Baby steps
There is no French cabale
Loading Textures
ClutterTexture *hand;

hand = clutter_texture_new_from_android_asset (application, "redhand.png");

clutter_container_add_actor (CLUTTER_CONTAINER (stage), hand);
Constraints
constraint = clutter_align_constraint_new (stage, CLUTTER_ALIGN_X_AXIS, 0.5f);
clutter_actor_add_constraint (hand, constraint);
clutter_actor_animate (hand, CLUTTER_LINEAR, 1000, "rotation-angle-z", 360.0, NULL);
Prebuilt libraries
ClutterScript
"type":"ClutterState",
"id":"nyanstates",
"duration":200,
"transitions": [

{
  "source":null,
  "target":"up",
  "keys": [
    "rainbow1",
    "y",
    "linear",
    10.0,
    0.000000,
    0.000000
  ],

...
ClutterScript *script;

script = clutter_script_new_from_android_asset (application, "nyan.json", &error);