

# Loom ← Article feedback

▼ 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](#).

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## Obtaining

### Breaking

Loom	
	
<a href="#">View all renders</a>	
<b>Renewable</b>	Yes
<b>Stackable</b>	Yes (64)
<b>Tool</b>	
<b>Blast resistance</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
<b>Map color (JE)</b>	<input type="color"/> 13 WOOD

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

<b>Block</b>	 Loom
<b>Hardness</b>	2.5
<b>Tool</b>	
<b>Breaking time (sec)<sup>[A]</sup></b>	
<b>Default</b>	3.75
 <b>Wooden</b>	1.9
 <b>Stone</b>	0.95
 <b>Copper</b>	0.75
 <b>Iron</b>	0.65
 <b>Diamond</b>	0.5
 <b>Netherite</b>	0.45
 <b>Golden</b>	0.35

### Legend

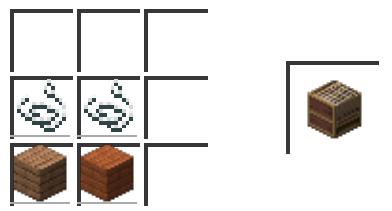
-  incorrect tool, drops nothing
-  correct tool, drops nothing or something other than the block itself
-  correct tool, drops the block itself
- *italicized* can be instant mined

1. 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 Planks		

## Usage

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### 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.

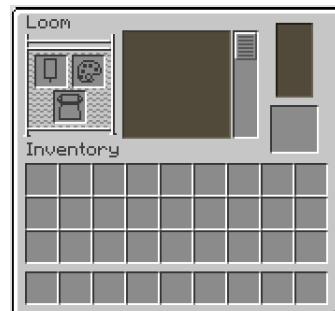
## Note blocks

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

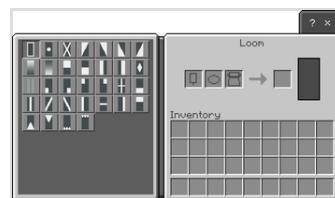
## Sounds

### 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	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	Entity-Dependent	Falling on the block with fall damage	block.wood.fall	subtitles.block.generic.fall	0.5	0.75	16
	Footsteps	Entity-Dependent	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 [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	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	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	None [sound 1]	UI	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 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	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	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

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### ID

*Java Edition:*

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

*Bedrock Edition:*

Name	Identifier	Numeric ID	Form	Item ID [i 1]	Translation key [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"><li>▪ 0: South facing loom</li><li>▪ 1: West facing loom</li><li>▪ 2: North facing loom</li><li>▪ 3: East facing loom</li></ul>	

## History

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*Java Edition*

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

## ***Bedrock Edition***

<b><i>Bedrock Edition</i></b>		
<b><u>1.10.0</u></b>	<b><u>beta 1.10.0.3</u></b>	 Added looms.

## ***PlayStation 4 Edition***

<b><i>PlayStation 4 Edition</i></b>		
<b><u>1.90</u></b>		Added looms.
<b><u>1.91</u></b>		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 (

## **Gallery**

## Renders



A loom facing west.

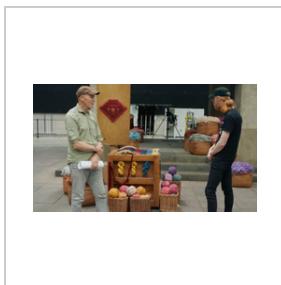


A loom facing north.



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

	<b>Blocks</b>	[hide]
	<b>Structural</b>	[show]
	<b>Ornamental</b>	[show]
	<b>Natural</b>	[show]
	<b>Utility</b>	[hide]
<b>Interactable</b>	Anvil (■ Chipped ■ Damaged) ■ Barrel ■ Beacon ■ Brewing Stand	
	Cartography Table ■ Chest (■ Ender ■ Copper) ■ Crafting Table	
<b>Utilizable</b>	Enchanting Table ■ Furnace (■ Blast ■ Smoker) ■ Grindstone ■ Lectern	
	Loom ■ Shulker Box (■ Dyed) ■ Sign (■ Hanging) ■ Smithing Table	
	Stonecutter	
<b>Decorative</b>	Banners (■ Ominous) ■ Beehive ■ Beds ■ Bell ■ Bookshelf ■ Cake	
	(■ with Candle) ■ Campfire (■ Soul) ■ Cauldron ■ Chiseled Bookshelf	
	Composter ■ Conduit ■ Copper Golem Statue ■ Decorated Pot	
	End Gateway ■ End Portal ■ End Portal Frame ■ Farmland	
	Fletching Table ■ Flower Pot ■ Frosted Ice ■ Heads (■ Skeleton)	
	■ Wither Skeleton ■ 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
	Note Block		Observer		Piston (Sticky)		Pressure Plates (Wooden)		
	Stone		Polished Blackstone		Heavy Weighted		Light Weighted)		
	Rail (Activator, Detector, Powered)		Redstone Lamp						
	Redstone Wire (Comparato, 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				
<b>Creative or commands only</b>									
	Removed								[show]
	Unused								[show]
	Unimplemented								[show]
	Joke								[show]
	Extreme metadata variants								[show]

**BE & edu only**Retrieved from "<https://minecraft.wiki/w/Loom?oldid=3288386>"

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