Here's one of the looks I did.

And here's a breakdown of each of the shapes involved in creating a person.

So what I did was start from photos, and work my way from there using mainly the pen tool, the simplify tool, clipping masks, and the transparency tools.
Here's the photo I worked off:

PEN TOOL // I used the pen tool to trace all the objects. Start with simple body parts like arms, legs, face, neck, and click-trace around the outline of the shapes. Then items of clothing (sometimes I used other photos and then maneuvered anchor points (using the direct selection tool) to fit them to my body parts)

(direct selection tool)

SIMPLIFY // Now, when you use the pen tool, there are little kinks in the shape because you're working mainly with straight lines or funky curves. So if you go to Object > Path > Simplify, you can adjust how many anchor points you leave in the shape to maneuver, as well as create curves between each point.

CLIPPING MASKS // I used clipping masks to create texture with the clothing. First you find the texture you want to work with (google something like: "denim texture" and make sure it's a large high quality image), and place it in Illustrator, and then place a copy of your shape over the texture. Select both at the same time, and then hit Command + 7, and it will cut the image out in your shape.

Note: It will delete the shape you used in the clipping mask, so make sure it's a copy!
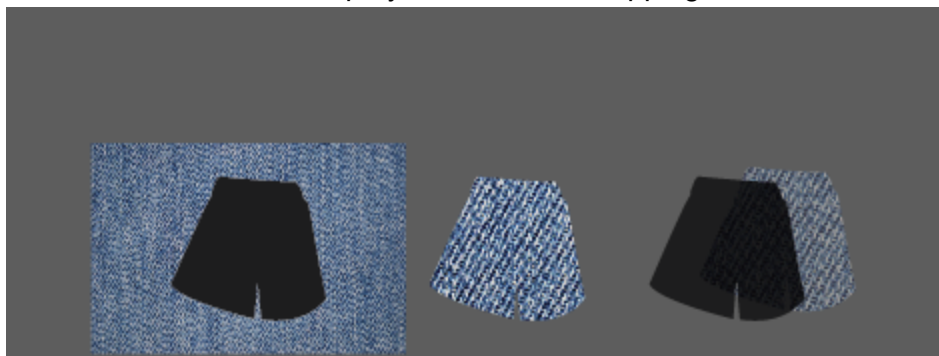
TRANSPARENCY // Then go to your Transparency window, while clicked on the CUTOUT TEXTURE

(transparency window)
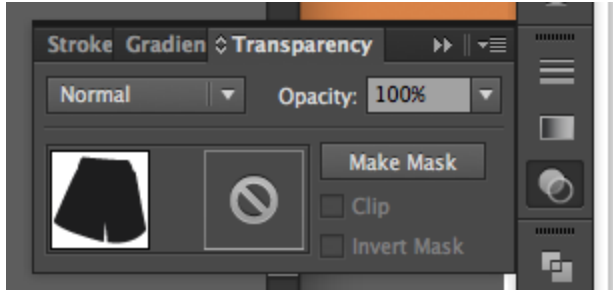
And change Normal to Multiply, and mess with Opacity until you like what you see.
Place this texture layer over your original pants shape and you'll have a texturized shape!