Let's write a demo!
this bit 😊
Here's one I made earlier.
#include <clutter/clutter.h>

int main (int argc, char **argv) {
    if (clutter_init (&argc, &argv) != CLUTTER_INIT_SUCCESS)
        return 1;

    ClutterActor *stage = clutter_stage_get_default ();

    const ClutterColor sky = { 0x98, 0xc1, 0xda, 0xff };
    clutter_stage_set_color (CLUTTER_STAGE (stage), &sky);

    clutter_stage_set_fullscreen (CLUTTER_STAGE (stage), TRUE);

    clutter_actor_show (stage);
    clutter_main ();

    return 0;
}
ClutterActor *cloud = clutter_texture_new_from_file ("cloud.png", NULL);
clutter_container_add_actor (CLUTTER_CONTAINER (stage), cloud);
clutter_actor_set_depth (cloud, -500);
clutter_actor_animate (cloud, CLUTTER_LINEAR, 4000, "depth", 0, NULL);
ClutterAnimator *animator = clutter_animator_new();
clutter_animator_set (animator,
    cloud, "y", CLUTTER_LINEAR, 0.0, 0.0,
    cloud, "opacity", CLUTTER_LINEAR, 0.0, 0,
    cloud, "opacity", CLUTTER_EASE_IN_CUBIC, 0.15, 0xff,
    cloud, "depth", CLUTTER_LINEAR, 0.0, -500.0,
    cloud, "depth", CLUTTER_LINEAR, 1.0, 0.0,
    cloud, "opacity", CLUTTER_LINEAR, 0.85, 0xff,
    cloud, "opacity", CLUTTER_EASE_OUT_CUBIC, 1.0, 0,
    cloud, "y", CLUTTER_LINEAR, 1.0, 100.0,
    NULL);
clutter_animator_set_duration (animator, 4000);
clutter_animator_start (animator);
static gboolean create_cloud (ClutterActor *cloud_texture)
{
    ClutterActor *cloud = clutter_clone_new (cloud_texture);

    // Add some random variance to the size/position/etc. properties of cloud ...

    // Create the animation as in the previous slide ...

    // Handle destruction of the actor and animation object
    ClutterTimeline *timeline = clutter_animator_get_timeline (animator);
    g_signal_connect_swapped (timeline, "completed",
                              G_CALLBACK (clutter_actor_destroy), cloud);
    g_object_weak_ref (G_OBJECT (cloud), (GWeakNotify)g_object_unref, animator);

    clutter_animator_start (animator);

    return TRUE;
}

// Hide the original cloud, don't do any animation with it
clutter_actor_hide (cloud);

// Generate a new random cloud every 10th of a second
uint source = g_timeout_add_full (CLUTTER_PRIORITY_REDRAW, 100,
                                   (GSourceFunc)create_cloud, cloud, NULL);