	<u>CU44</u>	<u>1.52</u>	<u>1.52</u>	<u>1.52</u>	Patch 24	1.0.4	Closing the crafting interface now returns the items from the crafting grid to the inventory, if space allows instead of dropping the items on the ground.
			<u>1.90</u>				 The texture of crafting tables has been changed.
			<u>1.91</u>				Crafting tables now generate in <u>pillager outposts</u> and several new houses in <u>villages</u> .

New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
<u>0.1.0</u>		Added crafting tables.

Data history

Java Edition			[hide]
<u>1.13</u>	<u>17w47a</u>	Prior to <u>The Flattening</u> , this block's numeral ID was 58.	

Issues

Issues relating to "Crafting Table" 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%22Crafting%20Table%22%29%20ORDER%20BY%20resolution%20DESC>).

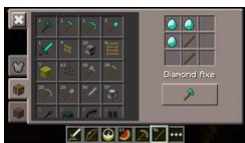
Trivia

- From version 1.6.1 through version 1.19.4, the application icon for *Java Edition* was a crafting table. As of version 1.20, the icon for *Java Edition* is now a grass block (for releases), or a dirt block (for snapshots).
- The original inventory screen before January 29, 2010 was the crafting table interface. There were no armor slots, no off-hand slot, no recipe book, nor viewport of the player's skin.

- The texture of the crafting table visually features a hammer, saw, and pliers. None of these tools are currently implemented in the game.

Gallery

Screenshots



The crafting table GUI in *Bedrock Edition*, using the MATTIS system, used until Bedrock Edition beta 1.2.0.2.



The former Minecraft *Pocket Edition* MATTIS crafting system, used until 0.9.0.



Legacy Console Edition's crafting interface.



Crafting tables in a wooden room.



Unreleased Texture Update crafting tables.

In other media



Pixel art of Kai crafting cherry planks.



A crafting table on Minecraft: Story Mode.



Concept art for the crafting table in A Minecraft Movie.



Garrett using a crafting table in A Minecraft Movie

See also

- Crafter
- Furnace
- Stonecutter
- Fletching Table
- Smithing Table
- Cartography Table

External links

- Block of the Week: Crafting Table (<https://www.minecraft.net/en-us/article/block-week-crafting-table>) – Minecraft.net on February 2, 2018

Navigation

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

	Zombie	Creeper	Piglin	Dragon)	Heavy Core	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	
Redstone/ Mechanical	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	
BE & edu only	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]

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