AIR Starling

Starling is a pure ActionScript 3 library that mimics the conventional Flash display list architecture. In contrast to conventional display objects, however, all content is rendered directly by the GPU — providing very fast rendering performance. This is made possible by Adobe's Stage3D" technology.

Starling Framework

http://gamua.com/starling/	Main
http://gamua.com/starling/tools/	Tools
http://wiki.starling-framework.org/extensions/start	Extensions/Code Utilities

Introduction: Using the Starling GPU library

http://www.hsharma.com/tutorials/starting-with-starling/

Starling Optimization/Tips

http://wiki.starling-framework.org/manual/performance_optimization

Reference

Starling Manual
http://wiki.starling-framework.org/manual/start
Starling Game Development Book
https://www.dropbox.com/s/42ms6y2gpqzl9pw/Starling.Game.Development.Essentials.pdf?dl=0

Shoebox

http://renderhjs.net/shoebox/packSprites.htm
Required for Starling spritesheets (can also use Texture Packer)
Packs multiple images, SWF files (AS1, AS2 or AS3) or animated GIF animation's into one texture Atlas and saves the result as a PNG image and a text file that holds the coordinates for each sub-sprite. The text file can be customized so it can be saved in various file formats.