

# Pig • Re article feedback

v t For other uses, see [Pig \(disambiguation\)](#).

A **pig** is a [passive mob](#) found commonly in most grassy biomes. Adult pigs are a source of [porkchops](#) and can be ridden using a [saddle](#) and a carrot on a stick. They have three variants based on the [temperature](#) of the biome they spawn in.

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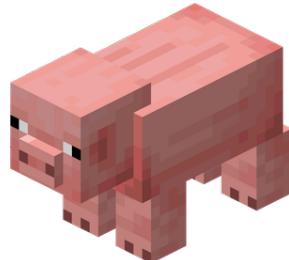
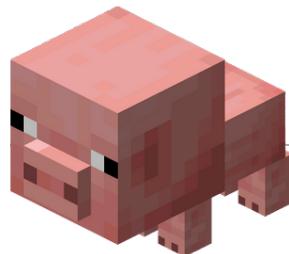
### [Gallery](#)

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<b>Pig</b>	
<b>Temperate</b> Cold Warm	
	<b>Adult</b>
	<b>Saddled</b>
	<b>Baby</b>
	
<b>Health points</b>	10 (██████)
<b>Behavior</b>	Passive
<b>Mob type</b>	 Animal
<b>Hitbox size</b>	<b>Adult:</b> Height: 0.9 blocks

[Textures](#)  
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## References

## External links

## Navigation

# Spawning

Pigs spawn in the [Overworld](#) in most grassy biomes except for [snowy plains](#), [meadows](#), [mangrove swamps](#), and [pale gardens](#).

In [Java Edition](#), pigs spawn in groups of 4 on [grass blocks](#). Individual pigs rarely may spawn on grass after world generation.

In [Bedrock Edition](#), pigs spawn in groups of 1 to 3 on grass blocks. Individuals regularly spawn on grass after world generation.

Each pig has a 5% chance of spawning as a baby.

Pigs sometimes also spawn in animal pens, stables, and butcher house backyards in [villages](#) upon world generation.

Pigs cannot spawn naturally with a saddle.

Pig spawns in: [\[hide\]](#)

<b>Width:</b>	0.9 blocks
<b>Baby:</b>	Height: 0.45 blocks Width: 0.45 blocks
<b>Speed</b>	0.25
<b>Spawn</b>	Grass blocks with at least two blocks of space above in most  Overworld biomes.
<b>Usable items</b>	 Saddle  Carrot on a stick  Lead  Shears  Carrot  Potato  Beetroot

Category: Creature		Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size	
Old Growth Birch Forest	10/40	25%	4	10	1–3	
Birch Forest	10/40	25%	4	10	1–3	
Dark Forest	10/40	25%	4	10	1–3	
Flower Forest	10/44	22.73%	4	10	1–3	
Windswept Hills	10/45	22.22%	4	10	1–3	
Windswept Forest	10/45	22.22%	4	10	1–3	
Windswept Gravelly Hills	10/45	22.22%	4	10	1–3	
Forest	10/45	22.22%	4	10	1–3	
Plains	10/46	21.74%	4	10	1–3	
Eroded Badlands	10/46	21.74%	4	10	1–3	
Badlands	10/46	21.74%	4	10	1–3	
Sunflower Plains	10/46	21.74%	4	10	1–3	
Wooded Badlands	10/48	20.83%	4	10	1–3	
Swamp	10/50	20%	4	10	1–3	
Cherry Grove	1/5	20%	4	10	1–3	
Windswept Savanna	10/52	19.23%	4	10	2–3	
Savanna	10/52	19.23%	4	10	1–3	
Sparse Jungle	10/58	17.24%	4	10	1–3	
Taiga	10/60	16.67%	4	10	1–3	
Snowy Taiga	10/60	16.67%	4	10	1–3	
Old Growth Spruce Taiga	10/60	16.67%	4	10	1–3	
Old Growth Pine Taiga	10/60	16.67%	4	10	1–3	
Savanna Plateau	10/68	14.71%	4	10	1–3	
Jungle	10/91	10.99%	4	10	1–3	
Bamboo Jungle	10/170	5.88%	4	10	1–3	

## Variants

"Pig variant" redirects here. For the definition of pig variants in data packs, see [Mob variant definitions § Pig](#).

Pigs have 3 variants: temperate, cold, and warm. This variant is determined by the biome the pig spawns in and does not impact their behavior.

Natural spawning		
Temperate	Warm	Cold
<ul style="list-style-type: none"> <li>Plains</li> <li>Sunflower Plains</li> <li>Forest</li> <li>Flower Forest</li> <li>Birch Forest</li> <li>Old Growth Birch Forest</li> <li>Dark Forest</li> <li>Swamp</li> <li>Cherry Grove</li> </ul>	<ul style="list-style-type: none"> <li>Savanna</li> <li>Savanna Plateau</li> <li>Windswep Savanna</li> <li>Jungle</li> <li>Sparse Jungle</li> <li>Bamboo Jungle</li> <li>Badlands</li> <li>Eroded Badlands</li> <li>Wooded Badlands</li> </ul>	<ul style="list-style-type: none"> <li>Taiga</li> <li>Snowy Taiga</li> <li>Old Growth Pine Taiga</li> <li>Old Growth Spruce Taiga</li> <li>Windswep Hills</li> <li>Windswep Gravelly Hills</li> <li>Windswep Forest</li> </ul>
<a href="#">Other</a> <small>[variants 1]</small> <span style="float: right;"><a href="#">[show]</a></span>		

1. When a pig is summoned using a [spawn egg](#) or [commands](#). Unlisted biomes spawn temperate pigs.

If a pig spawn egg is used in any biome not listed, a temperate pig is spawned.

## Drops

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### Breeding

Successfully [breeding](#) two adult pigs result in 1–7 orbs.

### On death

An adult pig drops:

*Java Edition:*

#### Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average												
	Default			Looting I			Looting II			Looting III			
	Raw Porkchop <small>[A]</small>	1–3	100.00%	2.00	1–4	100.00%	2.50	1–5	100.00%	3.00	1–6	100.00%	3.50
	Cooked Porkchop <small>[B]</small>	1–3	100.00%	2.00	1–4	100.00%	2.50	1–5	100.00%	3.00	1–6	100.00%	3.50

A. Only when *not* on fire and *not* killed with a weapon enchanted with [Fire Aspect](#).

B. Only when on fire or killed with a weapon enchanted with [Fire Aspect](#).

*Bedrock Edition:*

#### Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
 Raw Porkchop[A]	1–3	100.00%	2.00	1–4	100.00%	2.50	1–5	100.00%	3.00	1–6	100.00%	3.50
 Cooked Porkchop[B]	1–3	100.00%	2.00	1–4	100.00%	2.50	1–5	100.00%	3.00	1–6	100.00%	3.50

A. Only when *not* on fire.

B. Only when on fire.

- A  saddle if saddled.
- 1–3 experience orbs if killed by a player or tamed wolf.

Killing a baby pig yields neither items nor experience.

## Behavior

Pigs roam the Overworld avoiding hazards and harmful falls. A pig flees for a short time when harmed.

Pigs follow players holding carrots, potatoes, beetroots or carrots on sticks within a radius of six blocks.

## Breeding

*Main article: Breeding*

Pigs can be bred using carrots, potatoes or beetroots. After breeding, the parents have a cooldown of 5 minutes before they can breed again. Baby pigs mature in 20 minutes and stay near their parents. Feeding them reduces the remaining time to maturity by 10%.

When two different variants of pigs are bred together, the variant of the baby is randomly selected from one of the parents' variants.

## Riding

*Main article: Riding*

It is possible to ride an adult pig by using a saddle on it. Shears can be used on a saddled pig to retrieve the saddle. Baby pigs cannot be saddled nor ridden.

Saddled pigs are controllable with a carrot on a stick. They travel at a default speed of 2.42 blocks/s.

Using the carrot on a stick causes the pig to enter a boost, at the cost of 7 durability. While boosted, the pig gradually accelerates to its peak speed of 5.2 blocks/s (6.24 blocks/s with Speed I and 7.28 blocks/s with Speed II) until halfway through the boost, and then decelerates to its default speed by the end of the boost.

Specifically, the speed of the pig increases by  $1 + 1.15 \times \sin\left(\frac{t}{t_0} \pi\right)$  times the original speed, where  $t$  is



A player riding a pig with a carrot on a stick and a saddle.

the time already passed since the start of the boost, and  $t_0$  is the total duration of the boost. No matter how many ticks the boost lasts, the average speed of pig during a full boost cycle is roughly 4.19 m/s.

Unlike other Overworld mounts,<sup>[1]</sup> pigs cannot float on water or lava (even if they have [Fire Resistance](#)) when being controlled. Pigs can be controlled through 1-block-high bodies of water with a carrot and stick, but deeper water causes the player to dismount. If the pig and rider fall, then fall damage doesn't cause any knockback or slower movement speed.

A player can travel through a space 1 block high by riding a pig.

## Lightning

When a pig or baby pig is struck by [lightning](#), it transforms into a [zombified piglin](#) or [baby zombified piglin](#), respectively. If lightning strikes a pig in [Peaceful](#) difficulty, the pig does not transform but takes normal damage from the strike. If the pig was equipped with a saddle, the saddle is lost. If a player was riding the pig, they are kept mounted on the zombified piglin in [Java Edition](#),<sup>[2]</sup> while in [Bedrock Edition](#) they are dismounted.<sup>[3]</sup>

## Sounds

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### [Java Edition:](#)

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Pig oinks	Friendly Mobs	Randomly	entity .pig .ambient	subtitles .entity.pig .ambient	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Pig dies	Friendly Mobs	When a pig dies	entity .pig .death	subtitles .entity.pig .death	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Pig hurts	Friendly Mobs	When a pig is damaged	entity .pig .hurt	subtitles .entity.pig .hurt	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Footsteps	Friendly Mobs	While a pig is walking	entity .pig .step	subtitles .block .generic .footsteps	0.15	1.0	16	
	Saddle equips	Friendly Mobs	When a saddle is equipped to a pig	entity .pig .saddle	subtitles .entity.pig .saddle	0.5	1.0	16	
	Saddle snips away	Friendly Mobs	When a saddle is removed from a pig using shears	item .saddle .unequip	subtitles .item .saddle .unequip	1.0	1.0	16	

### [Bedrock Edition:](#)

Sounds								<a href="#">[hide]</a>
Sound	Closed captions [upcoming: <i>BE 26.0</i> ]	Source	Description	Identifier	Translation key [upcoming: <i>BE 26.0</i> ]	Volume	Pitch	
	?	Friendly Mobs	Randomly	mob.pig.say	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a pig dies	mob.pig.death	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a pig is converted to a zombified piglin by being struck by lightning	mob.pig.death	?	2.0	0.8-1.2	
	?	Friendly Mobs	When a pig is damaged	mob.pig.say	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	While a pig is walking	mob.pig.step	?	0.2	1.0	
	?	Friendly Mobs	When a saddle is equipped to a pig	mob.horse.leather	?	0.5	1.0	
	?	Friendly Mobs	When a saddle is removed from a pig using shears	mob.unsaddle	?	1.0	1.0	
	?	Friendly Mobs	When a pig is boosted using a carrot on a stick	mob.pig.boost	?	1.0	1.0	

## Data values

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### ID

Java Edition:

Name	Identifier	Entity tags	Translation key <a href="#">[hide]</a>
 Pig	pig	can_equip_saddle dismounts_underwater followable_friendly_mobs	entity.minecraft.pig

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key <a href="#">[hide]</a>
 Pig	pig	12	mob.pig	entity.pig.name

### Entity data

Pigs have entity data associated with them that contain various properties.

## Java Edition:

Main article: [Entity format](#)

Entity data

**Additional fields for mobs that can breed**

**Tags common to all entities**

**Tags common to all mobs**

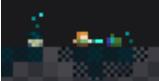
**variant:** the variant of the pig.

## Bedrock Edition:

See [Bedrock Edition level format/Entity format](#).

## Achievements

[[hide](#)]

Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		Pork Chop	Cook and eat a pork chop.	—	10	Bronze
		When Pigs Fly	Use a saddle to ride a pig, and then have the pig get hurt from fall damage while riding it.	Be riding a pig (e.g. using a <a href="#">saddle</a> ) when it hits the ground with a fall distance greater than 5.	40	Silver
		It Spreads	Kill a mob next to a <a href="#">catalyst</a>	Kill any mob that drops experience near a sculk catalyst, with the sole exception of the <a href="#">ender dragon</a> . Mobs that drop no experience are ignored for this achievement.	10	Bronze

Achievements that apply to all mobs:

[[show](#)]

## Advancements

Icon	Advancement	In-game description	Actual requirements (if different)	[hide]
	<u>It Spreads</u>	Kill a mob near a Sculk Catalyst	Kill <i>any</i> mob that drops <u>experience</u> near a <u>sculk catalyst</u> , with the sole exception of the <u>ender dragon</u> . <u>Mobs that drop no experience</u> are ignored for this advancement.	
	<u>The Parrots and the Bats</u>	Breed two animals together	Breed a pair of <i>any</i> of these 27 <u>animals</u> : <a href="#">[show]</a> A <u>mule</u> must be the result of <u>breeding</u> a <u>horse</u> and a <u>donkey</u> for this advancement as they are not breedable together. Other breedable mobs are ignored for this advancement.	
	<u>Two by Two</u>	Breed all the animals!	Breed a pair of <i>each</i> of these 26 <u>animals</u> : <a href="#">[show]</a> A trader <u>llama</u> does not count as a <u>llama</u> , and a <u>mule</u> must be the result of breeding a <u>horse</u> and a <u>donkey</u> for this advancement as they are not breedable together. Other breedable mobs can be bred, but are ignored for this advancement.	

Advancements that apply to all mobs:

[\[show\]](#)

## History

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### Development

<u><a href="#">August 20, 2009 (<a href="https://archive.org/download/Minecraft_IRC_Logs_2009/DBN-IRC-Logs/%23minecraft.20090820.log">https://archive.org/download/Minecraft_IRC_Logs_2009/DBN-IRC-Logs/%23minecraft.20090820.log</a>)</a></u>	Showed failed pig model. Notch commented, "it looks creepier when animated ... haha, I'll keep it for a creepy creature. =D".
<u><a href="#">August 22, 2009 (<a href="https://web.archive.org/web/20190713211614/https://notch.tumblr.com/post/168543844/pigs">https://web.archive.org/web/20190713211614/https://notch.tumblr.com/post/168543844/pigs</a>)</a></u>	Pigs are teased on <u>The Word of Notch</u> .

### Java Edition

<b>Java Edition Classic</b>		
<b>0.24_SURVIVAL_TEST</b>	 Added pigs. The eyes on their texture have been slightly changed.	
<b>0.25 SURVIVAL TEST</b>	Pigs now drop 0–2 brown mushrooms and award the player 10 points each when killed.	
<b>Java Edition Indev</b>		
<b>0.31</b>	<b>20091223-0040</b>	Pigs and other mobs now no longer spawn naturally.
	<b>20100202</b>	Pigs and other mobs now spawn naturally again.
<b>20100211-2327</b>	Pigs now have unique idle and hurt sounds. Previously, they have no idle sounds, and use the player's hurt sound.	
<b>20100219</b>	Pigs now drop 0–2 raw porkchops instead of mushrooms upon death.	
<b>Java Edition Infdev</b>		
<b>20100625-1917</b>	 Saddles have been added along with the ability to ride pigs. However, they currently cannot be controlled.	
<b>Java Edition Alpha</b>		
<b>v1.0.4</b>	A sitting animation for riding pigs has now been added.	
<b>v1.0.17</b>	Pigs have now been added to multiplayer.	
<b>Java Edition Beta</b>		
<b>1.5</b>	An achievement for riding a pig off a cliff has now been added.	
	Pigs struck by lightning now turn into zombie pigmen. <sup>[4]</sup>	
	Pigs that die from being set on fire now drop cooked porkchops.	
<b>1.8</b>	<b>Pre-release</b>	 Pigs' snouts now protrude from their faces. <sup>[5][6][7]</sup>
		 The texture of saddled pigs has been changed.
		A new AI system has been added for passive mobs; they now run away when attacked.
<b>Java Edition</b>		
<b>1.0.0</b>	<b>Beta 1.9 Prerelease 2</b>	Pigs can now be bred using wheat.
	<b>Beta 1.9 Prerelease 3</b>	 Added baby pigs. They may be ridden like adult pigs with a saddle.
<b>1.2.1</b>	<b>12w06a</b>	Before this update, all monster spawners found in multiplayer had the pig model inside them instead of whatever mob they actually spawn, with the singular exception of the cave spider.
	<b>12w07a</b>	Pigs now have a new AI.
<b>1.2.4</b>	Baby pigs can no longer be saddled. However, riding baby pigs that were already saddled is still possible.	
<b>1.3.1</b>	<b>12w25a</b>	Pigs now drop 1–3 porkchops instead of 0–2.
<b>1.4.2</b>	<b>12w36a</b>	Pigs now drop saddles upon death, only if saddled.

		Added <u>carrot on a stick</u> to direct saddled pigs.
		Pigs can now be bred only by using <u>carrots</u> , not <u>wheat</u> , and follow <u>players</u> who hold a carrot or a carrot on a stick.
1.6.1	12w37a	Pigs are now able to jump when ridden.
		Pigs now "eat" the carrot in a span of time shown by a <u>durability</u> bar of the <u>carrot on a stick</u> .
		It is no longer necessary to hold the carrot on a stick in the <u>player's</u> hand while the pig is having the burst of speed.
	12w38a	Pigs now have a new step sound.
1.8	13w16a	Pigs now display the mob <u>health</u> bar when riding.
		Pigs are now dismounted using the sneak key; previously, this was achieved by right clicking on the pig a second time.
		Added <u>leads</u> , which can be used to leash pigs.
1.9	14w02a	Baby pigs' growth can now be accelerated using <u>carrots</u> .
1.9	15w31a	Pigs can now also be led and <u>bred</u> using <u>potatoes</u> and <u>beetroots</u> , in addition to carrots.
		The durability of a <u>carrot on a stick</u> is no longer reduced merely by riding a pig, only by using the speed boost.
		Pigs can now step up 1 block when controlled by a player instead of jumping.
1.10	16w05b	Pigs now rotate in sync with the player when holding a carrot on a stick.
1.11	16w20a	Pigs now no longer spawn in <u>ice plains</u> .
1.12	16w38a	Saddled pigs now drop their saddle upon death even if the <u>gamerule doMobLoot</u> is set to false. <sup>[8]</sup>
1.14	18w43a	 The texture of pigs has been changed.
		 The texture of saddled pigs has been changed.
1.15	19w37a	5% of pigs now spawn as babies.
1.16	20w06a	A baby pig now becomes a baby <u>zombified piglin</u> after being hit by <u>lightning</u> .
	20w15a	Pigs can now be saddled by dispensers.
1.19.4 Experiment Update 1.20	pre1	Pigs now spawn in <u>cherry groves</u> . <sup>[9]</sup>
1.21.5	25w02a	 Added cold and warm pigs.
		The original pig variant is now considered temperate.
		Pigs can now spawn in <u>wooded badlands</u> . Technically, they are also allowed to spawn in badlands and eroded badlands, but cannot spawn there naturally as these biomes do not generate grass blocks.
		Saddles now show the <u>enchantment glint</u> on the pig when enchanted.
		Warm pigs can now spawn in <u>windswept savannas</u> .

	<u>25w06a</u>	Warm and cold pigs now spawn in more biomes when spawned with unspecified commands or spawn eggs.
<u>1.21.6</u>	<u>25w15a</u>	 Pigs now have their legs mirrored, to match <i>Bedrock Edition</i> .
	<u>25w17a</u>	Mounting saddled baby pigs is no longer possible.
	<u>25w20a</u>	Saddles can now be removed from pigs using shears.

## ***Bedrock Edition***

Pocket Edition Alpha		
[hide]		
<b>v0.2.0</b>		 Added pigs and baby pigs. Pigs currently cannot spawn naturally, unless the player hacks or edits the inventory.
<b>v0.2.1</b>		Adult pigs now spawn naturally.
<b>v0.6.0</b>		Baby pigs now spawn naturally.
<b>v0.8.0</b>	<u>build 1</u>	Pigs follow players holding <u>carrots</u> or <u>potatoes</u> , but cannot be fed yet. Pigs now have a new AI, so they avoid hazards.
		Pigs follow players holding <u>beetroots</u> .
	<u>build 2</u>	Pigs can now be fed carrots, potatoes, or beetroots to enter love mode and breed.
	<u>build 4</u>	The <u>health</u> of pigs has been reduced from 20 (  × 10) to 10 (      ).
<b>v0.9.2</b>	<u>build 1</u>	Pigs now turn into <u>zombie pigmen</u> when struck by <u>lightning</u> .
		The chance of baby pigs spawning naturally or from a <u>spawn egg</u> has been reduced from 25% to 5%.
<b>v0.12.1</b>	<u>build 12</u>	Baby zombie <u>jockeys</u> now check for nearby pigs to mount prior to attacking the player.
		Pigs no longer spawn in <u>snowy tundra</u> biome and variants.
		Pigs that die from being set on fire now drop <u>cooked porkchops</u> .
<b>v0.14.0</b>	<u>build 1</u>	 Added pig riding, and a new "Boost" Interact button.
		Baby <u>husks</u> can now ride pigs.
<b>v0.15.0</b>	<u>build 1</u>	Pigs now <u>drop 1-3 porkchops</u> instead of 0-2.
Bedrock Edition		
[hide]		
?		Pigs no longer have a 5% chance to spawn already in <u>breeding mode</u> .
<b>1.10.0</b>	<u>beta 1.10.0.3</u>	 Changed the texture of pigs.
		 Changed the texture of saddled pigs.
<b>1.11.0</b>	<u>beta 1.11.0.1</u>	Pigs now spawn in <u>village</u> butcher houses, pens and stables.
<b>1.18.30</b>	<u>Preview 1.18.20.28</u>	Pigs no longer spawn in snowy taigas.
		Reverted the pig spawning change made in Preview 1.18.20.28.
<b>1.21.60</b> <small>Experiment Drop 1 2025</small>	<u>Preview 1.21.60.25</u>	 Added cold and warm pigs. The original pig variant is now considered temperate.
		 Pigs' saddles now protrude out of their backs, to match <u>Java Edition</u> .

[1.21.70](#)[Preview  
1.21.70.23](#)

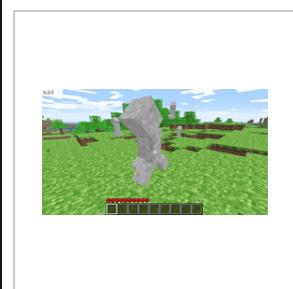
All features behind the "Drop 1 2025" experimental toggle are fully implemented.

## Legacy Console Edition

Legacy Console Edition							<a href="#">[hide]</a>
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
TU1							 Added pigs.
TU5			1.00				 Pigs' snouts now protrude from their faces.
TU7							Pigs run away when attacked.
TU14	CU1		1.00	1.00			 Added baby pigs.
							Pigs can now be bred using <u>wheat</u> .
							Pigs now drop 1-3 <u>porkchops</u> instead of 0-2.
							 Added <u>carrot on a stick</u> to direct <u>saddled pigs</u> .
							<u>Pigs now drop <u>saddles</u> when killed (if equipped with one).</u>
							Baby pigs can now be spawned by using  /  /  on that <u>mob</u> using its <u>spawn egg</u> .
							Pigs can now be <u>bred</u> only using <u>carrots</u> , not <u>wheat</u> , and follow <u>players</u> who hold a <u>carrot</u> or a <u>carrot on a stick</u> .
TU19	CU7	1.12	1.12	1.12			Pigs are now dismounted using the <u>sneak key</u> ; previously, this was achieved by pressing <u>use</u> on the pig a second time.
TU31	CU19	1.22	1.22	1.22			Baby pig growth can now be accelerated using <u>carrots</u> .
TU43	CU33	1.36	1.36	1.36			Pigs can now also be led and <u>bred</u> using <u>potatoes</u> and <u>beetroots</u> , in addition to <u>carrots</u> .
?	?	?	?	?	?	?	Saddled pigs now drop their saddle upon death even if the <u>gamerule doMobLoot</u> is set to <u>false</u> .

## New Nintendo 3DS Edition

New Nintendo 3DS Edition		<a href="#">[hide]</a>
0.1.0	 	Added pigs.



The original pig model before it was made into a [creeper](#).



The old "cross-eyed" pig texture.



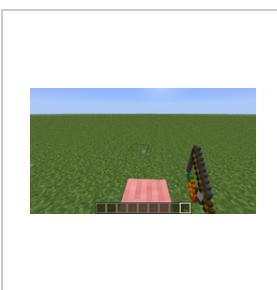
The first image of pigs with 3D snouts.



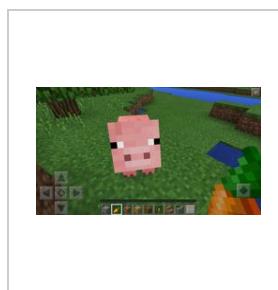
The image suggesting Notch add snouts to pigs.



The image thanking Notch for adding snouts to pigs.



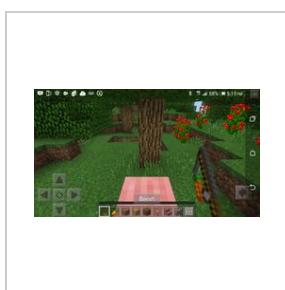
First image of player-controlled pigs released by [Nathan Adams](#).



First image of pig riding in *Bedrock Edition*.



Second image of pig riding in *Bedrock Edition*.



Third image of pig riding in *Bedrock Edition*.

## Data history

<i><a href="#">Java Edition</a></i>			[ <a href="#">hide</a> ]
<a href="#">1.11</a>	<a href="#">16w32a</a>	The namespaced ID of pigs have been changed from Pig to pig.	
<a href="#">1.13</a>	<a href="#">17w47a</a>	Numeric IDs for entities were presumably deprecated in this version. [ <a href="#">more information needed</a> ]	
<a href="#">1.21.5</a>	<a href="#">25w03a</a>	The NBT boolean Saddle has been removed, in favor of the new equipment field.	

## Issues

Issues relating to "Pig" are maintained on the [bug tracker](#). Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jql=project%20in%20MC%2C%20MCPE%29%20AND%20%28r>

resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%C2%202%C2%206%29%29%20AND%20%28summary%20~%20%22Pig%22%29%20ORDER%20BY%20resolution%20DESC).

## Trivia

- A pig appears as a DLC costume for the [Mii Brawler](https://www.ssbwiki.com/Mii_Brawler_(SSBU)) ([https://www.ssbwiki.com/Mii\\_Brawler\\_\(SSBU\)](https://www.ssbwiki.com/Mii_Brawler_(SSBU))) in the crossover fighting game *Super Smash Bros. Ultimate*.
- The warm variant of the pig is based on the [red river hog](#), as revealed in Minecraft Live 2025. [\[verify\]](#)
  - However the image that was used is a [mangalica pig](#), likely by mistake.

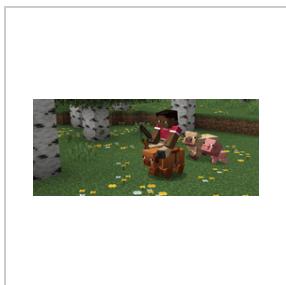
## Gallery

### Renders



A baby pig with a saddle

### Mojang screenshots



Zuri riding a warm pig.



The two new pig variants.



A warm pig in a savanna.



A cold pig in a cold biome.



## Mojang images



A pig watching [Zuri](#) falling.



A pig through a peephole.

## Screenshots



A dying pig.



A baby pig compared to an adult pig.  
Despite the baby pig's body size they have the same head size as an adult pig.



A [saddled](#) baby pig next to its parent.  
Saddled baby pigs are available only via [commands](#).



Zuri riding a pig while the pig is riding a [minecart](#)



[Pigs following the player](#)



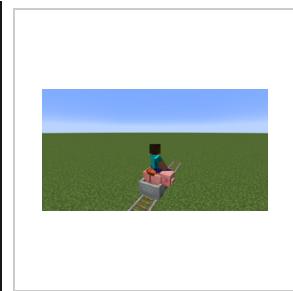
An upside-down pig, revealing its feet and nipples



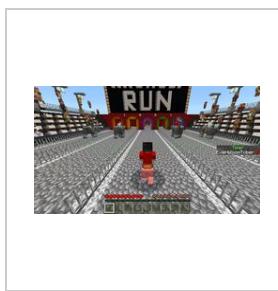
A pig facing the player



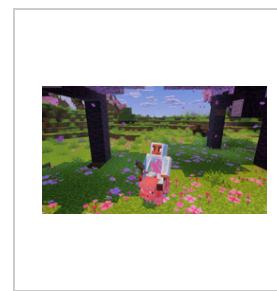
A [ravine](#) with three pigs in it



Steve riding a saddled pig in a minecart

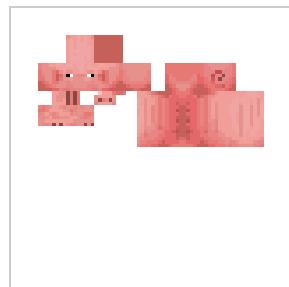


A player riding a saddled pig during the Ravager Run game from [Minecon Live: Rush Race!](#)

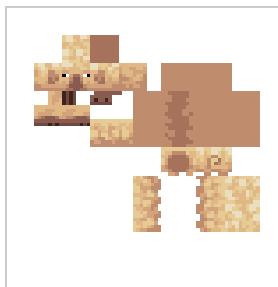


A player steering a pig with a [carrot on a stick](#) in a [cherry grove](#)

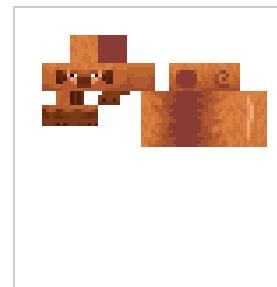
## Textures



Temperate pig texture file.



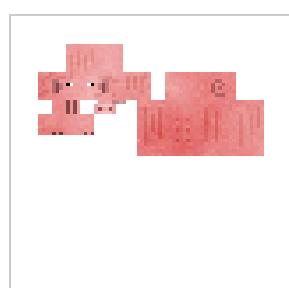
Cold pig texture file.



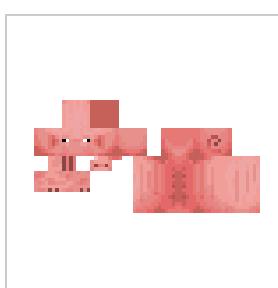
Warm pig texture file.



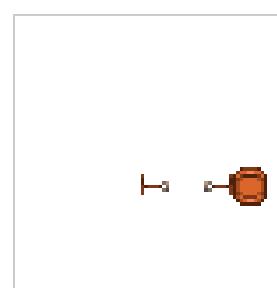
Pig saddle texture file.



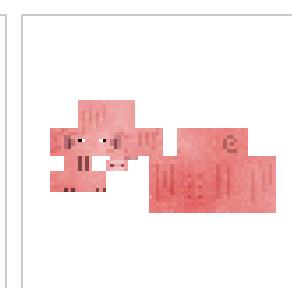
Programmer Art temperate pig texture file.



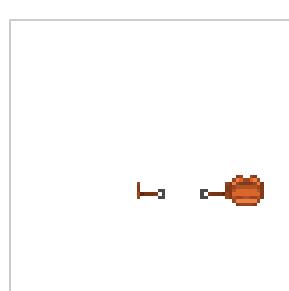
Old Pig texture file.



Pig saddle texture file.

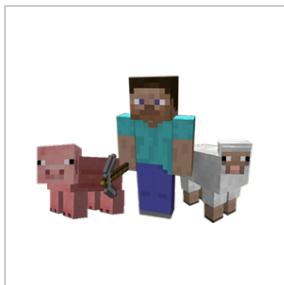


Programmer Art pig texture file.

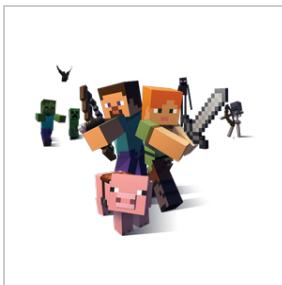


Programmer Art Old saddle texture file.

## Official artwork



Artwork of a pig alongside Steve and a sheep.



Steve and Alex with a pig.



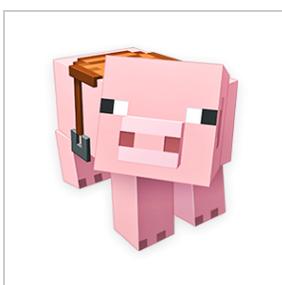
Artwork of a pig looking up.



Ditto, but in bright lighting.



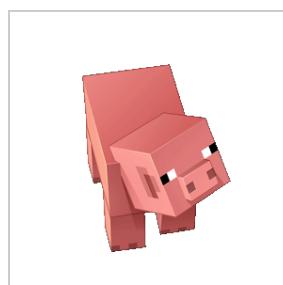
A different pig looking up.



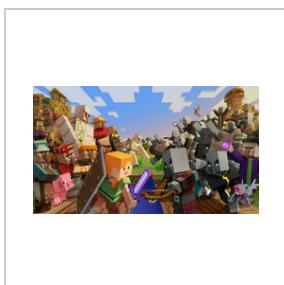
Saddled pig artwork.



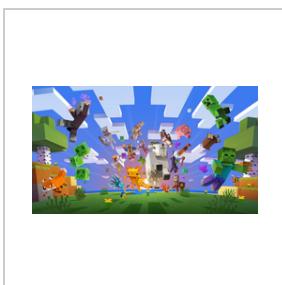
Artwork of a pig.



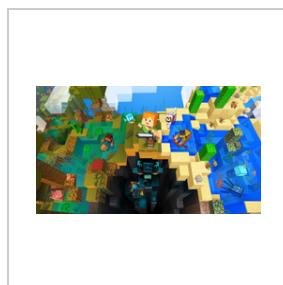
A pig as it appears on the banner for the Wild Update.



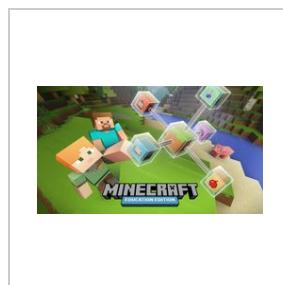
A pig in promotional artwork for the Village & Pillage Update.



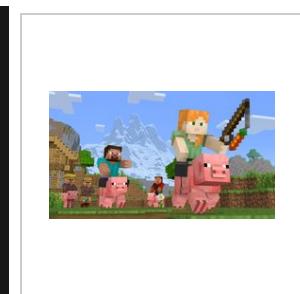
A pig in promotional artwork for the first Caves & Cliffs update.



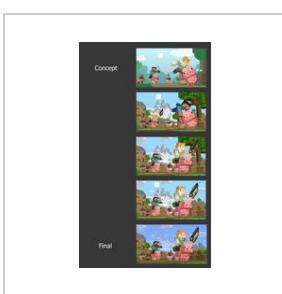
A pig in official artwork for The Wild Update.



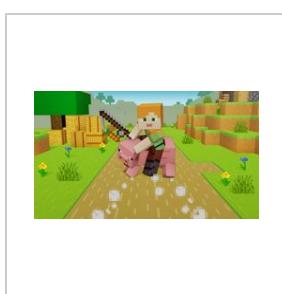
A pig in official artwork for the Education Edition.



Official artwork of [Alex](#), [Steve](#), and [Noor](#) riding pigs.



Official artwork of [Alex](#), [Steve](#), and [Noor](#) riding pigs.



Alex sliding on a road on a pig in reference to a shot in the 1988 animated film *Akira*.  
[10]



Pixel art animation of a pig scampering about.



Efe chooses a path while riding a pig.

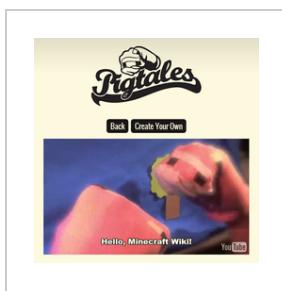
## In other media



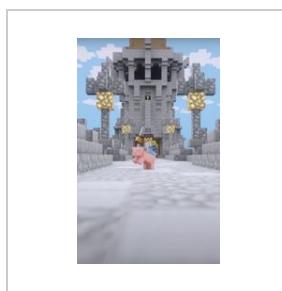
A pig figure at [Telltale Games](#).



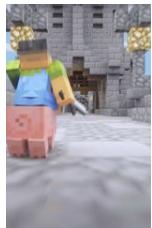
The pig Mii Brawler costume in [Super Smash Bros. Ultimate](#).



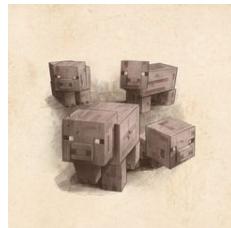
Pig sock puppets from the defunct Mojang website [Pig Tales](#).



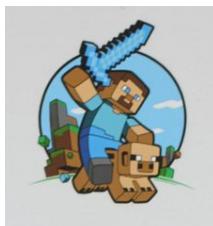
Sunny riding a pig in an advertisement.



Ditto.

The pig as seen in the [Mobestiary](#).

Lego Minecraft pig minifigure.

Pig micromob (left) from [LEGO Minecraft](#).Official T-shirt artwork "Pig Riding" featuring Steve and a pig.  
Made by JINX.

Pig plush made by JINX.



Pig plush made by JINX.



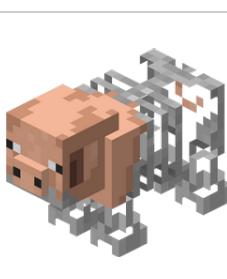
Baby pig plush made by JINX.



Rubber ducks of a pig, creeper, and Steve.

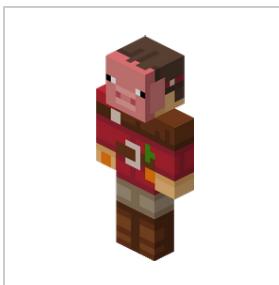


An officially licensed pig wheelchair cover.

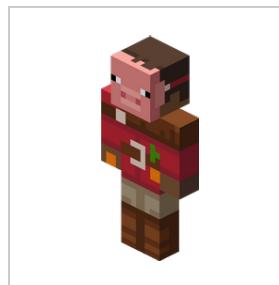
The poisonous potato pig from [24w14potato](#).The mottled pig from [Minecraft Earth](#).A pig as it appears in the [City texture pack](#).A pig as it appears in the [Greek Mythology texture pack](#).The Skeleton Pig, featured in the [Halloween Edition](#) mash-up pack and [Minecraft Mini-Series](#).A pig as it appears in the [Plastic texture pack](#).



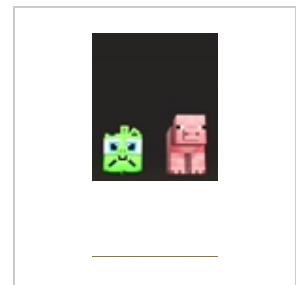
Party Pig, a skin featured in the 1st Birthday Skin Pack.



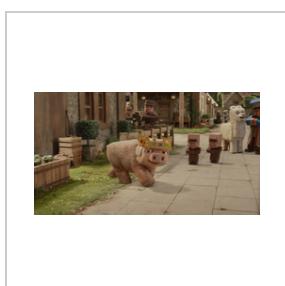
Pig Whisperer, a skin dressed as a pig featured in the Builders & Biomes skin pack.



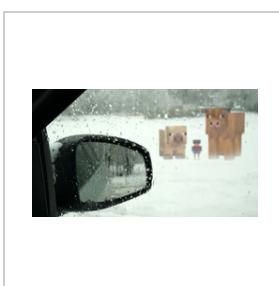
Alternate design for the Pig Whisperer.



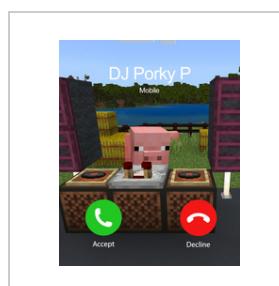
A pig dancing with a bad piggy.



A pig as it appears in A Minecraft Movie, also a reference to Technoblade.



Cold animal variants in real life snow.



- 1. MC-303715 — Pigs don't float when ridden in water — resolved as "Works As Intended".
- 2. MC-276342 — Player continues riding on Zombified Piglin after saddled pig is converted — resolved as "Works As Intended".
- 3. MCPE-186403 — Player does not continue riding on the Zombified Piglin you were riding on after saddled pig you were riding on is converted to a zombified piglin
- 4. "MUOAHHA! Pigs that get hit by lightning turn into zombie pigmen ;D" (<https://twitter.com/notch/status/57426954093211648>) – @notch (<https://twitter.com/notch>) (Markus Persson) on X (formerly Twitter), April 11, 2011
- 5. "imgur.com/jYWW1?full" (<https://twitter.com/notch/status/109628703788646400>) – @notch (<https://twitter.com/notch>) (Markus Persson) on X (formerly Twitter), September 2, 2011
- 6. I like to imagine Notch getting drunk while he's coding on Minecraft then comes here to take a break for a bit, then seeing something simple and cool like the Snout idea and drunkenly giggling to himself as he places something so simple and awesome as a nose...for a pig.  
What I'm trying to say is that I think Notch should code more while he is drunk. (<https://www.reddit.com/r/r/Minecraft/comments/k2gkw/id/c2h02cp>) – Reddit, u/AgainstClint, September 2, 2011

- 7. Pigs Need Snouts! (<https://www.reddit.com/r/r/Minecraft/comments/k2bo5>) – Reddit, u/MinecraftAfterDark, September 2, 2011
- 8. MC-92772 — resolved as "Fixed".
- 9. MC-260059
- 10. "Akira -1988, Akira Drift clip" (<https://youtube.com/watch?v=LK3hSoG5foQ>) – Senor Corbuiser on YouTube, March 31, 2022

## External links

- [Pig article on Wikipedia](#)

## Navigation

Entities															<a href="#">[hide]</a>
Mobs															<a href="#">[hide]</a>
Passive	Alay	Armadillo	Axolotl	Bat	Camel	Camel Husk	Cat								
	Chicken	Cod	Copper Golem	Cow	Donkey	Frog	Glow Squid								
	Happy Ghast	Horse	Mooshroom	Mule	Ocelot	Parrot	Pig								
	Rabbit	Salmon	Sheep	Skeleton Horse	Tadpole	Tropical Fish	Turtle	Villager							
	Squid	Strider	Tadpole	Tropical Fish			Sniffer	Snow Golem							
	Wandering Trader	Zombie Horse													
	<b>BE &amp; edu only</b>		Agent	NPC											
	Bee	Cave Spider	Dolphin	Drowned	Enderman	Fox	Goat								
	Iron Golem	Llama	Nautilus	Panda	Piglin	Polar Bear									
	Pufferfish	Spider	Trader Llama	Wolf	Zombie Nautilus	Zombified Piglin									
Neutral	Blaze	Bogged	Breeze	Creaking	Creeper	Elder Guardian									
	Endermite	Evoker	Ghast	Guardian	Hoglin	Husk									
	Magma Cube	Parched	Phantom	Piglin Brute	Pillager	Ravager									
	Shulker	Silverfish	Skeleton	Slime	Stray	Vex	Vindicator								
	Warden	Witch	Wither Skeleton	Zoglin	Zombie	Zombie Villager									
Bosses	Ender Dragon	Wither													
	Animal	Aquatic	Arthropod	Illager	Monster	Undead									
Mob types	Jockey	( Camel Husk)	Chicken	Hoglin	Ravager										
	Skeleton Horseman		Spider	Strider	Zombie Horseman										
	Zombie Nautilus		Mob variants	Mob conversion											
<b>Other entities</b>															<a href="#">[show]</a>
<b>Unimplemented</b>															<a href="#">[show]</a>
<b>Joke</b>															<a href="#">[show]</a>

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